Medical Authorities warn that attending both days of the "Australian Amiga Gathering 97" could be dangerous to your well being.
AAG Show  We will be there
With specials galore.

<table>
<thead>
<tr>
<th>Hardware</th>
<th>Software</th>
</tr>
</thead>
<tbody>
<tr>
<td>(Limited stocks get there early Credit card surcharge will apply)</td>
<td>Games, Education and Productivity</td>
</tr>
<tr>
<td>GI 105 grey scale hand scanner with touchup v4.0 &amp; OCR Jr V1.5</td>
<td>Older and brand new games, starting from $9.95</td>
</tr>
<tr>
<td>Normally $200.00</td>
<td>CD Roms from an unbelievable $5.00 each</td>
</tr>
<tr>
<td>Show special $165.00</td>
<td>Special bundles, unavailable anywhere else.</td>
</tr>
<tr>
<td>DKB Security card for A2000/3000/4000 stops anyone starting your computer, normally $80.00</td>
<td>New game titles you thought were unavailable in Australia,</td>
</tr>
<tr>
<td>Show special $60.00</td>
<td>Rereleased classics.</td>
</tr>
<tr>
<td>2 Mb PCMCIA Memory card for A600/A1200 Normally $190.00</td>
<td>Productivity titles all reduced.</td>
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<tr>
<td>Show special $160.00</td>
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<tr>
<td>Cordless infrared mouse was $45.00</td>
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<tr>
<td>Show special $20.00</td>
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<tr>
<td>Brush mouses various styles</td>
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<tr>
<td>From $12.00 to $25.00</td>
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<tr>
<td>Mouses starting from $12.00</td>
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<tr>
<td>External floppy drives $100.00</td>
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<tr>
<td>Plus lots more,</td>
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**And as the demtel man said**

Free Golden Image tie clip with every sale!!

See the New internal and external flicker fixer systems!!

The full range of available DKB product will be there including Wildfire 060 for A2000.

Buy yourself a pen with a laserpointer inbuilt.

True 80 W PMPO speakers, mains powered, only $80.00

(These speakers are rated at 240 Watts by some PC dealers)

**Yet there is still More**

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

Dribble

At the London “World of Amiga” show Petro Tyschtschenko, President of Amiga International, gave the Amiga community a glimpse of their intentions regarding the future of the Amiga personal computer. Personally, I was hoping to hear about a new wiz-bang model, an exciting marketing plan and the drop in the price of the standard A1200 and A4000T.

My hopes, however, were short-lived. (You can read the full transcript of the press release from the show on page 16.) Maybe I was under the misunderstanding that computer companies make computers. It seems that Amiga International intends concentrating on providing support and assistance to the Amiga community and developers.

It seems that AI is hoping that third party manufacturers will do all the work. This may fast track some most needed technology upgrades, but AI will need to take responsibility for their product (the Amiga) and be willing to spend serious money on its development.

On the positive side, we are already seeing the direction the Amiga is taking in the shape of the PowerPC upgrade boards which we will see demonstrated at the AAG Show this month. Many software developers have expressed support for these new boards.

As well as all the exhibitors showing their wares, we will have a number of attractions that are worth mentioning.

The “Tent of Knowledge” will be at the Show. Within its canvas confines you will be able to glean insights from the developers of various products; such as DirOpus, DraCo, PPaint, and more.

The “Shareware Registration Booth” will allow you to pick up fully-registered PD programs; such as WildFire, MagicWB, ShapeShifter, AirMail, and more.

You will be able to pit your Amiga knowledge against other Amigans in our version of “Sale of the Century”.

On the Sunday afternoon there will be an Amiga Swap Meet, where you will be able to trade all your unwanted Amiga gear for wanted Amiga gear. Please contact our office for details.
Just some of the companies that will be represented at the AAG Show

AAG
Australian Amiga Gazette

TECHMEDIA

mindEYE

HAAGE & PARTNER

DraCo
phase 5
DIGITAL PRODUCTS

GP SOFTWARE

NORTH WEST USER GROUP

COMPUTA MAGIC

GREG BALL ELECTRONICS

Amadeus Computers

COMMODORE HORNSBY USER GROUP

4KB

UNITECH ELECTRONICS

SHAREWARE RESEARCH

ProdDAD

RMF

DIGITA

CLOTON
Here at AAG it's our job to keep you up to date with the latest on Amiga. The past month has been very dynamic, most of it centering around London and the World of Amiga show that was held on the 17th and 18th of May.

