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This Gazette is put together by a dedicated (and strange) team.
Editorial Dribble

The Australian Amiga Gazette is a grassroots publication, created for the purpose of keeping the Amiga dream alive in Australia and beyond.

The options expressed in editorials, articles, reviews and letters are solely the responsibility of the authors and do not necessarily reflect the position of AAG.

Letters to the editor are invited. Letters may be edited to meet editorial requirements.

Publications Committee
- Editor: Michael Bursik
- Writers: Daniel Hajduk, Darren Robertson, Donna, Grant Regan, Michael Gruber, Paul Graham, Igor Mercer
- Advertising

Advertising rates available on application. All copy may be edited, condensed or refused for publication.

Holy cow readers it has happened. Our beloved Amiga has a new owner and I think it caught everyone by surprise when it was announced that Gateway 2000's bid was accepted by the administrator in bankruptcy acting on behalf of Amiga. We didn't even know that Gateway had entered a bid.

I better explain the cow painted Amiga on the front cover (by Eric Schwartz). The founders of Gateway are a couple of cattlemen who went in to the computer business, hence the affinity with livestock. If you check out any of the Gateway stores (also here in Australia) they are painted in a spotted cow motif.

We have been hearing computer cow jokes all week in the office like "Have you heard about the new computer model coming out, it's called the A-MOO-GA and has the new PP (pasteurized processor) chip." Ha Ha!

We have seen around the world Amiga shows that were intended as small gatherings exceeding expectations in attendance as Amiga owners rally together. So it is about time we have a show in Australia.

I am happy to announce that AAG will be hosting the "Australian Amiga Gathering" in Sydney over two days in June. This show will be a great opportunity for the Australian Amiga community to come together.

The response we have had regarding the show from Amiga dealers, user groups and individuals here and overseas has been excellent and is shaping up to be a bogus (great) event with plenty of Amiga gear to try, buy and talk about.

Out of all the computer shows I have attended the memorable ones were those shows that provided me with the opportunity to become involved (lots of hands on stuff). Our focus for the "Australian Amiga Gathering" will be exactly that and our goal is that after the show you will know no limit as to what you can achieve on your Amiga.

Like most things we do here at AAG the show promises to be a bit different to the average run of the mill computer expo. I can't give you any details until next month - see you at the show.
Stay tuned to this page for further announcements!
Gateway 2000 Acquires Assets of Amiga

March 27, 1997 - Gateway 2000 Inc. today announced that the company has made an offer to acquire the assets of AMIGA Technologies including all patents, trademarks and trade names.

The offer has been accepted by the court-appointed Administrator in Bankruptcy in Germany acting on behalf of AMIGA. The agreement is subject to regulatory approval.

"This acquisition is good news for Gateway and customers of AMIGA," said Rick Snyder, president and COO of Gateway 2000. "It will strengthen our intellectual property position and invigorate a company that has been a pioneer in multimedia solutions and operating systems technology."

AMIGA Technologies will be renamed AMIGA International. The company will operate as a separate business unit and will retain its current president, Petro Tyschtschenko, who will work to develop new products for the AMIGA market.

"Gateway 2000 will give us new life and energy for the future" said Tyschtschenko.

Intangible Assets Manufacturing President and former Commodore-Amiga Software Engineer, Dale L. Larson, has issued the following statement in reaction to the news of Gateway's purchase.

"I'm thrilled that the Amiga technologies have finally been purchased, more so that they have been bought by a company with such tremendous resources, visionary management, and customer-service orientation as Gateway 2000. From their statement that they will work to develop new products for the AMIGA market, we conclude that the Amiga has a really bright future ahead of it. I trust that this will re-invigorate the Amiga community and renew interest in our markets. We're looking forward to a surge in sales of our Amiga products in the coming months as a result of this announcement."

Intangible Assets Manufacturing
828 Ormond Avenue
Drexel Hill, PA 19026-2604 USA

QuikPak Welcomes Gateway 2000

"While we are understandably disappointed that our own bid was unsuccessful, we at QuikPak remain as committed as ever to the future of the Amiga. We have devoted a large portion of our energies to developing the Amiga market and supporting the community, and we have no intention of abandoning our position now. The Gateway 2000 purchase may represent an excellent opportunity to breathe new life into the Amiga platform. We've maintained all along that we believe in the future of the Amiga, and stand by our statements.

Dan Robinson Director of Business Development QuikPak

About Gateway 2000

Gateway 2000, Inc., a Fortune 500 company founded in 1985, is a global leader in the direct marketing of PCs. The company headquarters in North Sioux City, South Dakota, has manufacturing facilities in the United States, Ireland and Malaysia, and employs over 9,700 people worldwide. In September 1993, Gateway 2000 expanded beyond its headquarters and opened a manufacturing and support facility in Sioux Falls, South Dakota. The company launched its first international effort through the establishment of a direct marketing and manufacturing operation in Ireland in October 1993. November 1994 Gateway expanded its worldwide presence with showrooms in France and Germany and has since added another showroom in Germany, as well as Japan and the U.K. August 1995 Gateway acquired Osborne Computer of Sydney, Australia, and began selling to the Australian market. In September
**Seagate**

2.5" IDE A1200 Hard Drives
- 810Mb $439
- 1.08Gig $479
- 1.3Gig $569
- 2.2Gig $759

3.5" SCSI-2 Hard Drives
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- 2.1Gig $749
- 4.3Gig $1919

**Canon**

PRINTERS
- BJC210 360x360dpi $339
- BJC4200 720x360dpi $469
- HP DJ400C 600x300dpi $359
- HP LaserJet 5L 600dpi $829

**SIZZLING PRICES ON DB2 CARDS**

- Cobra 030/33Mhz for A1200..... $230
- Cobra 030/40Mhz for A1200..... $290
- 68882 CoPro option prefitted..... $ 50
- Ferret SCSI-2 add-on option..... $165
- DKB1202 ram card for A1200..... $155
- DKB3128 ram card 3000/400... $355
- DKB2632 ram card A2500..... $330
- Rapidfire SCSI-2/Ram Card..... $250

- Wildfire 060/50Mhz Accelerator with SCSI-2, Simm Sockets and Ethernet for the Amiga 2000 $2,245

**ProDAD Software**

- Adorage Professional Video Effects V2.5 AGA..... $210
- Premium effects add on package for Adorage..... $ 55
- Clarissa Super Smooth Animation Professional V3.0..... $380
- Anmage Animation and Graphics Composing software $205
- Monument Ultimate in Titling & Video Effects..... $323
- Monument Creativity set..... $ 85
- Loader Pack loads GIF,PCX, JPEG for all the above..... $ 65

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- DynaLink 33.6K $190
- JetStream 33.6K $239
- Maestro 33.6K $339

**Quick Shot JoySticks**

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- Starfighter1 $17.00
- Flightgrip1 $15.00
- Aviator1 $49.00

**CompetitionPRO JoySticks**

- 5000 Series $49.00
- 5000 Series (mini) $45.00
- Cruiser Colour $49.00
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of 1995, the company announced plans to build its third United States manufacturing facility in Hampton, Virginia. Manufacturing operations began there in July 1996. The company entered into Greece and the United Arab Emirates (U.A.E.), announcing distribution agreements with Dakos S.A. and Al Yousuf Computers in July of 1996. In 1996, the company shipped 1.9 million systems and reported revenues of $250 million. Whether Gateway 2000 ends up being our white knight still remains to be seen. Only time will tell.

The Amiga Education Network

February 1997. In early 1994, the (Australian-based) Amiga Education Network (TAEN) was founded in response to the demise of Commodore Australia. This service was established to support the Amiga platform in the schools that were using it and provide support to disseminate information on the use of the Amiga as an educational tool, and to ensure its survival and viability in the education market.

TAEN is now calling on the Amiga community to discuss the future and possibilities of the Amiga in the education market and invites the establishment of national representatives around the globe who will provide support for persons, companies, or individuals who have an interest in the Amiga in the field of education.

TAEN through its national representatives, will provide advice on hardware and software related questions. It will provide appropriate contacts, training and demonstrations of the Amiga as an educational tool, and the publication of a newsletter. TAEN will also foster exchange and interaction between individuals, companies, and institutions who use the Amiga in education.

AAG wishes TAEN every success with this venture. For more information contact TAEN at:

e-mail: funter@tpg.com.au
The Amiga Education Network
PO Box 353 Armidale
N.S.W. 2350, Australia
Phone: 61-67 72-2100

Australian RMF Networking Solutions

Australian Amiga developers, Resource Management Force have released the latest versions of their excellent QuickNet and QuickBase hardware and software networking solutions for the Amiga platform. RMF have been developing the QuickNet system since 1987 and have developed a strong reputation in providing networking and control-related solutions for Amiga-based systems. QuickNet version 2 has just been released. Registered users can upgrade to version 2 with the new ROM replacement for the QuickNet boards. RMF have also released an A1200 QuickNet card in addition to their solutions for the A500 and the big box Amigas.

QuickNet is a complete “peer to peer” network system which seamlessly integrates with AmigaDOS. QuickNet includes EtherNet hardware and network software.

Resource Management Force
70-74 May Street
St Peters NSW 2044
Phone: (612) 9550 4244
Fax: (612) 9550 4284

Myst For The Amiga

March 4 1997. After years of wondering whether we would ever see it on the Amiga, ClickBOOM and PXL Computers, the creators of Capital Punishment have announced that they have secured the rights to develop and publish the Amiga version of Myst, the best-selling CR-ROM game ever produced. Broderbund, the original publishers, were apparently surprised by the interest and response in an Amiga version of Myst after an unofficial version was released some months ago (See: Amigans make things happen!). PXL computers hope to make an announcement soon. The Amiga version will be CD-ROM format only and will require AGA and 4Mb of Fast RAM. ClickBOOM and PXL computers also promise to convert some of the biggest games from other machines to the Amiga.

