I may buy this 060 for the old girl

About time I got myself a 1200

I see Viscorp still hasn't got Amiga
Who said that there are no *Amiga* dealers left?

**Hardware**

Amiga A1200 HD, Amiga A4000

*Cobra 33* 68030 33, Mhz *Cobra 33*+ with 68882, *Cobra 40* 68EC030 40 Mhz, *Cobra40*+ with 68882, *Ferret* SCSI card for *Cobra*

*1202* 32 bit ram+ clock, *1202*+ with 16 or 33 Mhz 68882,

*Squirrel* SCSI, *Surf Squirrel* SCSI plus RS@232,


*Ferret* SCSI card for *Cobra* 1202 32 bit ram+ clock, *1202*+ with 16 or 33 Mhz 68882,

*Squirrel* SCSI, *Surf Squirrel* SCSI plus RS@232,


**Accessories**


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Welcome to the very first issue of the Australian Amiga Gazette or 'AAG' for short. We hope we are not too much of a shock to your system after a steady diet of the other magazine which will remain unnamed. It has been a hectic month getting the Australian Amiga Gazette up to speed. Any comments (preferably constructive) will be much appreciated.

So, why are we starting a magazine dedicated to the Amiga platform while others around us are heading off to the platform which will remain unnamed? Firstly, we believe the Amiga is the world's best computer system. Secondly, we see it as a priority that the Australian Amiga community remains informed. This publication would not have come about without the support of quite a number of people. I would like to take this opportunity of thanking the members of the Western Districts Amiga User Group (Sydney); all the Amiga dealers who have given their support when the Australian Amiga Gazette was in its conceptual stage; the many people around the world who have expressed their support and have provided articles; and, finally, you the reader, many of whom have subscribed in faith.

Australian Amiga Gazette is a "grass roots" publication which is produced by Amiga enthusiasts using Amiga computers for Amiga owners. With your involvement we now Australian Amiga Gazette will grow.

There is still no new owner of the Amiga computer platform. However, many overseas companies, groups and individuals have decided to stop waiting and take action - in the form of new products, computer shows, user groups, etc. Amigas are selling well in the USA. And Amiga shows are happening in various northern hemisphere countries. Many programmers frustrated with the PC platform are returning to the Amiga.

We intend to put a concerted effort into replicating some of the overseas success, of the rise in Amiga popularity, here in Australia.

The Amiga has become far too entrenched in people's lifestyles ever to be shelved. This is evident in the many clones and concept systems which have been based on the Amiga and the on-going situation which has only reinforced this phenomenon.

I think we have an interesting mix of articles in Australian Amiga Gazette (AAG) that reflect the very rebellious nature of the Amiga system. However, it is only with YOUR input through articles, letters and involvement that we can continue. May I encourage you to become involved by giving your input as to what you want to have in AAG.

Best wishes for the coming new year and we look forward to hearing from you.

Cheers,

Michael Burak
AAG Editor
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'Been there yesterday, let's see tomorrow!'
Cologne

'I'm glad to be back home, but I've very much enjoyed my trip to Cologne, Germany and the Computer show. The two days spent there flew by very quickly, but I was glad to meet with hundreds of Amiga users, journalists, and professionals to discuss the Amiga.

The Amiga Acquisition

The topic on everyone's mind, of course. At present, there is no publicly consumable news to report. However, these things are true.

VIScorp remains dedicated to the acquisition of the Amiga technology from the bankrupt Escom AG, and our representatives continue discussions with Escom trustee Dr. Hembach over this issue.

VIScorp remains dedicated to the productive application of the Amiga technology in the event it is successful in the acquisition namely, the fulfillment of the interactive technology goals the company was founded on, and the support and further development of the Amiga technology as a desktop computer. The interactive technology goals will explicitly involve technology partners, and we anticipate forging strong partnerships for the Amiga desktop computer technology as well.

VIScorp has dedicated a great deal of corporate energy and effort to the acquisition. It is not VIScorps intention to deprive, abuse, or alienate the Amiga market. Rather, VIScorp wants to complete the Amiga acquisition as soon as possible and be freed to pursue its technology goals. It is not in our interests nor our intention to mislead the Amiga market, nor to misrepresent the current state of affairs. Also, it is explicitly not in our interests to in any way damage or endanger our efforts in the Amiga acquisition. In order to satisfy all of these requirements, VIScorp is obliged to abide by certain rules of conduct which preclude a blow-by-blow report of the proceedings of the Amiga acquisition. This would be improper and beyond our ability to provide.

We remain committed to the acquisition of the technology and as such are attempting to act in everyone's best interest. We cannot make commitments to property we do not yet own in the form of purchase orders, contracts, and the like. It is within our purview to conduct preliminary discussions with companies regarding the ultimate goals for the Amiga technology, and as such discussions have been conducted worldwide, with such companies as Motorola, PIOS, Phase5, and Schatztruhe. However, it would be premature and improper to make any commitments, nor rule out any other discussions, at this time. Acquiring the rights from a bankruptcy to properties obtained, from a bankruptcy a short while ago, which represent the intellectual property of a decades-old computer giant, with the two sales conducted under different codes of law, is not a straightforward affair, as some might suggest.

VIScorp has done its best to learn and understand the full implications of the purchase of the Amiga technology and is working to successfully complete the acquisition. As a general policy, VIScorp does not engage in online flame wars. It is a negative-sum enterprise and not in the best interests of a company and the individuals in it who are dedicated to a goal and wish to conduct business towards that goal.

The bottom line

Yes, VIScorp continues to work with all diligence towards the completion of the Amiga deal, but don't let anyone fool you into thinking that it should be an easier process. As has been mentioned before, this sort of process is not merely closed to VIScorp. VIScorp believes it is the front-runner in this acquisition. If it were any easier to purchase the Amiga, by now we or someone else would have made it so. The fact that it is November 22, 1996 and we do not have control of the Amiga assets as of yet is a consequence of the way business is and must be conducted in an international sale of technology with major implications.

Due to my trip, there is some e-mail that has gone unanswered, and I'll be working to rectify that situation. While VIScorp has been open from the start to accepting and considering comments and input from all comers, please try to keep in mind that you and you alone determine through your language how you wish it to be received.

Jason Compton
Communications Manager - Amiga, VIScorp

Our thanks to Viscorp for allowing AAG to reproduce this article
## Crazy Games Prices

<table>
<thead>
<tr>
<th>Game</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aquanaut</td>
<td>$8.00</td>
</tr>
<tr>
<td>Bad Company</td>
<td>$10.00</td>
</tr>
<tr>
<td>Bobs Bad Day</td>
<td>$29.00</td>
</tr>
<tr>
<td>Cardiaxx</td>
<td>$8.00</td>
</tr>
<tr>
<td>Cyberblast</td>
<td>$9.00</td>
</tr>
<tr>
<td>Dangerous Streets</td>
<td>$21.00</td>
</tr>
<tr>
<td>Day of the Viper</td>
<td>$8.00</td>
</tr>
<tr>
<td>A320 Air Bus</td>
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<tr>
<td>Globdule</td>
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<tr>
<td>HotShot</td>
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<tr>
<td>Last Action Hero</td>
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<tr>
<td>Logical</td>
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<tr>
<td>Master Blazer</td>
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<td>Midwinter 2</td>
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</tr>
<tr>
<td>Psyborg</td>
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</tr>
<tr>
<td>Stormball</td>
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</tr>
<tr>
<td>Theatre for Death</td>
<td>$39.00</td>
</tr>
<tr>
<td>Tom Landry Football</td>
<td>$19.00</td>
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### Amiga 1200/A4000 Games

<table>
<thead>
<tr>
<th>Game</th>
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<tbody>
<tr>
<td>Allen Breed 3D</td>
<td>$37.00</td>
</tr>
<tr>
<td>Death Mask</td>
<td>$49.00</td>
</tr>
<tr>
<td>Fears</td>
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<tr>
<td>Gloome Deluxe</td>
<td>$49.00</td>
</tr>
<tr>
<td>Lion King</td>
<td>$7.00</td>
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<tr>
<td>Sabre Team</td>
<td>$35.00</td>
</tr>
<tr>
<td>Second Samurai</td>
<td>$35.00</td>
</tr>
<tr>
<td>Total Carnage</td>
<td>$8.00</td>
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### Sizzling Prices on DKB Cards

<table>
<thead>
<tr>
<th>Card Configuration</th>
<th>Price</th>
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<tbody>
<tr>
<td>4 meg 72pin simm</td>
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<tr>
<td>8 meg 72pin simm</td>
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</tr>
<tr>
<td>16 meg 72pin simm</td>
<td>$169</td>
</tr>
<tr>
<td>32 meg 72pin simm</td>
<td>$309</td>
</tr>
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</table>

### Quick Shot JoySticks

<table>
<thead>
<tr>
<th>JoyStick Type</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>APACHE 1</td>
<td>$30</td>
</tr>
<tr>
<td>STARFIGHTER 1</td>
<td>$17</td>
</tr>
<tr>
<td>FLIGHTGRIP 1</td>
<td>$15</td>
</tr>
<tr>
<td>AVIATOR 1</td>
<td>$49</td>
</tr>
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</table>

### One Off Specials!

<table>
<thead>
<tr>
<th>Product Type</th>
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<tbody>
<tr>
<td>Sbase 4 Professional</td>
<td>$199</td>
</tr>
<tr>
<td>DeluxePaint IV</td>
<td>$22</td>
</tr>
<tr>
<td>Video Director</td>
<td>$75</td>
</tr>
<tr>
<td>Squirrel SCSI</td>
<td>$120</td>
</tr>
<tr>
<td>3.1 rom chips, A1200</td>
<td>$100</td>
</tr>
<tr>
<td>Zip SCSI Drive</td>
<td>$310</td>
</tr>
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</table>

### ProDAD Software

<table>
<thead>
<tr>
<th>Software Type</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adorage Professional Video Effects V2.5 AGA</td>
<td>$210</td>
</tr>
<tr>
<td>Premium effects add on package for Adorage</td>
<td>$55</td>
</tr>
<tr>
<td>Clarissa Super Smooth Animation Professional V3.0</td>
<td>$360</td>
</tr>
<tr>
<td>Animage Animation and Graphics Composing software</td>
<td>$205</td>
</tr>
<tr>
<td>Monument Ultimate in Titling &amp; Video Effects</td>
<td>$323</td>
</tr>
<tr>
<td>Monument Creativity set</td>
<td>$85</td>
</tr>
<tr>
<td>Loader Pack loads GIF,PCX, JPEG for all the above</td>
<td>$65</td>
</tr>
</tbody>
</table>

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Phase 5’s new PowerPC Accelerator

After some delay in the first six months of 1996 due to the unclear situation at Amiga Technologies and the break-off of negotiations on a possible joint venture, the PowerUp project of Phase 5 digital products is now really getting up steam. The start of deliveries of the PowerUp Alpha Developer Boards to leading Amiga software developers has given the green light for the birth of a new generation of high performance processor cards. What this means is that Amiga will now be doing more than merely keeping step with the rising standards of performance in the field of personal computing.

Due to the implementation of a dual processing technique which involves the parallel operation of 680X0 and PowerPC processors in an integrated, multi-tasking Amiga environment, this enormous boost in performance will go hand-in-hand with full compatibility. The existing software runs as usual on the 68k side while new, optimised program versions supported by the strength of the PowerPC processor offer vast potential for an outstanding performance.

The PowerPC acceleration cards from Phase 5 digital products, which will be ready for delivery by the end of the first quarter of 1997, are powerful, dynamic dual-processor systems in 64-bit technology. Here the two processors installed, either a 68040 or a 68060 together with a PowerPC processor, share the memory and the system bus as required. At the same time a complex interrupt system ensures dynamic distribution of the bus cycles, depending on the activity of the processors.

The obligatory option of expanding the memory to 128 M-bytes is integrated as a 64-bit memory while full burst mode implementation for the 68k and PowerPC processors ensures a high data transfer rate so that both processors have rapid parallel access to the RAM. Due to this active parallel operation the power of both processors can be used simultaneously. The tasks running on the different processors are able to exchange data and signals via a message system. Both processors can access the entire available address space so that the PowerPC processor can write directly into the chip memory or into graphic cards. This integration allows software manufacturers or active programmers to easily optimise existing programs step by step on the PowerPC.

Along with the powerful hardware, the PowerPC acceleration cards will also go hand-in-hand with a versatile range of software. The users of commercial programs will certainly be most interested in the CyberGraphX V3 Native, in which multi-media functions for the display of MPEG video and the new 3D implementation, CyberGL, are realised.

The exceptional power of the PowerPC processor and the optimised design of the mighty PowerUp accelerator give reason to expect outstanding performance in this field. Extensive support from software developers. Many well-known software manufacturers for the Amiga greet the concept of phase 5 digital

Begin of October 96, in the labs of phase 5: Worlds first dual processing Amiga system with a 68060 and a PowerPC processor, here connected to Tektronic TLS520 and Phillips PM3585 logic analysers, runs the first Amiga-PowerPC program!
products as an avant-garde step which ensures the success of the Amiga system in the future and have announced their support. This means that Amiga users who decide in favour of the PowerUp board can already reckon with a wide range of programs optimised for the PowerPC as soon as the turbo cards become available.

Some of the most important software manufacturers who will be giving their support to the PowerUp Project are Cloanto Software, Digita International, GP Software, Haage and Partner, IrseeSoft, Holger Kruse, Maxon Computer, Nova Design Oberland Computer, ProDAD.

Several of the above mentioned vendors plan to show first demos of software supporting the PowerUp accelerators already on the Computer 96 show in Cologne. In addition to these well-known names about 500 software developers have registered for the phase 5 PowerUp Developer Support Programme and it can be expected that they will develop numerous applications for the future especially in the shareware and PD field. In addition to this, Phase 5 digital products will give particular support to special projects such as Linux porting and similar, with the result that such projects will probably have already produced results by the time that the PowerUp accelerator becomes available.

A 100% Amiga-OS 3.1-compatible operating system core has already been realised in the development laboratories of Phase 5 digital products and is currently undergoing intensive testing. We also anticipate further important innovations in this area also in cooperation with major software developers and partners who are eager to enhance the system and pursue the Amiga vision. The final goal is to produce a full PowerPC-based operating system.

All Amiga users who are interested in PowerPc upgrades for their preferred system should contact the vendors of their preferred software products and inquire for updated versions of these software applications which are optimized for the PowerUp accelerator boards. Send your requests or wishes by post, fax, or email to the vendors of the software you'd like to see reaching a new performance level. Your strong feedback will help the software vendors to quickly realise the products that you are waiting for.

Switching to a PowerUp Board will become a worthwhile investment for practically any Amiga user and one which offers outstanding value for money. The prices for the extremely low-cost PowerPC603e based accelerators, which are also in the planning, have not yet been decided. But they will also offer attractive upgrade possibilities, particularly for Amiga 1200 users. As the PowerUp boards for the Amiga 1200 will make it absolutely essential to upgrade the A1200 with a tower housing (if only for EMC reasons), Phase 5 digital products will be working closely with the manufacturers of the relevant systems.

A 100% Amiga-OS 3.1-compatible operating system core has already been realised in the development laboratories of Phase 5 digital products and is currently undergoing intensive testing. We also anticipate further important innovations in this area also in cooperation with major software developers and partners who are eager to enhance the system and pursue the Amiga vision. The final goal is to produce a full PowerPC-based operating system.

World of Amiga Show Toronto 1996

Canada's largest Amiga dedicated corporation, WCI will be hosting the World of Amiga show in Toronto, Canada. The show will be held at The International Center on December 13th, 14th, and 15th. This will be the largest exclusively Amiga show held in North America. "This will be the biggest show held in the past three years" says Mark Habinski, President and CEO of WCI. "The space is bigger and we're really pushing for noteworthy seminars and some unique events". The show will feature international hardware and software manufacturers, Amiga retailers and information seminars. With people coming in from around the world, Habinski says this will be a good opportunity for Amiga users to see the faces behind Amiga. "We will have people at the show who have been instrumental in making Amiga what it is today and what it will be tomorrow".

One of the events will be an Amiga game show. The game show will be hosted by none other than Jason Compton. Compton is the well known writer and editor of Amiga Report, an on-line magazine read by over twenty thousand Amiga users worldwide. Jason says "This (being a show host) isn't a career move" but is quick to add "if Hollywood comes knocking on my door I won't turn them away". "There's a lot of energy and enthusiasm being put into the show" adds Habinski. "The Amiga is an excellent platform and we're out to show the world just how good it is." Amiga users everywhere are sure to enjoy the WCI World of Amiga show in December.
Amiga Computer generated Fax

To: Mr Michael Burak
The Editor
Australian Amiga Gazette

Dear Michael

Congratulations on your initiative in producing AAG.

We read recently in a newsletter from one of the dealers, that he likened the Amiga to the Harley Davidson motorcycle - underestimated when it first came out - overpowered by superfast all knobs and whistles machines - revived by the passion of the owners and now a cult of it's own.

Maybe the big bang machines are the market leaders in hardware sales, but could someone please explain why do we get so many calls from people who want software for THEIR Amiga!!! Maybe the question they should have asked is: "Why is Small-Biz still distributing and supporting Australian produced Amiga software?" To us it's simple. We know that tens of thousands of Amiga owners around the world are loyal to their platform. This interaction between a special machine and their owners verges on fanaticism. The Amiga is here for some time yet - so are we!

We look forward to the future and wish you every success in your venture.

Best Regards

Small- Biz

PS: We have offered the dealers a special Christmas deal for their bulk software purchases. It would be worth the readers to twist their dealers arm for a great price on EasyLedgers2 - Amiga accounting - and the New Enhanced Directory Opus 5.5 - still the worlds best selling Amiga utility program, now with FTP functions.

SOFTWARE

Your Personal Service and support: we are stuc only a phone call away.
Upgrades from Opus 4 etc still available - phone or fax for info
REAL 3D TUTORIAL - PART ONE
First of all, one or two conventions attached to use of this software are necessary. Should you have Magic Menu running on your machine you will have to reset this (or disable) as Real 3D makes use of the right mouse button for certain operations and will not work properly if Magic Menu has certain configurations set. When using Real 3D I have mine set with the Pull Down Menu on standard and the type toggle set to Pull Down Menu Only. Having been used to other settings, it does take a little while to get used to the change but it is worth it when you see the results of your efforts unfolding in full colour on your screen. Normal use of the mouse buttons are ONE click only and let go. One click with the LMB on a tool icon will select it - one click in the view window will set the starting point for drawing your object and one further click (LMB) to complete the drawing. Any drawing operation can be CANCELLED by ONE click of the RMB. The view of your objects. 3) Bottom left is a top view. 4) Bottom right is sub-divided into two the left hand section is the directory structure of your scene called the Select Window. The right hand section is a graphical tool bar for selecting the objects you wish to draw. As objects are created they

are shown the SELECT WINDOW highlighted in white (at least on my screen it is) and the selected object is also repeated in the top menu bar. Access to the full range of operations is through the RMB in this top bar. Certain operations can also be activated in the graphical TOOL BAR. Perhaps the most difficult to get used to is the directory structure which is best explained by saying that it is similar to the directory structure of your Amiga. i.e. Like a Russian doll there are levels inside levels - when you physically move on screen an outer directory, ALL the others inside move with it - if you move the innermost one, only the innermost moves leaving all the rest where they were. This idea allows you to construct, e.g. a TV set, from several different objects, alter any single component on it's own but alternatively enlarge the whole of the TV set AND it's component parts all linked together as one.