ClickBOOM may be contacted at: email: clickboom@ican.net
Phase 5 PowerPC Boards Released

February 25, 1997. Phase 5 announced the imminent release of the CyberStorm PowerUP PowerPC boards for the Amiga A3000(T), and A4000(T) and the Blizzard PowerPC board for the A1200. Despite QuirkPak’s suggestion of a move to the DEC Alpha processor, Amiga development continues to move toward a PowerPC future.

Phase 5 claim that these boards incorporate Phase 5’s innovative dual-processor technology, where a fast PowerPC RISC processor is combined with a 68k processor in case of the CYBERSTORM PPC either a 68040 or a 68060 CPU (for a 68030 in the case of the A1200). Both CPUs dynamically share the memory and system buses what is necessary for a true multiprocessor behaviour. While the original AmigaOS 3.x continues to run on the 68k CPU...

The CyberStormPC boards should retail in Australia for $1200 to $1500 for the 150 mhz version. The Blizzard PowerPC board should retail for $800 to $800. Registered owners of Phase 5 accelerator board will be offered attractive upgrade offers on their existing cards. General release of the boards is expected in April. Contact your favourite Amiga dealer for more information.

Check out Phase 5’s website at: http://www.phase5.de

Powercon 97

On the 18 and 19 July 1997, Moebius Technologies will be staging the first 1997 PowerPC convention in Montreal, Canada. The purpose of this convention is to gather the PowerPC community together from all across the world to show its support for the PowerPC platforms against the Windows and Intel monopoly (BeBox, PIOS-ONE, ABox Amiga, PowerUP, PowerMac clones, IBM, Motorola). The organisers hope to make this show an event that will demonstrate the “POWER” behind PowerPCs and their operating systems (BeOS, pOS, MacOS, Linux, Solaris, AIX)

Those interested in attending (if you can make the trip in Canada) can contact:

WWW: http://www.moebiusqc.ca/PowerCon97/
email:moogy@datrox.ca

Frederic Tessier
922 Deschamps
Sainte-Julie (Quebec)
J3E 1N9 Canada

AAG hope to present a full show report from PowerCon 97.

Scenery Animator Still Available

Despite what you may have heard, Natural Graphics Scenery Animator Software continues to be available for the Amiga.

For those of you who don’t know, Scenery Animator is a fractal landscape generator and simulation program. Scenery Animator is renowned for its ability to generate an animated flight path over the landscape. Scenery Animator supports AGA and can output in IFF,IFF24, PCX, and ANIM file formats. For more information contact:

email:bcassett@naturalgfx.com

Megagem Going Strong

California-based Megagem Digital Media have been around almost as long as the Amiga. Unfortunately, few of us in Australia have heard of them or have used their products. Megagem develop and support a broad range of interesting and useful Amiga products. They create and market products for video, animation, stereoscopic 3D, artificial intelligence, industrial applications, and entertainment.

Megagem’s latest product is the AV8R and AV8RPro, a software controller for NewTek’s ‘Flyer’ Non-linear editor. The AV8R incorporates project timeline, EDL, edit controls, and audio sync tools. The AV8RPro incorporates the optional hardware edit controller.

Another new Megagem product is the VideoGems CD. This CD contains 60 new Video Toaster/Flyer FX, 36 new Toaster CG ColorFonts, FractalPro-generated Framestores and FX, and hundreds of LightWave objects of real-location landscapes (like the whole Grand Canyon). The price is $99.95 USD and includes a bonus FractalPro Image Library V1 CDROM.

Contact Daniel Wolf at Megagem for ordering or for any information:

email: webmaster@megagem.com
Phone: 805-349-1104
FAX: 805-922-5003

If you have any Amiga-related news, contact Grant Regan at: moebius@acay.com.au or at our address.
Dear AAG

Dear Ed
I was shopping in my regular Amiga shop (Compute Magic) when I found Issue 2 of your mag. Good on you for your efforts in putting it together. I was concerned that when (the unnamed magazine) folded the Amiga would truly die because Amiga owners would no longer have contact with Amiga advertising so they could know where to buy products. You are making a great effort to fill the gap - it is a good read and I hope it is the success it deserves to be.

My main interest is desktop publishing and I have made some income out of it for a number of years. I believe that we now have software in that field that is at least the equal of any on other platforms and I have therefore enclosed a review of Pagestream 3.2 which became available from Soft Logik in October 1996.

Dear Max
Thank you for your encouraging letter and for going to all the effort of reviewing Pagestream 3.2. We have published your review on page 16 of this issue. It is very obvious to us that you know Pagestream inside out. Many of our readers have Pagestream. We will be sending you complementary tickets to the Australian Amiga Gathering (June 1997) as a token of our appreciation.

Dear Ed
Thank you for keeping the Amiga alive. Over the past two years I have often wondered if the Amiga was about to be buried. I first saw your magazine recently at Amadous Computers. I have been involved with Commodore computers since starting with a VIC 20 for my three kids back in the early '80s. We since moved on to a Commodore 64 and later to an Amiga 500. I then took an interest in Amiga for work. I am a recording engineer by trade and set up the A3000 as a digital recorder/editor using AD516 (Sunrize) to record, edit and mix programmes for radio and in-store music shows and airline audio entertainment. The finished production is then dubbed to either a Dat or mini disc. What would I like to see in the Gazette, well reviews on new Software/Hardware (when we get some), tutorials on programmes, new and Old (I still get stuck on things like D Paint etc) and a look into PD programmes, and what some of them actually do. I have collected all the Aminet Sets, and am still finding new or updated utilities etc. There must be a lot of good utilities amongst the PD CD's just waiting to be found.

Dear Bill
Thank you for your letter. It's great to hear about people who have stuck with Amiga and love it, especially for work. We would love to hear more about how you use your Amiga in your audio work and we hope to have an Audio column in AAG in the near future. We hope to bring a balance of articles in AAG that will include something for everyone.

Dear Ed
I hope that you can use the enclosed articles. I like your magazine very much and find it interesting and informative reading. Keep up the good work and I will look forward to this month's AAG.

Dear Matthew
Thank you for your letter and the time and effort you put into your articles, particularly ProWrite 3.3. Due to space limitations we were unable to reproduce your work.

Dear Ed
About 3 years ago we purchased (my father and I) an Amiga 1200 especially for video titling using Scala 500 and a G-Lock Genlock. One thing led to another and via the program Pagestream 3.0 we were able to put together an advertising and community style paper which we call the Machnlyre Gazette in the Inglewood, Texas and Yelarbon area just over the border in Queensland. Without the great simplicity of the 1200 and its amazing capabilities this would not have been possible. We use an Epson GT6500 Scanner for graphics and photos, which we process through Image FX 2.0. A postscript laser copy is produced via a Hewlett Packard 4MP LaserJet printer. The copy is then sent to a printer for publishing. The only limitations for expanding our system is financial. The skies the limit.

When we mention that we use Amiga computers people look at us as if we come from another planet. I hope they one day have the opportunity to throw their PC out the window (as featured in the cartoon in your last Gazette) and upgrade to a user friendly Amiga.

Dear Lester
Thank you for your letter. It is good to hear from other publishers happily using Amigas. We use Pagestream 3.0 to produce AAG.

Australian Amiga Gazette Apr97
This advertisement is for Amigans’ eyes only!

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. Operating hours are 9am-6pm Mon-Fri, and 9am-5pm Sat.

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Digita TurboCalc 4 (CD only) $139
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Kara Font Collection CD $95
IBrowse from Omnipresence $79
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Cyberstorm 060/50Mhz $1450
Cybervision 64/3D $599
Scan Doubler to suit above $240
Cobra 030/33Mhz $250
Cobra 030/40Mhz $300
Ferret SCSI suit above $175
Mega Mouse (3 Button) $45
Hyper Mouse $40
Green Mouse $30

Amiga Software
The Digital Universe $175
SAS C/C++ 6.50 $120
Scala MM400 $349

Amiga CDROM
Personal Paint v7.0 $95
Digita Office $149
Scene Storm $45
Aminet Box Set 1.2.3 $75
Aminet 15, 16 $30
WHAT IS PHOTOGENICS?
Photogenics 2.0a is an Image Processing and Image Creation package for the Amiga, by Almathera.

How does Photogenics 2.0a stack up against something like Personal Paint 7? (see the March 1997 issue for a review of Personal Paint 7) Firstly I would like to say that Photogenics and Personal Paint both have notable similarities in the feature department. However, Personal Paint (referred to as PPaint from now on) is a more suitable package for the artist who wants to create hand-drawn images and who wants to touch-up or alter images with brush-like effects. Photogenics on the other hand is the ideal package for one who wishes to work with a large numbers of high resolution images and rather than creating images from scratch, use existing or scanned images to create a new image or alter the existing image via the means of conventional paint program tools and with the aid of powerful image processing effects.

Both Photogenics 2.0a and PPaint 7.0 come with an extensive array of Image Processing effects and traditional paint tools. Both come with a comprehensive range of Arexx commands and scripts, both can be bought on CD-ROM which includes a whole variety of fonts and images included, both support 24-bit buffers (although when working with Photogenics you can always see the 24-bit buffer that you're currently working with), both support secondary or alpha channels, and both support a variety of similar features. However, this is where the comparison ends. For example, while Photogenics 2.0a has a far greater number of Image Processing effects than PPaint 7.0, PPaint does have better animation support. Photogenics can also handle more than two images (actually it can handle hundreds, memory permitting). The differences abound. Which application you choose will depend on your requirements.