Here is an example.
Something simple but quite effective is the best place to start so LMB click on the icon 'obj' in the TOOLBAR which replaces the name 'root' at the top of the SELECT window with 'obj' (you have moved inside the 'obj' - the root is still there and you can access by LMB clicking on the word 'obj' at the top of the TOOLBAR - this then shows both 'root' and 'obj'). LMB click on 'obj' in the SELECT window which will highlight it in white - press the 'n' key to bring up the name change requester, delete the word 'obj' replacing it with the word 'base' and press the return key or click the OK box. You will see the name change in the SELECT box to 'base'. LMB click on the icon in the TOOLBAR which shows a rectangle (top row, second from left) and move to the TOP VIEW (bottom left) window . LMB click near the top left of the window and let go - this fixes the start point for drawing - and move the cursor to near the bottom right which draws a rectangle in the window as you do so.

Australian Amiga Gazette Dec96
When you are happy with the size, LMB click to fix the end point and a rectangle will simultaneously appear in all three view windows. Super ain’t it?

Rename the ‘rectangle’ to ‘floor’ by using the ‘n’ key. To view this object in 3d space, either press the ‘w’ key (lower case) or RMB in the menu bar at the top right access the menu option MODES/Wireframe taking you to - guess where? - the wireframe!!!

All you can see on the main screen is a line as the default position is a side view of the object(s) you have just drawn. Our object is a rectangle so therefore - a sideview is all you can see. At the bottom of the screen in the toolbar just right of centre is a elongated box with a small block in the centre and this is your access to 3d space. LMB clicking and holding down on the block in the centre allows you to move the block around showing your rectangle as though you were going around it ( the small vertical line on the rear left corner of the rectangle indicates the top of it so if the line is going down from the corner, you are actually viewing the underside). If when moving around the object you lose track of whereabouts you are viewing it from, click the CLEAR button and it will reset to default.

To move backwards and forwards, use the slider in the DISTANCE box - this actually moves you backwards and forwards in 3d space but the SCREEN slider only moves the actual screen (not a lot of difference in most cases but it does come in handy occasionally). When you have got fed up of moving around, find a position in which you are looking down on the rectangle from about 45% and slightly rotated and LMB click on the REC button. This button records the position for rendering and each time you go back to the Wireframe view or Render screen, this is the view you will see regardless of the editor. Return to the Editor by clicking on the button in Wireframe and LMB click on the ‘base’ at the top of the SELECT window (you may have to click twice depending on whether the ‘floor’ or ‘base’ object is highlighted. You will now see the ‘root’ return at the top and the ‘base’ object in the window underneath. LMB click on ‘obj’ in the TOOLBAR and rename it ‘Billiard balls’. Billiard balls is now at the top and a blank window underneath. LMB click on the icon second row down, second from left and move to the FRONT view window (top left) - LMB click once and let go, move the cursor sideways and when you have a sphere about 1/2 inch (1.5 cm approx.) LMB click again to fix the drawing point. A sphere will appear in all three windows but, more than likely, not in the position you wish it to be. So, with the ‘sphere’ selected, press the ‘m’ key, (the words ‘Catch hold of object’ appear in the Menu bar) LMB click in the view window in which you wish to move the ‘sphere’ and move it. When you are happy, LMB click again to place the sphere and all the windows will update. To move the sphere in other directions, repeat the above moves in a different view window.

A tip here may come in handy in that whilst moving an object around the window, if you press and hold the right AMIGA key, your movements will be restricted to the vertical - by holding the right ALT they will be restricted to the horizontal. When settled with the position in all view windows, let’s change the colour. Make sure the ‘sphere’ is selected and press the ‘f’ key (or Menu bar Modify/ Hierarchy/ Colour), press and hold the RMB, access colours in the Menu bar and select a colour from the palette by letting go of the RMB. As you do, the words ‘Current Colour’ appear in the Menu bar along with the RGB values of your chosen colour and to accept this choice, LMB click in any view window. ‘Colour Changed’ appears now in the menu bar and the colour of your ‘sphere’ will change too. Now may be a good time to get a rough idea of the final rendered picture will look like so either press the ‘q’ key (or RMB and menu bar - Modes/Solid). You are now faced with a nice blue screen with lots of things to click on and move about - leave everything set on defaults and click on the Render button. Not very impressive is it? But you’ve done your first render. Don’t let this put you off as the results will improve with every move we make. Press the ‘q’ key (or Menu ‘Exit’) taking you back to the Render screen, click EDITOR and we are back where we started. Let’s now improve on the basics and map a material onto the ‘floor’. In the SELECT window, go into the ‘Base’ directory until you see ‘floor’ in the SELECT window - LMB click on ‘floor’ to highlight it. Access the MENU bar with RMB and select PROJECTS/MATERIAL/LOAD to bring up a requester. It is possible that the requester may already show the MATERIALS directory with the word ‘materials’ in the file request window. If not, LMB click on the top bar of the requester to take you back through the directories of your hard drive or floppy until you reach the Real 3D directory. Now look for and LMB click on the Materials (dir) and LMB click once on the word ‘materials’ in the requester window - then click OK.

We now have a selection of materials with which to map all our objects, these being accessed in the following way:-

Making sure the ‘floor’ is highlighted in the SELECT window, press the ‘b’ key or use MODIFY/HIERARCHY/MATERIALS from the menu bringing up a requester containing a list of pre-formed materials. LMB click on chequered3 in the list and OK the requester. You will see ‘floor is made of chequered3’ at the top of the screen - which it is but we have now to map it onto the floor. The actual ‘chequered3’ is only basically two tiles and it requires repeat tiling onto the floor but you need do nothing as this has already been set up as part of the
basic material. In a future tutorial I will show you how to make up your own materials from IFF pics.

For now, though, press the 'v' key or select menu MODIFY/HIERARCHY/PAINTING and LMB click on the top left hand corner of the 'floor' in the LOWER left window (top view) and let go. Move your cursor towards the right following the top outline of the 'floor' (press and hold the right ALT key and this will limit the cursor to a horizontal movement) and LMB click again about 1/2 inch across the 'floor'. At the top of the screen you will see 'painting modified'. Go now to the RENDER screen ('q' key or select MODES/SOLID), select the LAMPLESS button and click RENDER. Back to the Editor.

Go back in the SELECT window and select the sphere, Press 'b' to bring up the material requester and select 'shiny' - click OK. As shiny is not a material in the same sense as 'chequered', you don't need to map or paint this onto the sphere - once it is selected for the object - that's it. Go again to the RENDER screen but this time make one or two changes. Leave LAMPLESS set but increase the BRIGHTNESS slider to about 30, ANTIALIAS to 3 and if you have extra memory available, select INTERLACE. If you don't have a faster processor than the 68020 then be prepared for a wait for the re-render is the sphere so a little tip here with the actual rendered picture screen - once the whole picture has been drawn, the only part we wish to re-render is the sharp image in the render screen - once the whole picture has rendered, use the Menu RMB and select SET BOX. We are going to draw a box around the sphere so LMB click to the top left of the sphere and draw the box, LMB clicking when you have completed. This procedure is time-saving in that the main part of the picture is still there when we re-render but the box containing the sphere will be the only part re-rendered. Saves a lot of time. One last thing before we leave this month's tutorial, return to the EDITOR and in the SELECT window go back to the 'root'. Click on the icon to the left of 'obj' in the toolbar (looks like a sun) and click in the top right window (side view) to the right of and above the sphere and floor. You have just placed a light in the scene and it will probably be the wrong colour. Press 'f' or MODIFY/HIERARCHY/COLOR and select white from the COLORS menu using the RMB. LMB click anywhere in any window to accept the colour and return to the RENDER screen.

This time, just change the MODE (top right) from LAMPLESS to SHADOWLESS and click RENDER. If you have a faster processor and FPU or loads of time to spare, try the NORMAL setting which does a full render including shadows. If the shadows are solid black and you wish to lighten them, there are two buttons towards top right, one of which says BASELIGHT and the other BACKGROUND. If you wish to change the colour of the background of your render, do this with the (surprise, surprise) BACKGROUND button - if you wish to lighten the shadows, select the BASELIGHT button and increase the slider value to say, 8 but experimentation is the order of the day to get it just right for you.

If you wish to save something you have been working on but haven't completed, DON'T save it from the PROJECTS/OBJECTS/SAVE menu as this only saves the actual objects themselves without attributes. Even if it is not an animation but just a single picture, go to PROJECTS/ANIMATIONS/SAVE which will save ALL the data required to carry on from where you left off.