IMPROVEMENTS
How does Photogenics 2.0a compare with V1.2a? For a start, up until version 1.2a, Photogenics used the Amiga's Intuition system for its GUI whereas V2.0 onwards uses the new 'Widget' system, which can be chosen to look more or less like Intuition and where different versions for High Resolution and Low Resolutions screen systems exist. While the 'Widget' system does take some time to get used to, after a while I found it to be a far more intuitive system than intuition itself.

Other new features of V2.0a are the Virtual Images system (a system which permits the loading of images larger than your available RAM), the Plug-in Effects system (allows for more complex image processing than those offered in the standard image processing effects offered in the 'Modes' window, the animation loading and saving (it supports loading and saving of all varieties of IFF ANIMs and CDXL animations), the inclusion of Arexx support (any function of the program is basically programmable through this new Arexx port), the on-line HTML Help (some people may see this as a negative factor in this version), the loading and saving of Paint Layers (a 'Paint Layer' is a separate layer 'floating' above your image), the addition of a number of new file formats, (Photogenics now supports IFF-ILBM, JPEG, GIF, BMP PCX, PhotoCD PBM, ORT, Raw, Impulse, IMG, Targa, TIFF, CDXL, Framestore, etc) and a multitude of minor bug fixes.

In addition to these improvements Photogenics 2.0a includes a number of so-called 'natural paint tools' including: Air-Brush, Pencil, Chalk Pastel, Watercolour, Ball-Pen, Neon, etc. Painting can now be performed in HAM or HAMS or 24-bit in real-time and so a 24-bit graphics card is not required.

However, for those with a graphics card or wanting to buy one, Photogenics does include full CyberGraphX support with Direct support for running under 15/16/24-bit CyberGraphX screen modes with HiColour and TrueColour previews (CyberGraphX libraries support most graphics boards). Additionally, there is support for the Video Toaster, OpalVision, Picasso-II, VLab, Retina, EGS...
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- **Modems**
  Supra, Banksia, U.S. Robotics, Avtek

- **Internet Software**
  IBrowse, AWeb, AmiTCP, Termite TCP

- **Hard Drives**
  Seagate, IBM, Quantum

- **CD_Roms**
  Sony, Panasonic, Toshiba, Q-Drive

- **Scanners & Printers**
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  Sony, Samsung, NEC, Amiga

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In terms of supported effects, the list is impressive for a package of its price and specification requirements. These include: Add Noise, Alter Hue, Balance, Blur, Brightness, Cloner, Contrast, Displace Map, Emboss, False Colour, Flip, Gradient Tint, Greyscale, Huemap, Limit, Line Art, Matrix, Mix, Monochrome, Motion Blur, Negative, Paint (standard painting), Pixelise, Posterise, Randomise, Rub Through, Rub Mix, Saturation, Sharpen, Shift Hue, Solarize, Tile, Tilt Brick, Tint, and many more. Photogenics also supports multiple levels of Undo and Redo. If the effect you have chosen doesn't look quite right and it allows you to instantly preview the effect before applying.

Photogenics also allows you to edit multiple images simultaneously (each in a resizeable window) and it incorporates an easy to use alpha-channel, and a drag and drop user interface.

THE MANUAL
The included manual is in HTML form (i.e. World Wide Web pages), and has an old version of AWeb (Unregistered) included for the purposes of viewing these documents. You can, within Photogenics though, configure it to use any Amiga Browser you wish (as the on-line HTML Manual is called up when you press the Amiga HELP button). The manual covers all aspects of the program and all the descriptions and capability lists of all the Loaders, Savers, Modes, and Effects of the program.

The manual also includes tutorials for beginners and advanced users. The tutorials are generally very useful, but it would be easier to have printed documentation to enable you to open the manual by your side as experiment with it.

The manual is fairly well indexed (they could have done better), and usually finding help for the feature you're after is generally very easy. The inclusion of HTML documents as opposed to an AmigaGuide is sensible, but as for HTML comparing to a printed, bound manual, give me the old book any day. Almathera could have simply included the printed documents as found with V1.2a and presented the updates in the HTML format.

EASE OF USE

Photogenics 2.0a has been described as difficult to learn in comparison to packages such as ArtEffects. While this is right, once you've got the hang of the Widget system and learn how to use the program (which really doesn't take all that long) it's a VERY easy program to use. The interface is well designed and laid out, as are the menus. I generally found Photogenics 2.0a much easier to learn than a package like ImageFX 2.6.1 or PPaint.

CONCLUSION
So is this the package for you? Well if the above sounds like the sort of thing you want, or it has enough reasons to justify an upgrade, then buy it. Version 3 of Photogenics is currently being written, and owners of V2.0a will find upgrade paths exist. Overall, Photogenics 2.0a is a highly professional Image creation and Image Processing tool for the Amiga, and a product well worth supporting.

Since this article was written Almathera has gone out of business. However, AAG has received an unconfirmed report of an American company which is to release version 3 of Photogenics.

QUICK REFERENCE

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<th>User Interface</th>
<th>Documentation</th>
<th>Speed of Operation</th>
<th>Value for Money</th>
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Photogenics 2.0a

MADE BY Almathera
DISTRIBUTED BY ??

SOFTWARE REQUIRED 4mb Ram/HDDrive

HARDWARE REQUIRED V12.0

RETAIL PRICE $7.00

OVERALL RATING 82.6%

Australian Amiga Gazette Apr'97
**Amiga Software**

<table>
<thead>
<tr>
<th>Software</th>
<th>Price</th>
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<tbody>
<tr>
<td>Digita Office Pack!</td>
<td>$149</td>
</tr>
<tr>
<td>Includes: Wordworth 6</td>
<td></td>
</tr>
<tr>
<td>Organiser 2</td>
<td></td>
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<tr>
<td>Datastore 2</td>
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<td>Money Matters 4</td>
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<td>Wordworth V6</td>
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<td>Turbo Calc V3</td>
<td>$69</td>
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<tr>
<td>Twist (Relational Database)</td>
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<tr>
<td>Scala MM400</td>
<td>$349</td>
</tr>
<tr>
<td>Lightwave 5</td>
<td>$1949</td>
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<td>Pixel 3D (Clearance)</td>
<td>$199</td>
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<tr>
<td>Magic Lantern</td>
<td>$49</td>
</tr>
<tr>
<td>Directory Opus V5.5 NEW!</td>
<td>$129</td>
</tr>
<tr>
<td>Personal Paint V7 (CD only)</td>
<td>$99</td>
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<tr>
<td>Photogenics (CD or Floppy)</td>
<td>$199</td>
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<td>Cinema 4D</td>
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<td>Worms (Directors Cut) AGA</td>
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**Amiga 2000/3000/4000 Expansions**

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<tr>
<td>Rapid Fire SCSI II Controller</td>
<td>$299</td>
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<tr>
<td>Spit Fire SCSI II Controller</td>
<td>$179</td>
</tr>
<tr>
<td>TEKMagic 060 50Mhz A2000</td>
<td>$1699</td>
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<tr>
<td>Apollo 060 50Mhz A3/4000</td>
<td>$1999</td>
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<tr>
<td>Picasso 2Mb Graphics Card</td>
<td>$599</td>
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<tr>
<td>Cybervision 4Mb Graphics Card</td>
<td>$599</td>
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<tr>
<td>Cybervision 3D Graphics Card</td>
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**Amiga 12000 Expansions**

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<tr>
<td>Cobra 030 MMU 33Mhz w/4MB</td>
<td>$309</td>
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<tr>
<td>Cobra 030 EC 40Mhz w/4MB</td>
<td>$369</td>
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<td>Ferret SCSI Option for Cobra</td>
<td>$169</td>
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<tr>
<td>68862 33Mhz FPU</td>
<td>$79</td>
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<tr>
<td>Apollo 060 50Mhz w/8Mb</td>
<td>$1699</td>
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<tr>
<td>Apollo SCII Option</td>
<td>$249</td>
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**New Amiga**

<table>
<thead>
<tr>
<th>Model</th>
<th>Price</th>
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<tr>
<td>A1200 HD</td>
<td>$1349</td>
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<tr>
<td>A4000 040 HD</td>
<td>$4799</td>
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PageStream V3.2 Review
by Max Frost

PageStream has finally come of age - and it has taken an age. Registered owners of PageStream v3 have been receiving regular news letters from SoftLogik since its (premature) release and when the offer arrived for the free update to V3.1 or a US$35 update to V3.2 I quickly sent for the PageStream v3.2.

Whilst following the layout and philosophy of previous versions, V3.2 still requires a considerable investment in time to learn all the power features hidden under its deceptively simple interface. There is now absolutely no reason for an Amiga user not to join the movement to 'Computer to Plate' publishing. I also took advantage of their offer to purchase their extras disks and I am particularly impressed with the TextFX extension. PageStream is the best desk top publishing program on any computer and is eminently capable of totally professional output.

Overview
After a painless installation using Commodore's excellent Installer program, there will be three programs on your hard drive - PageStream, BME and Pageliner. BME (Bit Map Editor) is a graphics manipulation program and Pageliner is a text editor. These programs are seamlessly integrated into PageStream and enable graphics and text to be easily edited from within a PageStream document.