A few tips before I finish. If the objects are too large or too small in the render screen, go to wireframe and use the DISTANCE and SCREEN sliders to move forward or backwards. Don't forget to click REC before you leave this screen or the settings will be returned to the previous ones. Try DITHER and HL-SHADE in the render screen settings either individually or together to achieve different effects. Also try GREYSCALE as this will produce a sharp image in high resolution without colours of course. In the editor, move the light to other places in 3d space. Then use the 'c' key with the 'sphere' selected to copy the original sphere with all it's settings, move the copy on the 'floor', change the colour ('f' key and COLORS menu) to increase the number of objects. Don't forget though that the more objects reflective surfaces you have in your scene increases the rendering times quite a bit. If you wish to see what the scene looks like without shiny spheres, change the material of the sphere to DEFAULT in the material requester or go for FAST RENDER in the RENDER screen and when you are happy, change them back to SHINY or SHADOWLESS etc.

Have Fun, Geoff.

Geoff will be back next month with part 2 of our "Real 3D Classic" tutorial.

Our thanks to "Third Dimension Disk Mag" for allowing us to reproduce this article.

End.
Product in Review: Apollo 4060

Reviewer: Michael Burak

Introduction
We are starting to see more of the 060 accelerator card in Australia. I have had the opportunity to look at the Apollo 060/50Mhz board for the A4000 over the last 2 weeks.

Specifications
Motorola 060/50Mhz with cpu & mmu
Up to 128 meg autoconfiguring ram
4x72pin standard simm sockets
SCSI-2 onboard controller.

Installation
The Apollo 4060 is a straight replacement of your original processor board. The instructions provided are easy to follow and shouldn't cause much drama. After moving all the fast ram from the motherboard to the 060 card and connecting up a scsi cdrom to the card, the only thing I had to check was two clock jumpers on the motherboard and four config jumpers on the card which are clearly marked. The manufacturer don't include a cpu fan stating that the 060 is only running on 3.4volts and not a lot of heat is generated by the processor so no cpu fan is needed. I would recommend installing your own. After a day of rendering in lightwave it did get quite hot - too hot to touch.

Installation Software
The Apollo 4060 only requires a few libraries to promote compatibility. These are installed via a simple shell script. Installation is painless but I don't like my libraries replaced without the option to backup the old ones. The standard Amiga installer would have been a good idea. The hard drive setup software is much like hdtoolbox - very straightforward.

Ram Expansion
The 4060 will accept basically any configuration of simms up to 128meg on four standard 72 pin sockets. The price on ram is very low at the moment so I would stick as much on the card as I could afford.

Hardware Incompatibility
Be ready to sell off any older expansion cards like the 2091,Oktagon etc. The rom instructions in these cards spit-the-dummy with the 060 cpu. The manufacturer recommends contacting the exp-card maker for upgrade roms.

Software Incompatibility
Again be prepared for some of your programs to fall over. (Warning: test any of your programs that write to the harddrive with some dummy files in ram, especially HD cleanup programs like disk organizer.) Hardware and software problems are to be expected with any cpu upgrade. Even going from a 030 to the 040 in our A4000 meant some adjustment. On the positive side all our productivity programs had no troubles at all. (Check out F/A18 on a 060, it powers!)

Price
This is a problem. At $1999 I don't see every A4000/A3000 owner running out to get one. You can take the edge off the price by selling your old processor card - currently the going price is around $450 for 040 and $350 for 030.

Our thanks to Perrytech for providing the Apollo for our review.

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Quick Reference
Made By: Apollo
Distributed by: Perrytech NZ
Available at: Amiga Dealers
Retail price: $1999.00
Requires: A4000 system
Overall rating: 85.0%
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<td>Datstore V2</td>
<td>$165</td>
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<td>Turbo Calc V3.5</td>
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<td>Twixt (Relational Database)</td>
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<td>Scala MM400</td>
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<td>Lightwave 5</td>
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### Amiga 1200 Expansion

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<td>Apollo 060 50Mhz w/8Mb</td>
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Includes Amiga Magic Software Pack.

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- Add $30 for GPFax Software
- Add $15 for easy install Internet Shareware software, all you need to get started on the net.

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### CD-ROM Software

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Adorage v2.5 from Pro-DAD is a powerful visual effects generator for the Amiga range of computers. It's designed to add a professional edge to your presentations. Be that an intro for your latest game or demo or a great animated title sequence for your home videos. Unlike some of the other effects titles Adorage is very easy to use, and you'll be creating all manner of wipes and rolls within minutes.

Adorage will run on any Amiga with workbench v1.3 or greater with one meg ram. There are no special hardware or software requirements needed to run Adorage except for the fact that SSA-Animations can only be created with interlace - pictures! Vertical resolution min. 512 rows.

As mentioned earlier Adorage will run on any Amiga, although it was developed for professional applications where larger-scale systems configurations are usually found, as far as storage media and memory capacity are concerned. In spite of this, Adorage also offers a means of producing amazing effects on smaller Amiga systems. However the greater the capacity of the main memory (fast mem), the greater the volume of data which can be processed and the better or smoother the effects. Apart from this, the memory capacity limits are soon reached for higher - level graphics formats if you wish to use a lot of colours (EHB), for example, or high resolution (e.g.Hires 256 colours).

As far as copy protection goes, there isn't any, you can copy the disk with no worries, but, only to make a back up of the original. I've used Adorage on the A500, A2000, & A1200 and found it to be a very competent professional looking video effects generator.

The manual is set out fairly well, but as with any software package you get, it doesn't hurt to read the manual. (At least the opening lines) you can usually make a fair assumption of how the program works by trying out a vast number of effects from the tutorial demo, even if it is only one picture. In this case the (Pro-DAD) LOGO.

There are two disks in the package one contains Adorage and the other a program called Konrad, it is a image converter program for Adorage but unfortunately there is no documentation in the manual and the doc files on the disk are in German but you soon get the idea of how to convert image files to the Interface mode that Adorage can handle.

What I like about Adorage is the simplicity of the user options, but I don't like the time it takes to render a picture (some effects can take up to 5 minutes).

There were no bugs in this edition that I have found, but if you should find any I'm sure Pro-DAD would only be too willing to looking at correcting the problem.

Our thanks to Comprepair for providing Adorage for our review.  

![Quick Reference Table]

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**Product in Review: Adorage v2.5**

Reviewer: Paul Graham of PROBOX VIDEO PRODUCTIONS

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**Australian Amiga Gazette Dec96**
Amiga products are still available.

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These last few weeks our general domestic chatting has improved greatly. You see, I spotted on the ABC the show Quantum which has featured a series called "The Triumph of the Nerds". The show was most entertaining and informative (all about the rise of the computer nerds). But, most of all, it has given us something to talk about on the same level: namely computers.

You see my husband eats, sleeps, works and plays with computers - well usually just one - his beloved Amiga (soupoped up like a rev head would his hot rod). If I try chatting to him about gardening, the children’s eating habits, our lives ...... it just doesn’t grab his full attention. But mention operating systems, internet trends, new software applications, and his face lights up.

Suddenly my quiet, shy husband becomes a walking, talking human being with whom I can converse with away from his beloved Amiga. Of course, ten years of marriage has helped me come to terms with his passion. No longer am I offended when he hops out of bed after some marital bliss to attend to his email or try out some new "goody" (the computer was never turned off). The children have learned to play computer games early in the morning when he is asleep and their earliest vocabulary included phrases such as boot up, CD Rom and disk drive.

I had always pitied women whose spouses were football devotees. The TV blaring, beer cans cracking. But you know ...... the game (or whatever it may be) eventually ends. The good man of the house can then get on with a bit of home improvement. The computer, however, never ends; doesn't go away; constantly changes. Instead of an hour or two in front of the TV on the weekend, an Amiga devotee can chalk up hundreds of hours per week (and a phone bill to match) just tinkering around. There's no time around our house for mending cupboards, laying pavers or painting a room. Yes, he'll get around to that some day. Computers work 24 hours a day, 7 days a week, 52 weeks a year (well you get the picture). So what can be done?

Write in Amiga spouses and share your tips and techniques for dragging your mate away from his beloved Amiga. Concerned mothers of Amiga users are also most welcome to contribute.

A note on the sexist overtones of this article: Well it’s true isn’t it! Female Amiga users are usually sensible enough to see what a computer is for: work and a bit of fun. Men usually see their Amiga as a comforting, logical soul-mate which never has a headache.

Please address letters to “Dear Dianna”
C/O Australian Amiga Gazette
Suite 19, 9-11 Abel Street
Penrith NSW 2750
You didn’t think the Amiga was dead, did you?

If you've ever visited our shop before, you'll know we stock products for Amiga, and ONLY Amiga. We have a wide range of games and productivity software, as well as hardware and accessories to suit your needs. And if you're looking to upgrade the RAM or hard drive capacity of your machine, call us first to get the best possible price. We'll also quote on trading in your old hardware towards new gear. Just call us, e-mail, or drop in. We're here to help!

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TOP BUYS THIS MONTH

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<thead>
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<tr>
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<td>Worms - The Director's Cut</td>
<td>$CALL</td>
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<td>Digita Wordworth 5</td>
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<td>Digita Datastore</td>
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<td>SAS/C Development Kit v6.50</td>
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<td>AsimCDFS v3.5</td>
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<td>Squirrel Zip &amp; Jaz Tools</td>
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<td>Surf Squirrel</td>
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<tr>
<td>Dynalink 33.6k ext. fax modem</td>
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<td>HP DeskJet 400 colour printer</td>
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A Better Pointing Device

By Darren Robertson

What can you say about a mouse, its got buttons and balls. Well this mouse I've had for a short time over two weeks was a fine example of making a better mouse (map). With todays push to make things cheaper and easier to produce, manufacturers sometimes forget what their product was intended for. This is simply a mouse and it lives up to that in every respect.