The PageStream interface is attractive and highly configurable. A toolbox is shown on screen and contains a deceptively small group of tools, but the defaults for these tools can be simply altered. A toolbar appears at the top of screen and is totally configurable enabling all regularly used functions can be simply accessed by the click of a mouse button. This tool bar can be hidden if not required.

A variety of palettes can also be shown on screen if required. These include edit, script, style, page and document palettes. In practice, I find that these occupy too much space to keep on screen and I have them on screen only when in use. The exception to this is the "Edit" palette which is so versatile that I have it on screen at all times.

The program can be run in any screen mode but slows considerably in 256 colour mode. On my 030 machine, I found it most convenient to run in 4 colour mode and to change to 256 colour mode only when necessary. These changes can be quickly made on the fly.

Operation
Starting a new document only requires the user to input page dimensions and a blank page then appears on screen. Text can be typed directly on the page or into a text frame, however for large amounts of text, the screen update tends to be too slow for ease of operation. A better option is to create large text items in a word processor or even Pageliner and import it into a text frame.

This text article can be left external to the document if desired. A large variety of text filters allow text to be imported from almost any word processor (and exported, in a different format if you wish). Any variety of formatting options and text attributes can then be applied. If editing or spell checking of the article is required, a built in AREXX command starts Pageliner and sends the text to that program. External articles can not be edited in Pageliner, but PageStream will put up a requester asking if you wish to make the article part of the document which then allows this.

Graphics are imported in the same manner. A large variety of filters also mean that almost any type of graphic can be imported (and exported). These filters are so versatile that Pagestream (or BME) can quite easily be used to convert graphics to a variety of formats thus making a dedicated graphics conversion program unnecessary. JPEG Graphics can be handled also via an extra cost option.

Once imported, the graphic can be manipulated within BME using AREXX in exactly the same manner as text. External pictures can not be edited in BME but as with text, PageStream will put up a requester asking if you wish to make the article part of the document which then allows this. Within BME the graphic can be lightened, brightened, coloured.
ARRIVING SOON
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<td>I/R Mouse</td>
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<tr>
<td>Floppy drives</td>
<td>80W mains powered spkrs, Laser pointer/pens</td>
<td>Monument Designer</td>
</tr>
<tr>
<td>Rocfire Joystick</td>
<td>Touchup v4</td>
<td>Loaderpack</td>
</tr>
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<td>Brush mouse</td>
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Recently AAG got their hands on an SX32Pro unit for the CD32. The SX32Pro is a little device that turns the humble CD32 into a full-blown computer equal in performance to most Amiga 1200s. Manufactured by DCE Computers in Germany the SX32Pro is the latest in expansions for the CD32.

The unit comes in two pieces. The circuit board which is 14 cm by 16 cm in size and the expansion bus external connector plate.

On the circuit board is a 68030 processor, this particular unit featured a 50mhz version. Also a socket for a 68882 maths co-processor (FPU - floating point unit), a single memory SIMM socket and a mini-IDE connector to connect a 2.5 inch IDE harddrive.

The other piece which is external to the CD32 contains all the computer ports and the bus connectors which connect the circuit board to the CD32's expansion port.

The ports which the SX32Pro provides are 25 pin parallel, 25 pin serial and 23 pin disk drive. The disk drive port configures the first drive as DF0 and accepts both low and high density drives. Multiple drives can be connected via daisy-chaining the drives, up to device DF2.

Other ports which are included are a standard 23 pin video port to allow monitors like the Commodore 1084 to be connected and a 15 pin VGA connector to allow straight connection for a VGA monitor.

The SX32Pro can also be configured to use PC keyboards by connecting them to the CD32’s AUX port an adaptor wire which connects the AUX port to a jumper on the SX32Pro circuit board performs this modification.

The SX32Pro overrides the stock 68020 Motorola processor with a 68030 version and this is available with clock speeds of either 33 or 50 mhz.

The FPU socket is PGA, that is square with the pins on the chip pointing down. The SX32Pro accepts either 33 or 50 mHz versions of the 68882 chip.

The single SIMM socket accepts standard 72 pin SIMMs from 1 megabyte up to 64 megabytes of RAM. A jumper setting allows either 60 or 70 nano-seconds.

The harddisk controller is a buffered IDE interface. This means that the device is not directly driven by the processor's output (which could be potentially dangerous). This is a feature built into the SX32Pro to prevent damage to the processor. A nice feature of the controller is that it uses the existing CDROM activity LED light already built into the CD32 to display harddisk activity. It was a bit disconcerting at first seeing this light flicking madly away with no CDROM spinning, but its presence shows attention to detail on DCE Computers part.
The SX32Pro allows a 2.5 inch harddrive to be mounted directly to the board and is connected to the IDE controller via a 44 line mini-block connector.

Installing the SX32Pro is relatively simple. At the back of the CD32 is a plastic plate covering the expansion bay which is held there by a screw. Remove this screw and the protective plate can be removed.

Unlike the SX32, the SX32Pro requires the CD32’s case to be opened to insert it into the space inside the CD32 with the lower expansion port of the SX32Pro connected to the CD32’s motherboard expansion port.

Note, do not screw the SX32Pro flush with the case. Keep the bus-board edge vertical. There should remain a few millimetres gap between the CD32’s case and the SX32Pro’s external bus board. This allows the CD door free movement (the SX-1 had similar problems). I found that a six millimetre plastic spacer placed around the screw provides the best way of ensuring this gap remains the same (plastic spacers can be bought at most electronic stores).

Expanding the SX32Pro Downunder can be a time consuming task. I’ll tell you now some things to keep in mind if you decide to buy this product which should make things easier.

68882 FPU co-processors are not common in Australia. These chips can be more expensive than buying them overseas direct from suppliers which keep stuff like this in stock.

The Australian supplier of Motorola chips quoted about $180 for the 68882 50MHz chip. In the USA some stores sell these for US$70. This should give you an idea what you should be paying.

I recommend you order the 68882 at the same time you buy the SX32Pro (you’ll only pay for one shipping cost that way, and it will be installed professionally).

Hard drives are basically the same price everywhere in the world. That means you can afford to shop around here in Australia for the best price. This also means with a warranty you can take it back to the supplier a lot quicker and cheaper, saving you on shipping costs.

The 2.5 inch hard-drives which the SX32Pro use are the same type put into notebook computers. When you go around asking for prices you’ll probably get blank looks when you mention Amiga. Explain to them you don’t want Amiga support, only the harddrive and ask them for the price.

Two more things I recommend you ask to be bundled with your SX32Pro when you order it is a 44-way mini-block connector cable (this might be difficult to find here since notebooks don’t use cables to connect the harddrive to the motherboard) and mounting brackets, else you might have to do this. Its a trackless-breadboard screwed to the harddrive then bolted to the SX32Pro.

The Seagate brand is the recommended Amiga brand of harddrive. I used a Seagate 1.3 gig 2.5 inch harddrive in this SX32Pro.

The last thing you’ll want for the SX32Pro is memory. As mentioned earlier the SX32Pro has only one SIMM socket to allow from a 1 megabyte to a 64 megabyte (single unit) 72 pin SIMM module to be installed.

Most suppliers have anything up to 16 megabyte SIMMs in stock. 32 or 64 megabyte SIMMs need to be ordered in and 64 megabyte SIMMs are usually more than twice the price of 32 megabyte modules. When ordering RAM specify single unit or 1x otherwise you might get two 16 megabytes SIMMs when you asked for 32 megabytes of RAM and you only have one socket to put them in.

The SX32Pro makes the CD32 the neatest little Amiga yet. Its size makes it an ideal portable Amiga or a very small desktop system.

The SX32Pro is a viable alternative to upgrading to an Amiga 1200. Second hand CD32s are pretty cheap and the cost of an SX32Pro is on par with other accelerator cards.

If you’re are interested in buying this product contact DCE Computers. Their phone number is 0011 49 208 633151. Or you can email them at dce@ruhr-net.de.

Australian Amiga Gazette Apr97
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PageStream V3.2 Review Continued

Typography
The variety of typographical options included put those included in dedicated word processors (even the mighty Wordworth) to shame. The options are quite simply mind boggling - the only missing item seems to be the ability to create charts although this can be worked around. The ability to create indexes, paragraphs, chapters etc are all well executed and extremely easy to use. Insert symbols, page breaks, column breaks, page number, paragraph numbering etc are all easy to access and use.

Features
The large number of included scripts make complex operations very easy to achieve. I particularly love the "Print Signature" script - this enables the user to create a booklet using (for example) half A4 pages. The pages can be created in the order you wish them to appear and the script will automatically sort them and print them double sided and two pages to a side on A4 paper. An absolutely brilliant time saver!

Most tools have a variety of options that can be applied, making them extremely versatile. For example a polygon can be drawn as a standard straight sided shape, puffy, star, scalloped or wavy. Boxes can be drawn rectangular, rounded, scalloped, bevelled or inset. Line types can be chosen from a preset range or you can design your own.

On-line help in the form of an Amiga Guide document is available for most functions but the manual is still required. The manual is excellent and DTP beginners should find it easy to negotiate and the tutorials extremely useful. The program makes intelligent use of available memory and will actually load graphics (with reduced resolution) which are larger than available memory. In short memory situations, the program slows to a crawl but in over 100 hours of use I have never had the program fail. For serious use I consider 8 mb to be a practical minimum. When the program is closed, all memory is properly returned for use.

Conclusion
I have used Pagemaker on a PC and tinkered with Quark on an Apple. I believe Pagestream to be better than Pagemaker and the equal of Quark - and much easier to use than either. Amiga users, having been spoilt by the price of Amiga software, may consider Pagestream expensive, especially if the extras available are also purchased. However Pagemaker is 50% dearer than Pagestream and considerably less powerful and Quark is nearly three times the price of Pagestream.