What is so good about it? Well the first time you touch it you notice it is heavy. Why is this good, it gives you more of a feel of inertia, for fast mouse movements you feel when it is accelerating or slowing down, and it doesn’t fly off at the slightest touch. Secondly the steel centred ball makes for much better contact with your mousing surface. You can tilt the mouse and lift it slightly and it keeps tracking correctly. The mouse’s resolution is high at 400dpi, which means smaller physical movement to move the pointer across the screen. The ball comes out for easy cleaning, and this shows the nylon based rollers, which are different from older mice which use metal rollers. Now only having the mouse for two weeks means I can not tell whether these rollers pick up less dirt, but I would imagine that the nylon ones would not rust after a few months. The only thing I would like to see is a enhanced version with a 2 metre mouse lead for users who have tower cases on the floor. This is a mouse that is well worth buying. RRP is $39 and should be available in all Amiga shops by the time you are reading this.

Our thanks to Comprepair for providing the mouse for our review.
The Real Thing

By Darren Robertson

"Reports of my death have been greatly exaggerated.

Despite what might have been published in other magazines about the Amiga. There is life in the old girl yet.

I have been working for many years in Desktop Publishing and Graphics and I have seen limitations on every platform as to what it can do what it can’t do, how long it takes to do this or that. But when you come right down to it the Amiga is still the best all round platform, and will continue to be that way for at least the next TWO years, that is even if there is no further development in any form.

To set about proving my point with real world information I put together some of the everyday functions I use on each of the three widely known platforms.

This is aimed mainly at Graphics, as the one of the few program I can run the same version of on three different platforms is PhotoShop 3.0 from Adobe. Even then it is running special instructions optimised for what it assumes each machine can do.

Machine Number 1.
Wintels Best

Pentium 150Mhz CPU
32Mb of EDO Ram
210mb Conner 3.5" HDD
#9 GFX 128bit PCI with 2mb
Onboard E-IDE Controller
1024x768 64k Colour Screen
Windows 3.11 with WIN32S
Adobe PhotoShop 3.0 for Win
Price $4000 approx.

This Machine is used 7 hours a day for scanning and manipulating 3072 x 2048 pixel 24 bit and 8 bit greyscale images. It is optimised for this work.

The disk controller which is used for PhotoShop’s Scratch Disk (ie a form a virtual memory without using Windows Swap file), is an IDE 210mb hard disk with 100mb set aside for the scratch disk, it has about 1.1mb per second transfer rates. The scratch disk is used for undo buffers and complex operations, it is then cleaned up after each operation.

Ok there are some people who will complain and say this isn’t a fair test because it is not using a Pentium Pro or a 166/200mhz Pentium. In some circles it has been claimed that even a Pentium 133mhz has 240mips of processing power, so 150mhz should be more than enough to beat the pants of any other computer sold today. Others will say we should be using Windows 95, I agree that Windows 95 might be faster especially if we were running more than one program at a time, but we run only PhotoShop with Win32s and it must not crash therefor Windows 95 has not been used. Win32s for the uninitiated is a 32bit core for Windows 3.11 it allows a 32bit program to run as if it had full 32 bit control over the system. Whenever Windows needs to do a 16 bit function like save a file it hides the fact that it is doing a 16 bit operation from the program running. This creates in a protected environment, and there can only be One 32bit application running at one time.

Machine Number 2.
A Slightly Ageing Mac

PowerMac 8100/110mhz
128Mb of Ram
2gb Seagate Hawk 3.5" HDD
Onboard 2mb Video Card
1024x768 256 colour screen
Onboard MAC SCSI II
Mac OS 7.5.2
Adobe PhotoShop 3.0 for PPC
Price $13,000 Originally,

This machine is so old now it is one of the very few PowerPC 601’s still used for serious processing as most people could afford to wait for the updated 603 & 604 chips.

This machines main function is to convert postscript files to Imagesetter temp files and then transfer them to the imagesetter. It will sometimes process 2Gb in a day. It also occasionally gets used to handle book cover art work which consists of multiple images compositioned together. These files are usually 20Mb each, sometimes reaching 50Mb. This machines disk speed has also been tested, it can get 1.4Mb per second on or off the drive.

Machine Number 3.
Big Box Amiga

Amiga 4000/060 50Mhz
128MB + 16MB Fast 2mb Chip
2gb Seagate IDE 3.5" HDD
CyberVision 64 2Mb Ram
1024x768 256 Colour Screen
Emplant Pro
MAC OS 7.5.2 & Amiga Screen
Adobe PhotoShop 3.0 for 040
Price $6000 approx.

This is my personal machine, I
use it for Graphics conversion processing that could not even be attempted on MAC or PC platforms, a single script will run for 6 days and write 200Gb to the VMEM drive.

Yes that is GIGABYTES. When I get enough money to spare I will have a couple of Barracuda 2 SCSI II Disk Drives which will improve disk performance on the AMIGA side from 1.4Mb per second to around 5.5 mb per second and maybe more. The Scratch disk for Photoshop 3.0 is an AMIGA partition devoted to the MAC side it is handled by the emulation software so it isn’t really 1.4mb by the time the MAC reads with it. Photoshop 3.0 does not have an 300 Version and Emplant hides the 060 from the Mac side so I can’t even get close to maximum performance.

Now for the Test, run a Sharpen More function on a 3072 x 2048 Pixel 24 bit image. The image size is 18mb and is taken from a Kodak Negative using a 24 bit film scanner. Then Undo and run a Gaussian Blur on the Image with a 3 Pixel Radius. The Memory settings below are on the Icon on the MAC this controls how much ram the program can use.

Load and Save times have not been considered as the file was coming off a network, so none of them were blindingly fast.

<table>
<thead>
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<tr>
<td>Pentium 200</td>
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</table>

As you can see with the Gaussian Blur the 030 Math emulation loses out against the PowerMac and Pentium serious math capability. This penalizes will disappear with the new 060 versions of programs. The increased Ram Allowances for Photoshop were done to show that having control over the OS can greatly affect to outcome of you working day. Windows does not allow control over its memory paging or which programs can use physical memory. Don’t forget workflow is still using 10% of the CPU. The macintosh Allows limits to be set for each program to work within, making a much more stable environment.

Image FX was used to run to same files getting 1:30 for the Sharpen and 5 Mins for the gaussian Blur. The output quality was far superior explaining why the process took longer.

Now for some facts about Wintel systems. These Mips ratings have been taken from the Motherboard manual of the latest Intel Triton II VX chip set. These are the motherboards used by most current personal systems. They can handle Pentium 75 -> 200. And have the latest optimisation routines and level 2 cache. Both the Amiga and Mac PPC601 run without the aid of Level 2 Cache.

It has been stated that the 68060 at 50mhz can do 60mips and I have a benchmark program that gives me this number for my machine. With the upcoming release of the 80Mhz 060 giving 130mips, this should give serious Amiga users the power to stay ahead of the masses when doing any serious production work. The long awaited Power Amiga will tear strips of any Wintel user. I also have PC benchmark programs that give me slightly less mips than is published in the manual, which is what you would expect. So if anyone tries to tell you that you can get a 300 mips machine for less than $3000 dollars buy it if you can but I can tell you now it won’t be an Intel/Windows based machine.

Mips is just an attempt at an industry standard benchmark but they can be skewed very easily for good or bad. What the user needs to know is how much work they can do in one day. The Photoshop test above will give the best indication of performance, and based on that the 76mips for Pentium 150 and 80mips for AMIGA 060 /50 is going to be fairly accurate. These tests were done a number of times to make sure there were no glitches. The one thing the AMIGA falls down on the moment is 060 compiled mathematics.

So as a final word to all those troubled Amigans wondering what to do. If you want to use programs that are compatible with Windows and don’t want to throw away your perfectly working Amiga, just turn it into a MAC. There is no point trying to jump platforms across to Wintel as the grassroots support is not there (try using SUN audio files on Windows) and Windows is still not the Operating system it should have been. You will be left wondering what train hit you.

With time the AMIGA troubles will be sorted out and we will have the set top box OS of choice, Power Amiga’s doing some serious Wintel kicking. And just maybe an A/Box that will blow everyone’s mind.

End
SO WHAT IS ANIMAGE?
Animage was developed to provide a simple, cost-effective and quick method of creating animations from graphics which can, if required, be exported to video via a Genlock or similar procedure. According to its developers, ProDAD, Animage has been created to enable the easy integration of graphics and animation. The true strength of this package lies with ProDAD’s proprietary Super Speed Animation system, or SSA for those who love acronyms (and what computer user doesn’t?). As with ProDAD’s other packages, Adorage (a video effects generator), ClariSSA (an animation acceleration system) and Monument Titler (a video titling package), Animage is structured around this animation format. The beauty of the SSA system as demonstrated by its track record in ProDAD’s other packages is its speed, hence the name. Unlike the ANIM format, SSA is capable of achieving animation speeds of up to 50 frames per second without the requirement for special hardware or neck snapping processing power. Moreover, SSA animations are generally smoother than their ANIM counterparts and achieve superior compression rates. I will delve into more detail concerning the SSA format algorithm as this review progresses.

As Animage is structured around the SSA file format, it has been designed to work in conjunction with ProDAD’s other wares or equally, as a stand-alone product. Clearly, ProDAD has set out to create the makings of a digital video suite in software. Overlays and titles created in Monument Titler can be imported into Animage for the creation of an animated sequence. This sequence may then be imported into Adorage for the inclusion of swipes, fades, and other complex effects after which the animation may then be imported into ClariSSA for the overlay of sound. The completed sequence can then be forwarded to video. Due to the SSA animation system, all this is theoretically achievable on a relatively inexpensive system. In this review however, I do not intend to delve the merits of ProDAD’s complete video solution. This review will primarily look at Animage on its stand-alone qualities.

HAVE YOU GOT WHAT IT TAKES?
ProDAD claims that Animage’s minimum system requirements are a 68020 with 1MB of Chip RAM and 4MB of Fast RAM. ProDAD however, recommends a 68030 processor (or higher) with 2MB of Chip RAM and 8 to 16MB of Fast RAM. (For those with limited RAM resources, Animage comes with an integrated virtual memory manager for those large animations. This memory manager does not require the presence of an MMU). Kickstart 2.04 or greater is also required. As ProDAD states, such systems are pretty much de rigueur these days and in any case, if you intend to delve into the world of digital video these are the sort of specifications which you need to consider. ProDAD also recommends AGA for the use of effective use of HiRes screen modes, and the use of DBLPAL or DBLNTSC screen modes. Although Animage will run on a graphic card, the animations themselves cannot be played on the card’s screen modes. Animage was tested on my Amiga 4000 which has a 25mhz 040, 2MB of Chip RAM (of course) and 8 MB of Fast RAM.

INSTALLATION
I must confess that initially, I was far from impressed with package due to the inclusion of a non-standard installer which is (surprise, surprise) inferior to the standard Commodore installer. Animage’s custom installer offers the user absolutely no control over where or how the package is installed other than selecting the directory to contain the main body of the program by dragging the installer icon to the desired destination. Personally, I prefer the standard Commodore installer’s ability to allow the user to select where the program’s fonts, libraries, devices etc. are stored. If you like to have control over the process of installation then Animage’s rough and ready installer will scare you to death.

SPRECHEN SIE DEUTSCH?
Even though the cover is emblazoned with a sticker proclaiming this to be the English version, the package’s German origins are obvious. The cover
has not been translated at all, and the program itself is littered with untranslated text or mis-spellings. Although this does not in any way impinge upon the capabilities of the program itself, it does reflect poorly upon the quality of what is after all, a reasonably expensive commercial program. Clearly, the translation into English was of minor importance.

The manual itself poses a entirely different problem. On the positive side the manual is well-presented on a neat clip-binder and divided into coherent sections, beginning with the basics, moving through to an extensive and helpful tutorial section and concluding with a section for advances users as well as an extremely useful tips and tricks section. However, in parts the manual is poorly and occasionally humorously translated into a convoluted English which often conveys the impression that Animage is more complex than it actually is. The result is that the manual never entirely conveys the capabilities of the package and thus the user especially the novice or the reviewer with a deadline of one week) is forced into patient experimentation.

THE INTERFACE

Animage's interface is clean, quite pleasing to look at and generally well laid out. Upon loading, the user is presented with two primary editing windows. The uppermost editing window is the time-line window where animation sequences are graphically represented as time-line objects. Without the manual or without prior experience with other ProDAD products, the true function of this window may appear somewhat unclear but the time-line window controls the editing of an animation sequence.

Amidst the bank of icons situated along the top of the window there is an obscure hammer icon from which the duration of the animation, including the duration of 'fade in' and 'fade out' may be set. The neighbouring Attribute icon controls the type of effect or 'tail' which is to be inserted into the 'fade in' and 'fade out' segments of the animated sequence. The animation time-line even allows the importation of multiple animations into the one sequence!

Also located on this bank of icons is the Play button which brings up the Playback window. The Playback window presents a series of five file-card gadgets along the top. The first of these gadgets presents a series of pop-up menus for controlling the number of colours, the resolution, the type of SSA algorithm employed, the speed of the animation, and quality of the image (including Genlock quality). The play-back requester allows the user to select whether the animation will play once or loop. Unfortunately, there is no option to reverse play or to set the animation to shuttle between forward and reverse play modes. Unfortunately too, Animage does not allow the user to set a HAM resolution for the animation or a palette beyond 256 colours. According to ProDAD, severe jittering and fringing problems occur with the SSA file format in these screen-modes and hence the option has been omitted.

Once the properties of the animation are set, the user selects the Processing button. The rendering of the animation is represented graphically. Although dependant upon processor speed and the complexity and length of the animation, I generally found that the rendering of an animation takes 1 to 5 minutes. Once completed, the Play button may be selected. Play may also be selected for already completed animations.

The remaining four file-card gadgets along the top of the Playback window allow the animation to be saved as an SSA file, to be exported as a sequence of ILBM format single frames which can be imported into a paint or image processing package for modification before being re-imported into Animage, controls the importation of a completed SSA animation ready for playback, and presents information on the current animation in memory.

The second of the primary editing windows controls the physical layout of the animation. Here, the placement and attributes on individual graphics, of objects, and of sub-animations may be edited. Again, along the top of the window is a row of icons. The Eye icon brings up a useful Preview window either for individual objects within the animation or for the entire animation. The Graphic-editing window is represented by the Hammer icon. This icon allows the selected object within the Edit window to be assigned effects or animation properties. The range of effects are currently limited to a wipe, a blend, a zoom, and a particle-effect; these are represented by icons which curiously bear no relation to their respective effect. A more comprehensive range of effects may be applied to the completed SSA animation in Adorage.
Animage Review: Continued

The Graphic-editing window also allows the user to assign perspective, shadow, and transparency to an object within the animation, as well as to apply textures and gradients. Animage comes with an extensive range of textures and gradients, but Animage also allows the user to import their own. The textures and gradients are assigned to objects through simple and attractive pop-up requesters which when selected, present a small thumbnail representation of each texture or gradient. Objects within the animation may also be animations themselves and these are assigned through the Graphics-editing window.

BAKE A CAKE!
The completed animations tend to be somewhat repetitive, due to the limited range of effects available, however, the results are still impressive considering that this is a low-specification software-only solution to creating presentation-oriented animations. The quality of these animations is to a large degree attributable to the SSA animation system. The SSA animation format is in effect, an animation accelerator in software form as SSA animations are relatively free of jerkiness and can achieve speeds of up to 50 fps. The high speed and the smoothness of the SSA animation system is achieved by piece of software magic known as field rendering. Secondly, SSA animations employ Fast RAM only, hence Chip RAM is not a constraint on the speed of playback.

CONCLUSIONS
Animage performs its limited function admirably. On its own, Animage provides a quick and simple solution to composing animations from still sequences. In conjunction with ProDAD’s other packages, Animage attempts to provide a complete solution to video effects generation without the requirement for expensive hardware. Animage is suitable to the camcorder hobbiest with limited funds and system resources or those users in the professional field with an urgent deadline to meet. I would not go so far as to say it is indispensable or essential, but if you interested in adding animated graphics of a professional quality to your home videos or if you are involved in professional video production, Animage is one package which should not be overlooked. As it stands Animage is a competent package and a worthy testament to an energetic Amiga developer. I only hope that with future updates we will see the problems outlined in this review addressed.

End

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<th>User Interface</th>
<th>Documentation</th>
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**QUICK REFERENCE**

- **Made By:** Pro_DAD
- **Distributed by:** Comprefresh
- **Available at:** Amiga Dealers
- **Retail price:** $205.00
- **Requires:** WB 1.3
- **Overall rating:** 82.0%
My name is Sidewinder maybe some of you have heard of my music.
I've been part of the Amiga MOD scene for the last 5 years. It has been one big blast meeting so many interesting folks and learning constantly from others. I hope I can teach a bit of what I have acquired for future aspiring MOD musicians around the world and hopefully spark the same fire that burns brightly in so many others.

WHAT IS A MOD?
OK that's a good question. I hear you asking! Simple answer: A MOD or Module basically is a file with a collection of samples (more on that later) along with data (sequencer info) all attached together in a neat package. Think of it as a musical sandwich. That's it. Its really good. And depending on the content, you can have a great sandwich! or sticky fingers.

WHAT TO USE TO MAKE A MOD
First of all, if you are reading this, I presume you are using some sort of computer already. Amiga would be a good choice, although you can use any general computer for making Modules, even PCs.

ProTracker is basically THE 4 channel tracker on Amiga although there are many others such as OQtAMED and MLINES that offer advanced features including 8+ channels MIDI & Synthetic Sounds. Generally, all of these programs work in a similar way to make music via tracking. You input a sound or sample on the keyboard and it displays to the screen in each channel you are using. You can have drums on one track, base on the other, and synths and so on up until you fill up all of your 4 or 8 channels. This is how you have a song (or a really nice way to annoy your neighbour's pets)

OH YES, SOUNDS...
Most trackers offer built-in sampling. If you have a sampler to plug in, use it and make wonderful sounds from your room. Otherwise you will have to load up sounds others have sampled from their rooms. Boom Boom Boom...