Soft Logik was deservedly criticised for releasing Pagestream v3.0 in an unfinished state. They have however, shown their commitment to Amiga users by releasing regular updates on the internet and each update has made the program better. The program is now a very solid professional piece of software and Soft Logik deserve credit for their persistence in its creation. If software of this quality remains available, the Amiga should never die. In summary, this is a "must have" purchase for any Amiga owner who is serious about desktop publishing.

Requirements
Workbench 2.04 or better
Hard drive (installation requires 4 mb of space)
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"Customising The Internet" is a series of articles on Internet software. The purpose of which is to tailor your software to get the most out of your Internet access.

This month we'll show you how to utilise YAM (Yet Another Mailer, a program for managing email on your Amiga) to get your mail and make sorting and storing it easier.

Just quickly, I'll explain the term "email". Email (electronic-mail) is the Internet equivalent of mail or letters. When you join the Internet you are given an email account and people (with their own email accounts) from anywhere in the world can send you email. They are received by your ISP's (Internet Service Providers) computer and stored for you. You then are required to logon to your ISP's system and download your email using a mailer program.

Earlier issues of AAG ran a series called "Connecting to the Internet". They contained detailed information of YAM's requirements and how to set it up.

I'm going to demonstrate the features of YAM by taking you through some practical examples.

First connect your system to your ISP server with your TCP/IP program then start YAM by double clicking its icon.

When you sign up to an ISP they'll send you an email to introduce themselves - this is what we'll retrieve. To do this click the "Get mail" button located in the bottom right-hand corner of the window.

YAM will then open a small information window telling you the progress of the transfer. Once complete, you'll see a line of text in your YAM window describing the email. You can click anywhere on this line to select the email (double clicking it will open it up to read).

Apart from the 4 default folders (Incoming, Outgoing, Sent and Archived) YAM displays, it also has 47 user definable folders. We'll create a new folder to store your ISP's email into.

To do this, open the Configuration window by selecting Configuration from the Settings menu (or hold the 'C' and right 'Amiga' key together. These key combinations are called hot keys and I'll use the format Ramiga+c from now on). Select Folder from the row of tags in this window.

Click the New button and YAM will insert Archive n (n = a number) into the list on the left (which displays the list of your current archive folders) and in the Name box. Activate the Name box using your mouse or ramiga+n and change the name to ISP Info. Once this is done you can close the Configuration window.

Open the Incoming folder on the main window and select the email we downloaded earlier. Note here that the Left and Right cursor keys allow you to switch between folders (and the custom ones not displayed) and the Up and Down keys allow you to select different email (holding the shift key allows you to select multiple email) and the tab key cycles through all the fields and shift+tab cycles in the opposite direction. This can be quicker than the mouse when used together with the hot keys.

I'll finish this tutorial using this method since we're here to simplify the use of YAM.

Once you've highlighted the email from your ISP, key ramiga+v. This will open a list of archive folders. Select ISP Info and hit Return.

Use the cursor keys to open the ISP Info folder and you'll see the email there.

YAM can go and fetch your mail when you start it. This feature can be activated on the Receive page.
In the Configuration window, ramiga+g toggles this feature on and off. But I don't recommend you use this feature since more often than not you'll use YAM offline to write mail and sort them without the cost of actually being online to the Internet. In those instances YAM will return an error when it can't connect.

To write email offline use ramiga+w to open a window to write it then when you're done ramiga+q to send it to the offline queue.

Once you start receiving email, YAM's Address Book will help you organise all your email addresses.

We'll store the address of your ISP server from their email.

Open the ISP Info folder and select the email you received. Then ramiga+g, to open the Address Book. This will open with another window labelled New User. Fill in the fields as appropriate and hit Return. As you can see the details are laid out across the screen.

This is ok, but when you start storing many addresses keeping them organised could be a hassle if you can't group them. Well YAM's Address Book allows this.

This can be done one of two ways. Groups and Lists

Groups are directories just like on your system. And you can create sub-groups in groups, just like sub-directories. ramiga+g opens the Group window. Fill in the fields and hit Return. Groups are used to organise your email addresses.

The easiest way to move address into these Groups is with your mouse. Simply click and hold the button on the address line and drag it onto the group you want it in, then release the button.

Lists allow you to reference groups of addresses when writing email. For example you have a group called Friends which you have been putting all your friends email addresses into and you want to tell them all about a party then...

First create a list by ramiga+n and fill in the fields appropriately. Use your mouse and grab your "Friends" group (or whatever group you create) and drop it into the Members section of the List window.

...Ok, you've written your invitation and you're ready to add the email addresses. Click this button located to the right of the To field and this will open the Address Book.

Cursor to the Friends list and hit Return. This will insert in the To field. You can send the email at this point if you've finished it.

Another feature of YAM is its ability to package other files with your email. This allows you to transmit any file or files on your computer to people via email.

To use this facility you open the Attachments page when you write your email. From this page selecting New opens a file requester window. This is a standard requester - just locate the files you want and select them. YAM will then display the file's details in the Attachments window. Note, it might be an idea to always compress the files you send to keep the size of your emails down. Remember, emails are stored on the ISP's server until retrieved and you don't want to use too much of your friend's allocated space unnecessarily.

Just as you can insert files into email, it's always a good idea to know how to extract them.

When you select an email to read, YAM opens a separate window. If an email contains embedded files YAM will indicate these with a small disk icon at the bottom of the email along with a filename, format and size.

Along the bottom edge of this window are action buttons. One of these is labelled Save. To extract a file select this button with mouse or ramiga+s. Select the file and hit return YAM will then open a file requester window to allow you to save the file anywhere on your system.

Well I hope this makes things easier. If anyone out there has any suggestions or comments send them in. Or if you have a question or a request please write. We would be more than happy to help out. In regards to YAM I recommend you read the guide file included as it details all the functions, many we haven't covered, and if you find this product useful, register it and help support Amiga developers.

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The System Booster CDROM from Schatztruhe is the CD you get when you want to enhance the look and feel of your Workbench.

All the software on the disc has been sorted into well defined categories. They are:

**Archivers:** Over 10 megabytes (mb) of archiver and unarchiver programs. This is only place on the disc containing compressed files. The rest is instantly executable. Here resides about 13mb of files; everything from ARREXX scripts to CLI commands to hardware hacks.

**Backups:** More than 4mb of utilities to backup your files.

**CD-ROM Tools:** 16mb of tools, drivers, players and file systems for CDROM drives.

**Commodities:** An impressive 30mb of commodities. More than enough for your WBStartup drawer.

**Desktop Improver:** This directory contains 23mb of programs intended to be either run from Workbench or to enhance it.

**Directory Tools:** This contains a large collection of file management utilities - about 12mb of them.

**Disk caches:** Located here are four disk caching programs to improve the speed of file transfer to and from your harddrive.

**Disk monitors:** 3mb of programs to examine the contents of files.

**Disk savers:** 3mb of file recovery utilities.

**Disk tools:** Is a directory containing all the other tools you may need to work with files: about 10mb of them.

**Fonts:** Over 38mb

**Mouse tools:** With over 5mb of

Software here, your mouse will never be the same again.

**Screen blankers:** Over 22mb of them to prevent screen-burn.

**System monitors:** 12mb of programs to keep an eye on how your system is coping.

**Text displayers:** 8mb here.

**Text editors:** Nearly 50mb here.

**Virus hunters:** And over 10mb of cures for a sick little Ami.

From Workbench you can open the contents guide file which is a reference tool to all the manuals on the CDROM. It also doubles as an extraction tool for the archive directory.

For those of you who don't have access to large file bases like the Internet but own a CDROM drive then this disc is for you. RRP $30

Our thanks to Creations Multimedia Software P/L for providing us with a review copy.
This month we will be looking at editing our rough video footage with a computer controlled, video camera and video recorder, or two video recorders. You will need the aid of an edit controller to be able to do this. These are readily available at Amiga stockists. The most notable is VIDEO DIRECTOR, which is fully AMIGA compatible.

There's nothing wrong with using two video recorders to edit your videos, but to do it in auto mode with the aid of a video editor is a lot quicker and easier.

If you've ever had the misfortune of sitting through your neighbours home video, you will soon get the idea that it is the most boring thing you have ever seen (apart from watching grass grow).

Video editing allows you to compile the good bits of your video into a seamless video production.

Take a wedding video as a classic example: everything seems to be going alright until uncle Bob's speech at the reception. Uncle Bob forgets what he is supposed to say - probably a bit of stage fright has set in.

Well, instead of including an hour of boring speeches from the reception, editing the video allows you to pull out the sections of video that are interesting. Everybody has heard of the cutting room floor. Well, this name actually comes from when the film editor used to physically cut the film with a pair of scissors to take out the bad bits and stick the good bits together with celluloid tape. The advantage of video tape is that it excludes this practice.

Video can be edited by using assembly editing, or insert editing.

Assembly editing is by far the most easiest and most widely used method of editing by amateurs. This method of editing is by simply pressing the record-pause button on the record VCR, which can give glitches or video noise in the edit spot, and you end up with a tape that nobody wants to sit through for a second time. Insert editing allows you to replace a section of video with another piece of video anywhere in the video production without having to assemble - edit the whole video from the start. Insert editing becomes particularly useful when the need for inserting titles in the middle of a video production or at the end of a scene arises.

For all forms of video editing you will need the assistance of at least two video recorders - one for the source player and one for the record machine. You can use your camcorder as the record machine if you haven't got two video decks.