THE MUSICAL HISTORY TOUR
The history of MODs can be traced back to the Commodore C-64 with programs like Rock Monitor and synth64. The first truly advanced (exclusively 4 channel sample-based) form of modules came into being around Spring of 1987 with a little known program called Sound Tracker by a fellow named Karsten Obarski. He basically started the MOD craze since years later, the first tracker tunes were used a lot in early demos showing off Amigas fancy graphics and great audio chips. Today, the scene has exploded. Can you believe that virtually all computers can play MODs? Indeed, anyone with (a) 1 computer and (b) 10 fingers can now create and listen to this great music.

Maybe even Willie Nelson tracking a song.

On the Road Again, Sidewinder
SIDEWINDER PRODUCTIONS USA

If you would like Sidewinder to write articles for AAG on a regular basis. Let us know or he can be contacted directly on the net at:

Email: sidewinder@txdirect.net
Web: www.txdirect.net/~sidewind

End
Magic Menu

If you're after something to spice up menus on your Amiga, then you should try this out. Magic Menu is a small commodity (only 58kb) which is quickly installable by putting it into your WBStartup directory. It changes the feel of all Workbench and third party menus which use the standard format.

Three features of Magic Menu that are useful are "Pop-Up-Menus", "Keyboard" and "Press-Once". "Pop-Up Menus" allow menus to appear wherever your mouse is on the screen and their options to be listed vertically. This saves you moving your mouse to the top of the screen every time you need to select a menu.

"Keyboard" is for those who prefer not to use the mouse at all. You can define a key command which will call your menus up at the touch of a button. Then there's the "Press Once" feature. Instead of holding down the mouse button to display the menus, you just click the mouse button and the menus stay on the screen, allowing selection without holding down any mouse buttons.

One known problem with Magic Menu is that it conflicts with programs that use FABMenus, but this can be avoided if you deselect the "Pop-Up-Menus" feature.

Even with this turned off, Magic Menu still enhances your Workbench. As noted in its "guide" file, Magic Menu is not public domain, but can be freely distributed if all its associated files are included.

Michael Gruber

Magic WB

MagicWB is a face-lift for the dull 4 colour standard workbench. MagicWB contains all standard System-Icons and more (actually 200 different Icons) painted in a new completely different style: They look very 3-dimensional, have 8 colours, have gradient fills, feature click-and-push animation.

MagicWB invents a new standard for the AMIGA Workbench: Now also the drawer Icons will get individual images wherever possible. Your SYS: partition will get these new Image-Drawers per default when installing MagicWB. MagicWB provides over 50 Image-Drawers for your Individual use on other partitions. This enables a very nice diversified look on your Workbench screen. It also has 52 Background Patterns for your Workbench, also designed with the same 8 colours as the Icons. And as a bonus you will find four beautiful AGA-Patterns which you can use in conjunction with MagicCopper.

Furthermore, this package contains 9 different fonts as a replacement for the standard wb fonts. These new fonts have been intensively tested to provide the best readability for your workbench:- And with MagicWB you will have full Dock-Icons support. Dock-Images are a very professional way of activating certain applications or complex environments via batch files. MagicWB 2.0 provides you with 56 Dock-Images for all needs. This makes the AMIGA look as professional as for example NeXT workstations.

Programs like 'MagicWB-Demon' (which cares for the colours and patterns), 'IconUpdate' (for quickly converting old Icons to MagicWB-Icons) and several scripts (like the powerful new 'Update Drawers') will provide you with a full MagicWB support and complete this package.

Finally this package includes an intelligent, interactive Installer with which you don’t have to worry about manually installing more than 300 different files in their respective drawers. MagicWB is shareware but a reduced demo version is available on Aminet.

Michael Burak
Finding it Hard To Get Games?

You may be wondering why it has become increasingly hard to get new Amiga games in Australia. Have a read of the extract below.

Now censorship is a good concept. I have two young children and am constantly vigilant of TV and radio. I feel that the responsibility as to what they shouldn't see or hear is mine alone but if the censorship board wants to help out, fine. The problem is that this all costs money. Exactly $350 dollars per title and a delay of up to 1 month plus a heap of correspondence to have just one game classified. This may not be much of an obstacle to the large PC software companies that import container loads of games. But the Amiga games market is small and now with these requirements is nonexistent, except for those games that have previously been classified on the IBM platform. One of the guidelines laid down when implementing this scheme is that adults should be able to read, hear and see what they want. In the case of the Amiga platform the opposite has happened. If this situation concerns you, let me encourage you to put it in writing addressed to:

Mr. David Haines
Acting Chief Censor
The Office of Film and Literature Classification
Level 1, 255 Elizabeth Street
Sydney NSW 2000.

Extract from "Computer Games and Images Classification Guideline and Industry code"

Introduction

On 24 June 1993 Commonwealth, State and Territory Ministers with responsibility for censorship matters agreed that the emerging medium of computer games and computer generated images should be subject to legislative regulation. The Minister directed officials to consult with community and industry groups in order to formulate an appropriate system of regulation. Ministers agreed to this scheme at their meeting on 18 Feb 1994, and the Office of Film and Literature Classification began classifying games on 11 April 1994. Subsequently, Ministers decided unanimously to not permit 'R' and 'X' classifications for computer games. Material formerly in these categories is banned and may not be sold, hired, demonstrated or advertised.

The principal area of concern is about 'interactive computer (or video) games' which include offensive or potentially harmful elements such as depictions of violence and sexual matters. 'Computer generated images' may also be of concern. Business, accounting, professional, scientific or educational software is not regulated under this scheme unless it includes games or images which would fall within the MA(15+) classification.

The scheme is based on the principles that:

* adults should be able to read, hear and see what they want;
* minors should be protected from material likely to harm or disturb them;
* everyone should be protected from exposure to unsolicited material that they find offensive; and
* the need to take account of community concerns about:
  * depictions which condone or incite violence and in particular sexual violence; and the portrayal of persons in a demeaning manner.
Welcome
My aim is to guide beginners [Novices] to being in command of your computer [Expert], thus being able to take full control of the Amiga by understanding how and why things happen.

Disk Security
Have a look at the top right corner of any floppy disks, you will see a square hole, if you can see through the hole the disk is said to be 'write-protected', that is no data [INFORMATION] can be written to the disk. If you can't see through, the disk is 'write-enabled'. Make your original Workbench floppy disk 'write-protected'. Now Bootup with the Workbench disk.

How to use the mouse
The Amiga, like just about all computers, uses a system called Graphical User Interface [GUI]. This is a system where the user does not have to know how to give an instruction to the computer by typed words, you just point and click the mouse's cursor to perform the instruction.
If you're new to using a computer or a person having trouble using the mouse follow the next tutorial.
Position the mouse on the surface you are going to use, it is best that the surface is non slip (you can buy a mouse mat from your local supermarket for this purpose). The mouse is placed so as to have the tail (wire lead) facing away from you, now place the palm of your of your hand over the mouse, the two buttons on the mouse should be accessible with your finger tips. The mouse is moved by holding it firmly with the thumb and ring finger and then guided around the mouse mat. The left mouse button [LMB] is operated with the pointer finger and right mouse button [RMB] with the middle finger. Left handers swap middle and pointer fingers. Movement of the mouse is not like driving a toy car, to move the cursor to the left of screen for example one does not turn the mouse so as to have the wire lead end faces left then moving in that direction. You will find many times that your cursor has not reached a screen position but the mouse is at edge of the mouse mat, simple pick up the mouse and place it so as to give the mouse space to move to, the cursor does not move without the mouse having contact with a surface. Spend a little time practising using the mouse to move the cursor around the screen.
To instruct the computer with the mouse involves different mouse movement and mouse button combinations. To select an item you move the cursor over the item you want and press the LMB once, the icon changes its look . Take note: if the cursor is over an icon and you have not released the LMB the icon is not yet selected, so if you change your mind don't release the LMB and move the cursor elsewhere. You can also deselect an icon by again pressing the LMB once on the icon it will look like it did before you selected it.
To see what is inside a disk or draw move your cursor over the icon and press the LMB twice in quick concession, this will result in a rectangled area with possibly more icons in it being visible on the screen, know as a [WINDOW]. You can reposition just about any icon you can see on the screen with the cursor.
To Copy or Move an icon, from one window [SOURCE] to another window [DESTINATION] you select it by pressing and holding the LMB down, next move the mouse so the icon follows the cursor from source to destination, then release the LMB button to place it at the new position. Copy differs from the Move command in that the icon selected will appear in the source and destination area. This will happen IF the source and destination windows are NOT part of the same disk, for example when copying an icon from Workbench disk to the Ram Disk. IF the source and destinations ARE belonging to the same disk a Move will be performed even if you chose to do a Copy, for example moving an icon from within Workbench to another area within the same Workbench disk.

Australian Amiga Gazette Dec96
Formatting Disks

The setting up of the disk is called [FORMAT]ing. Disks you buy may state they are formatted but most likely they are for the IBM pc. These disks can be used but must be reformatted to comply to the Amiga standard.

The Amiga for your information can read IBM disks if you have a program called CrossDos in use, but for this exercise we are formatting to the Amiga floppy disk structure. If you press and hold the RMB and look at the top of the screen, titles will appear towards the left hand corner, these are called Menus. An instruction you will be doing later requires you to use the Format command in the Icon menu. To locate it you press the RMB once and hold it down while you move the cursor to the word Icon, still holding RMB move the cursor down the menu list which has opened till you are over the word Format (The background of the word format will change colour indicating your selection), release the RMB to start the formatting process. Hard disk owners have it simple, they just insert the disk to be formatted select its disk icon and go to the icon menu and pick format' and then follow the screen instructions. Users with two floppy drives bootup with Workbench in main disk drive [DF0:] insert the disk to be formatted in the other drive [DF1:] and follow the steps for hard disk users. Single Floppy drive users will boot up with the Workbench disk, remove it then insert the disk to be formatted, select its disk icon, then go to the icon menu and pick format and follow the screen instruction. But this works only with disks that have been previously formatted on an Amiga. A bit of info, when you boot your Amiga from the Workbench disk the computer reads into itself a number of instructions, but there are many it doesn't. What it does, is remember which disk it was booted from (most likely the Workbench disk), now when an instruction is not in its memory it will ask you to insert the Workbench disk.

One problem when formatting a disk never formatted by any computer, is that the icon shows as 'DF0:???', or if it has been formatted say on the IBM it appears as 'DF0:NDOS'. Go and try this - bootup with Workbench, insert another non Amiga formatted disk and when its icon appears select the icon and go to the icon menu and format. Now since the format command is not in its memory you will be asked for Workbench to be re-inserted. A simple enough request but what happens next is not what we want because the requester asks is it "Ok to Format Volume Workbench". Press 'cancel' to stop the formatting requester. One way to fix this problem is to open Ram disk and Workbench disk, and open System draw and copy the Format icon to the Ram Disk. All going well the Format icon will be in the Ram Disk and the system draw. Now let's try formatting the disk that appears as either DF0:??? or DF0:NDOS. Insert the disk into the floppy drive, select the Format command in Ram Disk, next press and hold down the Left Shift key (key with an arrow on it near left bottom of the keyboard) and at the same time double press the LMB when the cursor is over the icon of the disk to be formatted. What happens is a requester appears saying "Ok to Format Volume DF0: (DF0: is the short name for Disk Floppy 0 the first floppy diskdrive attached to the Amiga). The request for Workbench will not appear, as the format command you copied to the Ram Disk is being used. Another way is to RUN the format command by clicking twice quickly on the format icon in Ram, this opens a requester. First select the line with DF0:(880 etc.) in the requester then select continue. The requester that appears next shows the device 'DF0' volume 'Empty' (your volume will differ from mine). To give a disk a name other than the default name of 'EMPTY' enter a name you want, for now select Format from the requester. "OK to format volume", next appears if the name is of a disk you want to keep you would select Cancel, if ok to format select Format. Go and format six disks for later on.

Backing Up Disks

The term is used to describe the copying of data from one disk to another so as to have a copy should we ever lose or damage our original data. With the six formatted disks you are going to make copies of the original disks you have, being WORKBENCH, INSTALL, EXTRAS, STORAGE, LOCALE and FONTS. this is so that if you damage your copies you have the originals to make backups again.

To see if you can follow screen instructions I will not give any instructions other than, Boot from Workbench disk, select the disk to copy and select from the Icon menu the command Copy Till next time READ your manuals and experiment, you only learn by trial and error.

Igor Mercier
Our **Getting Involved** page is here to promote Amiga user groups and Encourage readers to get involved. If you run a group and would like it listed here, just send as much detail as possible about your group to us. If your group is planning a special event or has some news to share please send that in as well.

### North West Amiga User Group

- **Contact name:** Gregory Thomas
- **Phone number:** (03) 9337-8788
- **Email:** gdt@minyos.ts.rmit.edu.au
- **Address:** 19 Mary Street Essendon Vic 3040
- **Meeting at:** Moonee Ponds Community Centre
- **Times:** First and Third Wed night, each month at 8:00pm
- **Membership:** $25
- **Group focus:** Amiga use and expansion. Technical and New User.
- **Services:** Cheap Hardware upgrades for members.

*New users are strongly encouraged to come along and have a look. Technical problems and solutions are a specialty. We currently have our own hardware available which is only available to members and we are also arranging software for our members. We are proactive to our members needs and not just reactive.*

### Western Districts Amiga User Group

- **Contact name:** Michael Burak
- **Phone number:** (047) 222-893
- **Email:** Mother@pnc.com.au
- **Address:** Suite 19 9-11 Abel St Penrith 2750
- **Meeting at:** As above
- **Next meeting:** Thursday Dec 12th, from 6.30pm to 9.00pm
- **Membership:** No Charge
- **Group focus:**
- **Services:**

*"If you live west of Sydney and own an Amiga this is the place to be so just drop in we would love to meet you. Bring your Amiga along if you like. We basically get together to help each other and have a great time doing it. We have a wealth of knowledge and no question is too dumb. Beginners are especially welcome."*

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### Next Month

- “Discovering Real3D Classic” with Geoff Milnes
- Review on the Apollo ram card for the A1200
- Review on the Apollo 020 Accelerator for the A600
- Review on Clarissa Pro V3.0 from Pro_DAD
- Igor is back with “Amiga Class 101"
- We will be looking at the PCTask (faster & better)
- Starting next month “Amiga on the Net” page.
- Starting next month “Readers Letters” page.
- More information on Amiga User Groups.
- Update on the Amiga situation.
- Excellent Amiga Hacks
- Plus heaps more!
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If you are interested in contributing to Australian Amiga Gazette we would like to hear from you. Until our circulation builds up we can't offer any incentive other than our gratitude and that of our readers. Articles should submitted as plain text files. Graphics as iff or gif format. Please do not send your originals just a copy.

Helping Hands
If you live in the local area and would like to be involved in helping preparing AAG please contact Michael on (047) 222-803. No experience is required, just some spare time and a sense of humour.

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Sidewinder
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“Viscorp Contract for Amiga Assets was canceled,” Attorney Says

Chicago, Nov. 27 (Bloomberg) Visual Information Services Corp.'s contract to acquire the assets of Germany's Amiga Technologies GmbH from bankrupt personal computer maker Escom AG was canceled after Viscorp failed to pay the agreed $20 million, a lawyer for Escom's bankruptcy trustee said.

"Without the technology, a significant portion of 6-year-old Viscorp's business could be damaged", the company's chief operating officer, Hugh Jencks, said last week.

"Right now, Viscorp has access to Amiga's operating system through a licensing agreement signed in January. If it fails to acquire Amiga's assets, that license will be canceled", Robinson said.

That would put further pressure on Viscorp, which is already struggling. In an Oct. 29 filing with the Securities and Exchange Commission, Viscorp conceded that it "cannot currently generate sufficient revenues and cash flow from operations to meet its business obligations." Viscorp Chairman Jerome Greenberg declined to say how much money the company needs or how urgently.

"We have funding in process but I can't tell you any more than that," he said.

Greenberg said the contract for Amiga "expired" because Viscorp did not believe the assets justified the price.

Meanwhile, Hembach has re-opened bidding for Amiga with "several" un-named companies and expects to sign with one of them within a few weeks, Robinson said.

Last week, Jencks, without revealing that the original contract had fallen apart, said Viscorp was still a front-runner in the negotiations.

Robinson said Viscorp is not the leading candidate, though it's not necessarily out of running.

"If they came in here tomorrow with a check in the right amount they'd be in the running," he said. Viscorp maintains that even if it doesn't acquire Amiga's assets, the new owners would probably re-license the technology to Viscorp.

The company hopes to introduce its ED box by the end of the year. The box connects to a television and telephone line and enables consumers to receive fax and phone calls, play video games, rent movies, receive electronic mail and access online services, including the Internet, using a TV remote control. Viscorp had originally offered $40 million to acquire the whole of Amiga. When Escom declared bankruptcy July 15, Viscorp agreed to pay $20 million for certain key assets instead.
The staff at MVB Computers would like to congratulate the Amiga Gazette team on bringing the Amiga community a new publication.

Amiga 3000 & 4000 Accelerators

Warp Engine 40MHz 040 with FAST-SCSI-2 (up to 10Mb/second transfers)
Please specify A3000 or A4000... $1699

CyberStorm 50MHz 060. The CyberStorm will perform between 2 and 4 times as fast as a 40MHz 040! The board includes SCSI-2. Works in either the A3000 or A4000... $1799

"Surf the Net" on the Amiga!

We now have in stock two easy to set-up and easy to use products which will get you and your Amiga on the InterNet.

The essential part is Termite TCP, which sells for $99 and includes Telnet & FTP clients.

iBrowse is an excellent 'Web-Browser' which supports HTML v3.2 and Netscape extensions.

AWeb II (an alternate browser) $79
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Is your A1200 a little slow?

We sell DKB Cobra accelerators in two speeds, 33MHz or 40MHz. Both boards accept standard 72-pin ram, have a connector which allows you to add a SCSI-2 interface later and a socket for a math co-processor.

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Ferret SCSI-2 interface $179
68882 Co-Pro $59

Electronic Design Professional Video Products

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New A1200s & A4000Ts are available, and MultiScan Monitors are in stock again!

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(there is currently a $50 rebate)
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External Jaz drive $889
Individual Jaz disks $190
5-pack of Jaz disks $975
Individual Zip disks $30
3-pack of Zip disks $85
10 (Giga-Pack) Zip disks $269
(there is a $25 rebate on this pack)

We stock a large range of Amiga CD-Roms, please call us for a listing.

EPSON Colour InkJet Printers

The Epson printers offer superb photo-realistic quality printing on a variety of paper types. The printers can be used on the Amiga with the Studio II package. (Studio II sells for $99)

Stylus 2 (clearance special) $489
Stylus 500 $589
Stylus 820 (colour upgradeable) $299
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