There are dedicated camcorders and VCRs that will allow you to link your VCR to your camcorder via a protocol lead - either LANC or Panasonic five pin. LANC is also known as control L and is supported by Sony, Canon and some other manufacturers (usually found in the 8mm range of camcorders). The LANC stands for Local Area Network Connection. The other protocol coming from Panasonic is also supported by JVC and various other video manufacturers mainly in the VHS format or VHS-C format.

Video Director, is a combination of software and hardware. The program allows you to assemble edit your videos by using any number of source tapes into one.
master tape. When you have a master tape then you can copy it to give to your friends, etc. Video Director supports LANC or control L, Panasonic five pin or infrared. The clever part about Video Director is the way that it can control both the playback and record machines at the same time, using leads that come supplied with the package. Not all infrared control devices are the same though; that's where the ingenuity of Video Director comes in. You connect it to the serial port of your AMIGA, plug one of the leads into the VCR or camcorder (control L) and point the lead with the little box attached at the infrared window of the record VCR.

The software comes with a utility program that allows your AMIGA to learn the remote control codes of both your VCRs which enables it to control the two video machines.

Video Director comes with a well designed and laid-out GUI. The interface looks and acts like the remote control you use to control your video recorder, with a few additions, these being the tape name, scene or clip name, source tape number, even an eject button (it doesn't actually eject the tape from the camcorder or VCR, but lets you know when to change tapes). The other functions include fast-forward, pause, play and stop. If you press the mouse over one of the buttons and press it, it will perform that operation.

As for graphics, Video Director has provision for overlaying titles or pictures onto the output tape with the live video, so long as you have a genlock connected into your setup.

A important thing to be remembered in order to get the best performance from any video editing package, is to own a video recorder that has flying erase heads. These video heads will allow your record VCR to cut between edits without any of the glitches normally associated with VCRs that have the older, fixed erase heads. So what's the difference I hear you ask? Well, in order to compress as much information as possible onto a frame of video tape, the record and playback heads are mounted inside a spinning drum (the head drum) that is positioned at a slight angle inside your VCR. As the tape travels around this drum, the video information is recorded diagonally as a series of lines with each line holding all the relevant information needed for a single video field (video pictures are recorded in interlace mode and so two of these fields are required to produce a single frame of video for the image). If you were to use a VCR with fixed erase heads, glitches are introduced. This is because the erase head, which clears the video tape before the recording head, lays down the new video information - but it does not erase the video signal on a field by field basis. Instead, it will just erase the video information by wiping in a horizontal manner across the video tape, more like the way an audio tape recorder works.

A flying erase head, on the other hand, is positioned inside the same head drum as the record and playback heads, so video information is erased in exactly the same way as it is recorded and played back, therefore ensuring that your edits are clean and free of glitches. Now, with the advent of giga-byte hard-drives, it is possible to put your video footage straight onto the hard-drive via a video card, such as the V-LAB motion card and with the addition of the TOCATTA card, your live audio can also be added to the video footage. All this is another story and takes quite a bit of space to talk about.

See you next month with some more AMIGA & VIDEO tutorials.

Paul.
Amiga Development

In 1982, during the heady days of innovative computer development in Silicon Valley, Hi-Toro Inc. was founded in California to develop a new video game machine. The company soon changed its name to Los Gatos Inc. after confusion with a lawn-mower manufacturer of the same name and began to develop a new computer code-named the Lorraine under the direction of the late Jay Miner. By 1984, Los Gatos was experiencing financial difficulties. Looking for a major investment partner they approached Atari who invested money into the project with the long term view of purchasing it outright. However, Commodore, needing a replacement for the C64, stepped in and made an offer too good to refuse. The rest, as they say, is history. Read on.

Commodore Amiga 1000

The ‘grandfather’ Amiga. The Amiga 1000 was unveiled at New York’s Lincoln Centre on July 23, 1985 where the late pop artist and icon Andy Warhol amazed the crowd by producing a real-time image of Blondie’s Deborah Harry. Unfortunately, due to the price the public and media reaction did not translate into sales and production ceased soon after the introduction of the Amiga 500.

The A1000 came with 256k of Chip RAM (some very early machines came with only 128k). Many argued that the A1000 should have been released with at least 512k. The A1000 also initially came with the very temperamental AmigaDOS 1.1 and Kickstart on floppy disks (later 1.2 and 1.3 also on floppies). The A1000 incorporated the Original Chip Set consisting of Portia, Agnus and Daphne. The processor was the Motorola MC68000 clocked at 7 mhz and the A1000 lacked a maths co-processor and a real-time clock. Expansion was possible through a pseudo Zorro-II slot located on the side. This slot could take external expansions for Fast RAM, a Hard-drive controller and the ‘Sidecar’, a PC-XT emulator.

Inside the box there were the signatures of the original Amiga design team, including the late Jay Miner, the ‘father’ of the Amiga, and the paw print of Mitchy, Jay’s Pomeranian who legend has it, was an integral part of the design team. The annals of Amiga history record that Jay Miner would look to the approval or disapproval of Mitchy for some particular aspect of the Amiga’s design. If Mitchy failed to wag his tail then out it would go.

Commodore Amiga 500 and 500+

Introduced in 1986, this was the Amiga for the masses. Internally, A500 was similar to the A1000 save that it came with a base memory of 512k, Kickstart on a ROM, and an all-in-one case at half the price of the A1000. The first A500’s came with AmigaDOS 1.2. Later A500’s shipped with 1.3. Both the 1.2 and 1.3 machines incorporated the 1/2 meg Agnus and Original Chip Set (OCS). In 1991 the last A500 variant was released to the market (known as the A500 plus in the UK) and included Workbench 2.0, a 1 meg Agnus chip, the Super Denise of the Enhanced Graphics Chipset (EGC). Expansion was possible through the ‘trapdoor’ expansion and through the reverse Zorro II slot on the left-hand side of the computer. Numerous Commodore and third party expansions were and continue to be released for the A500. Production ceased in 1992.
Commodore Amiga 2000

Introduced soon after the A500 in 1986, the A2000 was the first of the big-box Amigas. With its large imposing case and its tremendous expansion possibilities, the A2000 single-handedly created the Desktop Video industry especially in the United States. Companies such as NewTek, Elastic Reality, and impulse owe their existence to the Amiga 2000. Production ceased in 1992.

In terms of capabilities, the stock A2000 differed little from an A500. The first A2000's had the same processor, the same Chip Set and came with Workbench 1.3. Later A2000 came with AmigaDOS 2.x, the Enhanced Chip Set (ECS) and a SCSI-1 or IDE Hard-drive and controller. The expansion possibilities of the A2000 made it a very versatile machine. The A2000 includes one toaster or video slot primarily for NewTek's Video Toaster, 4 Zorro II slots with 24 bit address and 16 bit data bus with 14 mhz clock, and two 16-bit and two 8-bit PC/AT slots for bridgecard or Backplane expansion. The A2000 is expandable to 8 meg via a Zorro II card and 4 Gigabytes on the processor bus which is an 86-pin CPU Slot for an accelerator. These expansion possibilities continue to make the A2000 attractive in the budget desk-top video market. Today, it is even possible to purchase 68060 accelerators for the A2000 and an expanded A2000 is still one of the best budget DTV machines on the market. The Amiga 1500 was an English variant of the A2000 which came with two disk drives and no hard-drive controller.

Commodore Amiga 2500

To date the only dual processor Amiga to ever hit the market (The PowerAmiga should change that), the A2500 was an A2000 with a hard-drive and either a 25 mhz 68020 or 25 mhz 68030 processor card (the Commodore 2620 and 2630 cards respectively) in the processor slot. The Amiga 2500 came only with ECS and the AmigaDOS 2.x.

Commodore Amiga 3000

Introduced in 1990, the A3000 was initially manufactured with a 16 mhz 68030 processor, a 16 mhz 68881 maths coprocessor, and its Kickstart on a floppy. Later, the A3000 included a 25 mhz 68030, a 25 mhz 68882 maths coprocessor, and two 512K Kickstart ROMs. All A3000's came with AmigaDOS 2.x and the Amiga 3000 was the first Amiga to include AmigaDOS 2.0. The Amiga 3000 was also the first 32 bit Amiga and incorporated the B373 SuperDenise, the B372B Agnus for 2 meg Chip RAM. The Fat Gary, the Amber de-interlacing chip to provide 31 KHz video, SuperBuster versions 07, 09 and 11, SuperDMAC versions 02, and 04, and Ramsey versions 04 and 07. The A3000 has fewer internal expansion possibilities than the A2000; it has one Video Slot in line with a Zorro III slot, four Zorro II/III, 16/32-bit expansion slots, two 16bit ISA slots inline with Zorro III slots, and one 3000/4000 CPU slot allowing it take most accelerator cards made for the A4000. The A3000 sported a SCSI controller as standard. Production ceased in 1993.

Regarded by many as the finest Amiga ever manufactured, the A3000 was a real professional's machine. Unfortunately, the A3000 was less expansible than the A2000 and the small case prevented it from using some of the cards designed for the A2000. For this reason and due to price the A3000 was never quite as popular as expected. Today, second hand A3000's are rare as most users are reluctant to part with them and as A3000's generally tend to be snapped up when available on the second-hand market.

Australian Amiga Gazette Apr'97
The Amiga Collection Continued

Commodore Amiga 3000T
The impressive and very phallic tower-case variant of the A3000. The A3000T incorporated increased expansion capabilities over the desktop A3000. The A3000 Tower was released in 1991 and incorporated a 25 mhz 68030 processor and 25 mhz 68882 maths co-processor. The A3000T was released with AmigaDOS 2.1 and KickStart 2.04 on two 512k ROMs. Inside there were five 32-bit Zorro-III slots, one Video slot, four 16bit AT/ISA slots with three in line with the Zorro slots, and one 3000/4000 processor slot. The case included three 3.5 inch and three 5.25 inch drive bays. Production ceased in 1993. Being even rarer than the A3000 desktop, my advice is if you see one of these on the market, buy it!

Commodore Amiga 3000UX
An extremely rare Unix variant of the A3000. Commodore arranged a licensing agreement with AT&T to port Unix System V Release 4 to the Amiga and Commodore was the first to port a complete version of release 4. The CBM UNIX release came on a MO-tape, and Commodore included full man pages, gcc and many other utilities that reputedly made their version of SVR4 the best on the market.

Commodore Amiga CDTV
The World's first 'set-top' box, the CDTV (Commodore claimed CDTV stood for 'Commodore Dynamic Total Vision' not Compact Disk Television, although for some reason I don't believe them) was introduced in 1991 and was years ahead of its time as a concept. Too far ahead it seems as the buying public didn't know what to make of it and Commodore didn't know how to market it. The CDTV was a monumental failure in terms of sales but it impressed the industry and instigated a series of imitations and developments (all of which I might add have also failed - you think they would have learnt).

Commodore Amiga 600
Introduced in 1992 as a cheap replacement for the A500, the A600 ended up costing more and doing less. The A600 was an Amiga 500- sans numeric keypad, trapdoor expansion, pseudo Zorro-II slot. The A600 came with a 7 mhz 68000, 1 or 2 meg of RAM, and Enhanced Chip Set (ECS). Later 600's came with a 40 or 60 meg 2.5 inch IDE hard-drive. Production ceased in 1993 with the introduction of the A1200 which left many dealers and shops with A600's that they couldn't move. Despite its flaws the A600 makes a great portable Amiga as it includes an inbuilt modulator.

Commodore Amiga 1200
The true replacement for the A500. The A1200 was introduced in early 1993. The A1200 incorporated the 32bit Advanced Graphics Architecture (AA or AGA), and a 68EC020 processor running at 14 mhz. The Commodore version of the A1200 included AmigaDOS 3.0 and KickStart held on two 256k ROMs. Like the A500, the A1200 comes as an 'all-in-one' case which incorporates numerous expansion possibilities through the AT/IDE 44 pin interface, a 16-bit credit-card sized PC slot, and a 120 pin expansion/accelerator port located in the trapdoor underneath. Most A1200's were sold with 40 to 260 meg 2.5 inch hard-drives. Production continued until Commodore's closure in May 1994.
Commodore Amiga CD32

The World's first 32-bit games console. The CD32 had identical specifications to the A1200 with the exception of a unique chunky planar custom chip called the Akiko, and the inclusion of a double speed Sony CD-ROM drive. The CD32 was also the first Amiga to ship with the KickStart 3.1 ROMs. All of this was packaged in a case of dubious styling.

Commodore had hoped to release numerous expansion options for the CD32 but only released the Communicator networking module and the MPEG Full Motion Video card in small quantities before its demise. Commodore had also intended to introduce a module to convert the CD32 into a fully-functional, albeit unattractive A1200. The opportunity to capitalise on this distinct advantage over other games consoles was left to third party developers with the release of the SX-1 and SX-32 modules. Initially, the CD32 was received well by the buying public, at least in Europe. However, when the CD32-only games failed to materialise, the market quickly evaporated. Production ceased with Commodore’s closure in May 1994.

Commodore Amiga 4000

Released in late 1992, the A4000 was the intended replacement for the A3000, however, in many respects the A4000 is an inferior machine despite its use of the AGA Chip Set. For a machine targeted at the desktop video market, the A4000 lacked an integrated SCSI controller much to the displeasure of many buyers. Moreover, the A4000 has a slow and flawed memory bus which limits the maximum RAM capacity to 18 meg on the motherboard despite the fact that the 68040 CPU can address 128 meg. Lastly, the price put the A4000 beyond most people's budgets. Despite these problems the A4000 remains an excellent machine with a tremendous number of peripherals on the market. Production of the A4000 ceased with the closure of Commodore in May 1994.

The A4000 came with a 68040 or 68030 processor running at 25mhz. The 68030 models included a socket to take the 68882 maths co-processor. The later A4000 revisions also had the CPU located on the motherboard rather than a separate daughterboard. All Commodore A4000's came with AmigaDOS 3.0. In Australia, the A4000 came with an AT/IDE 44 pin interface and a 120meg Harddrive. Like the A3000, the internal expansion possibilities were somewhat limited when compared with the A2000 as the A4000 included only four horizontal 32-bit Zorro slots, three AT/ISA slots in line with the Zorro slots, one Video slot, and one 3000/4000 CPU slot. The A4000 was the first Amiga to ship with a high density drive as standard.

Commodore Amiga 4000T

Released in early 1994, this was the last Amiga model made by Commodore. Only 200 hand-built units were shipped before Commodore declared bankruptcy. The A4000T addressed some of the limitations of the A4000. The A4000T came with a SCSI-II controller as standard. Included the revision 11 Buster chip, and an integrated RF modulator. All A4000T's shipped with full 68040's running at 25 mhz located on a daughterboard. The A4000T came with improved expandability over the A4000 but otherwise differed little in specifications. The A4000T included five 32-bit Zorro-III slots, one Video slot, four 16-bit AT/ISA slots with three in line with the Zorro slots, and one 3000/4000 processor slot. The case included three 3.5 inch and three 5.25 inch drive bays. Production ceased with the closure of Commodore in May 1994.

Thank you to Guy Nathan for supplying a number of the photographs.
MainActor is a modular animation utility which is used to convert and transform your animations. MainActor has five main features, which are: Animation Loaders, Animation Savers, Picture Loaders, Picture Savers, and Sound Players.

MainActor can handle up to five projects and every project can have an animation or picture loader, as well as an animation or picture saver attached to it. Apart from the five main features of MainActor, there are numerous amount of functions that can be selected from each of the five main features which let you perform tasks such as scaling, dithering or converting.

With MainActor you can setup and save nearly everything concerning the display mode for playing an animation to showing a picture. There is a sound player function which allows you to add sound to your animations, and additionally, you can associate a sound module to every frame of your animation or picture, thus allowing the creation of multimedia demonstrations. MainActor uses the IFF sound format of which there is an abundant amount available.

One feature that I think is good is the project information window which gives you detailed information on the animation such as the amount of frames the time that it plays for and the size of the animation. MainActor has support for Arexx, of which Arexx scripts can have shortcuts assigned to them. MainActor will install onto your computer's hard disk easily by copying the MainActor drawer to the device of your choice and adding an assign to your user-startup. The lack of a manual is supplemented with an excellent and well detailed Amiga:guide file which will help you out with any problems or quenes that you might have concerning the use of MainActor.

The MainActor package also comes with a powerful external player named 'MainView' which is used to view all animations and pictures for which MainActor has the proper loader module for. It is executable from the Workbench or CLI and supports, tooltypes and CLI arguments.

Overall this version of MainActor is an excellent and powerful package which can be very useful to convert and transform your animations, and even create simple multimedia presentations with sound. This utility is a must have if you do animation work, particularly if you do your work between computer platforms or multiple animation file formats.

Programmer: Markus Moenig
System Requirements: OS 2.0

Virus Checker 7.17
A Virus Checker utility is a must have program for anyone with a computer. Computer viruses exist on just about every type of computer, and the Amiga is no exception. The Amiga has seen quite a few viruses in its time and unless you have a program that seeks them out and removes them you run the risk of having your Amiga do strange things caused by viruses. The solution to this is quite simple Get a virus checker utility that will seek and remove any viruses on your Amiga.

There are lots of virus checkers out there available for the Amiga so it can be difficult to choose one that will do the job and is good. The one that I will take a look at for this review is Virus Checker7.17, which has been around for some time now and is quite well known.

Virus Checker is designed to
seek out Amiga viruses and remove them. One good thing to report about Virus Checker is that it performs some system checks on your system before you even see a window appear. On execution of Virus Checker the program will first scan the memory and your startup sequence in your computer which are both common places for viruses to hide.

When Virus Checker is loaded there is a small window with a few buttons in it. At first glance the program may not appear to be very powerful, but as you click on each of the buttons more windows will pop-up, some having quite a few options to choose from. There is a large options window which lets you select a detailed list of options for the virus checker to conform to, such as checking floppy disks as they are inserted into your computer and checking bootblocks. With Virus Checker you have the option of selecting which device you want to check, and you can even go down as far as requesting it to check an individual file for a virus.

Virus Checker is a program that can be used on any Amiga that is running Workbench 2.04 or better. Versions before version 7.0 will run on any Amiga. There is an Amiga guide file included with the package, which will contain further detail on the program. Virus Checker can be installed onto your computer's harddrive which makes it a lot easier to use than from disk.

Overall I found Virus Checker to fulfill my requirements satisfactorily and although there may be better ones out there, as long as they seek out and remove all the nasties from your computer, they are doing their job.

Programmed by: John Ve#dthuis
System Requirements: OS 2.0 or higher

MCP 1.1
MCP is the ultimate addition to your Amiga's operating environment MCP is Workbench improvement program that lets you add stuff to it that wasn't included as part of the Workbench. There have been plenty of these programs over the years, with many of them falling into the trap of not being supported with regular updates. MCP is one that has had support with regular updates, which add new features to the program or fix any bugs that have been found in existing versions.

MCP comes with a vast range of features which let you customize the way your Workbench works and even looks. This release comes with a full installer program so you should have no problems setting up and running MCP.

There are over fifty different types of features in MCP and of the vast range of features the ones I found worthy of a mention is the "Change Workbench Title", which lets you change what appears on the Workbench title bar. For example I changed mine to include that version of ROM operating System I am using and the total free memory that I have. I also added the time is the right hand corner, which is neat and keeps it off the desktop which I find makes my Workbench look messy. Some other features include "Drive No Click", which stops your floppy disk drive from making that clicking sound every few seconds. There is a feature which lets you change the look of your window borders, thus giving your Workbench a slightly new look; users of Urouhacker will recognize the changes. Something the Amiga is dying for! When you have finished going through all the settings there is a test button which lets you test your settings before you save them which is good if you like to have fun and experiment with settings like I do. MCP is easy to use, however I strongly recommend that you consult the Amiga guide file to find out what each of the features do and how to set them up. There is documentation on each of the features of MCP include in the guide file along with some important notes on using MCP. The Amiga guide file is one of the best I have seen and covers everything you should need to know.

MCP is controlled via a preference screen which operates quite well under MUI.

Overall this program is very thorough and works well. There is a large list of features which can be useful and should keep everyone happy. Definitely worth a look.

Note that this program is continuously being updated so if you are interested in having a look at this utility try to get the most recent version available.

Programmed by: Stefan Sommerfeld & Michael Knoke
Available form: Aminet sites or Aminet 16
System requirements: OS 2.04 or higher and MUI
Sitting here at my desk I, like many of you, probably have items strewn all over the desk and with me, even the floor. The disorganisation although unsightly does not in anyway detract from the functionality of my computer system. One thing I have learnt to do over a period of time is to keep tidy all data (files, programs etc) on my hard drive. I will ask you - is the data on your hard drive logically setup or has it just evolved? Are all programs and all pertinent files in the correct place? It is common to see hard drives with mirror copies of directories, programs of the same name and even the whole of Workbench mirrored in another directory. If your hard drive Is in this state then you are wasting hard drive space.

You may be asking how do I keep my system from ending up in a general mess? Simply take time to look at your computer regularly, understand why things have changed and take note of changes that have happened. A great way to start keeping your hard drive tidy is - any time you install a program keep a note of files that were written to your hard drive. Most of you will be familiar with the Amiga installation program. If this program is written properly by the program writer and the Amiga user uses the installation program to its best then keeping a Hard drive tidy can easily be attained. The Amiga installation program can be used by the Novice, Intermediate or Expert user. The installation program also gives you choices such as being able to PRETEND to do an installation, and the ability to LOG a file. (A log file means to record all that was carried out during the programs installation). The Novice choice cannot log a file. Simply don't use Novice level.

Why I like this way of installing programs is that I have a way of recording what is being written to my hard drive. After installing a few programs using the install program you will notice that not all programs (commercial or public: domain) write installation programs the same. Some are very good, some dam awful. A well written installation program will prompt you all the way through with messages informing you what is being carried out with the ability of the user to change or acknowledge these messages before any data is written to the hard drive. A bad installation program would have installed files to your hard drive without informing you what it did nor will it ask for any feed back from you the user.

'So what?', you may say, as long as it installs my program I don't care what is being written to the hard drive'. Sorry, but one day sooner or later you will see messages telling you that a certain file (e.g. wiggy.lib v2.8) is not available or not the correct version. You look up your libs directory and yes wiggy.lib is there but unbeknown to you it is version 1.1 - unsuitable for the other program that requires the more up-to-date version. Next time you have a program that uses the Amiga installation program run it under INTERMEDIATE and PRETEND modes plus LOG FILE as the chosen setting. If during the installation the program gives you no information as to what it did, read the log file that is creates at the end of the pretend to install. The install program will tell you where it placed the log file and the best thing to do with the log file is to rename it to the name of the program it installed with the .log suffix e.g. wiggy.log. Now what you need to do is look at the log for files it would have copied to your hard drive e.g. (copy wiggy.lib to Libs: copy wiggy.dal to Devs:)

We have at this point two files that if we had installed for real would have been written to the hard drive. To see what we have at present on our hard drive we need to use our SHELL window (you will find it in the System draw). In the Shell type

```
DIR C:\? SETDATE (Input 1)
```

the Shell will display SETDATE

```
next type
DIR LIBS.\?WIGGY
```

The Shell will display a blank line as wiggy Lib does not exist. What we now know is that seltdate exists in the C. directory and that
wiggylibrary does not exist. In this case a copy of wiggy.library would have not changed and data on our hard drive.

Ok back to SETDATE. The DIR command tells us nothing other than it exists, so do the following:

```
LIST C:SETDATE  (Input 2)
```

The Shell will display something like:
```
```

We now know a bit more about setdate. The size is 688, lets find more information using the VERSION command.

```
VERSION C:SETDATE  (Input 3)
```

The Shell will display:
```
SetDate 37.2
```

Knowing that SETDATE is version 37.2 I would then do the same for the setdate that is part of the program that was to be installed. If it is same then no detriment would happen as the system was happy to be using it before. Should it be different, say the revision is earlier (lower number) I would not let the install program overwrite what is currently in C: directory and should it be a later version then I would let the install program write it to my C: directory.

But as I have backups of my system should it prove not compatible I would re copy the backup file to my hard drive. Areas to keep an eye on that change without warning is the S: and PREFS/env-archlvo directories.

The S: directory is a notorious place where games like to save their game saves (scores). After you play a game look in here. To make a LOG of what is in your Workbench type the following:

```
LIST ALL  
```

The listing will show: all the directories names, date you issued the list command followed by all files in that directory plus its size, its protection bit (sparwed) and the date and time it was written. For a permanent log type the following:

```
LIST ALL TO WORKBNCH.LOG  
```

This will create a log that can be printed out by any wordprocessor. Let's have a look at what has been written to our hard drive in Workbench today (I will use the date of 13 March - you use the date you're working on).

```
LIST SINCE 13-mar-97 (Input 4)
```

This tells me my hard drive had written to it two files one in C: directory and the other my workbench log.

Keeping your hard drive clean is not all that hard once you get into a routine. It saves space and best of all your wits. No one should write to your hard drive without your knowledge.

Lastly, you will come across programs that are LHA, LHZ - these are files that have numerous programs packed into one file eg dork.LZH. If you're unsure where these files will write to, you can, as I do, extract them to RAM: or create a new draw on your hard drive and extract them there. If after looking through these files you're happy to have them then extract them to your hard drive.

Till next time, experiment, read the manuals and always keep a BACKUP.
"Hack the planet, hack the planet!", screamed the young computer hacker whilst being shoved into a police car. The only trouble with this fictional character was just that - he was too fictional.

Even with myself being a self-confessed computer no-nothing (and recently accused by an AAG reader of being a technophobe), I could see the shallowness and lack of research by the script writers of 'hackers'.

I had waited weeks to borrow this movie from our local video library (you know, the one whose computer reigns supreme and over-due offenders are harassed). Super computer guru hubby and I sat down, glass of wine in hand, ready to savour the delights of a computer oriented movie. Oh how we were disappointed! Mind you, we have seen much worse. but the lack of detail and phoney characters were glaringly obvious.

Firstly, the so-called hackers, including the elite Zero Cool, wore fantastic futuristic clothes. Now we all know, don't we, that true computer hackers and technojunkies don't give a hoot about clothes, hair styles or personal hygiene. Secondly, when computer "stuff" was happening it was represented on the laptop screen as binary code flying and whirling around. Thirdly, the goody elite hackers who helped save the day were portrayed as weird, gay/transvestite type young fellows who classic comment at a critical moment was, "Are we fashionably late?"

Hubby of course pointed out, through the movie, several silly remarks and impossibilities. We sat through the movie, sort of enjoying it, cheering for the goodies (in this case the young hackers).

Why couldn't the script writers/film makers be bothered doing a little research? Didn't they think reality was interesting enough? I don't think most hackers could rollerblade. When would they find the time to learn and all that fresh air could be dangerous to their health!

I adore the Full Frontal send up of computer nerds in "Fraid Pale and Four-Eyed" (taken from "Healthy, Wealthy and Wise"). In one sketch which was spoofing Mission Impossible, the hero (Tom Cruise look-alike) entered the baddies' computer room and alerted, by headphones, his team that he had found the mainframe computer. His colleagues asked, "How do you know?" with which the hero replied, "I see computer nerds" Needless to say, the computer nerds did not notice the intruder. At that moment I fell on the lounge room floor and cracked up laughing. My hubby turned to me and said, "I am going for the trail, pale and four-eyed look" - and you know what? He has succeeded!

Now to our readers. Below is a very small excerpt from a caring lady, Marina from Long Jetty.

"...So Dianna, if the staff of your bank and video store - not to mention your workplace - aren't running off an Amiga they've been sucked into the biggest sham since pyramid sales. The expense will just go on and on as they develop more software to combat the errors in their existing ones..."

Thanks Marina. I agree with you. I've booked my five year old daughter to give me lessons on her A600 at home. For others like me, you will find some helpful tutorials in AAG called "Amiga Class 101".

Now to our competition winner! Congratulations to Bruce N. Williams of Penrith. We will be sending your prize out to you shortly.

Keep sending in those letters & emails. I look forward to hearing from you. Till next time, Dianna.
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Our Thanks To

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How to contact as

Australian Amiga Gazette
Suite 19, 9-11 Abel Street
Penrith NSW 2750

Phone: (047) 222-803
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