AMIGA's future Confirmed

Mr Petro Tyschtschenko confirms the sale of AMIGA to Gateway 2000 at a press conference held in London on Friday May the 16th. A full transcript of the statement can be found on page 16.

AMIGA International: M. Grohmann (webmaster@amiga.de), www.amiga.de

Conversion Wish List

PXL computers and ClickBOOM have announced the "Conversion Wish List". After their popular response to their MYST conversion, ClickBOOM have taken the initiative and will now start converting popular game titles from other computer platforms.

To ensure they convert games that the Amiga community want, ClickBOOM have setup a page on their web site for people to place their votes. This site received almost 1,500 submissions on the first day. People can vote for three of the following titles, including their own suggestions.

3D Lemmings, 7th Guest, Albion, Battle Arena Toshinden, Battle Isle 2, Civilization 2, Command, Dark Forces, Daytona, Descent, Diablo, Doom, Duke Nuken 3D, Earthworm Jim, Fifa, Grand Prix 2, Hexen, Indy Car Racing 2, MDK, Mechwarrior, Mortal Combat 3, Monkey Island 3, Need for Speed, NHL 97, Red Alert, Putty Squad, Quake, Resident Evil, Screamer 2, Settlers 2, Simon the Sorcerer 2, Tekken, Terminal Velocity, TFX, Theme Hospital, Tomb Raider, Ultima VIII, VF, Warcraft 2, Wing Commander 2-4, Wipeout 2097, X-Wing; Tie Fighter

ClickBOOM and Power Amiga

ClickBOOM are also committing themselves to PowerPC Amiga expansions created by Phase 5. Alexander Petrovic producer of PXL and ClickBOOM has said, "We strongly believe that the future for the Amiga computer lies in PowerPC processor. Furthermore, we believe Phase 5 is and will continue to be the Amiga hardware leader. Therefore, we have selected Power Amiga as our future platform of choice".

Wolf Dietrich of Phase 5 is quoted as saying, "We are happy to see how engaged ClickBOOM has realized all their ambitious projects in the past, and we are excited that their new projects will be targeted for the PowerUp accelerators", "Beside all the demanding creativity software that we expect to come for the PowerUp boards, it's good to see powerful games with the real thrill coming also soon. What would such a powerhorse Amiga be without some breathtaking amusement? Still fast, but less fun... It's really impressive and good to see that ClickBOOM is in the front line of visionary development for a new performance dimension."

Release dates have yet to be confirmed.

ClickBOOM: info@clickboom.com, home.ican.net/~clickboom

Personal Paint 7.1 released

At the World of Amiga show in London, Cloanto launched Personal Paint 7.1. This is the latest upgrade to their graphics program. Features include compatibility with 68000, '020, '030 and '040 machines; more ARexx scripts, more efficient chip ram library, improved support for PowerPC.

Cloanto: www.cloanto.com

Cloanto goes PowerPC

The "personal_ppc_blit.library" for Personal Paint 7 and other Cloanto programs have just been released on Aminet (biz/cloanto/PBlit_PPC.lha). The PowerPC version has been
**Seagate**

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

3.5” SCSI-2 Hard Drives
- 1.08Gig $449  
- 2.1 Giga $749
- 4.3Gig $1919

**Canon**

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

**RockGen Plus** $230
**Ext Floppy Drive** $125
**Standard Mouse** $29
**400dpi Mouse** $39
**InfaRed Mouse** $24
**80W Speakers** $99
**MegaChip Exp** $320

**SIZZLING PRICES ON DKB 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 3000/4000 ... $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 ... $360
- Animage 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

**External Modems**
- DynaLink 33.6K $190
- JetStream 33.6K $239
- Maestro 33.6K $339

**Quick Shot JoySticks**
- Apache 1 $30.00
- Starfighter1 $17.00
- Flightgrip1 $15.00
- Aviator1 $49.00

**CompetitionPRO JoySticks**
- 5000 Series $49.00
- 5000 Series (mini) $45.00
- Cruiser Colour $49.00
- Cruiser Turbo $49.00

**Axelen Mouses**
- Standard Green Mouse $29.00
- Hyper Mouse II (400 dpi) $39.00

**MOTHERBOARD COMPUTERS**

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Kingswood NSW 2747
Ph(047) 368-055  Fax(047)215-277
benchmarked on a PowerPC 603e running at 150 MHz. This software-only blitter performed twice as fast as an AGA hardware blitter (please note: this is a comparison between hardware emulated in software and dedicated hardware, not software and software). The tests were conducted on a PowerUP board by Phase 5, running a mixed combination of average blitter operations (not just simple copies, but complex blitter logic). As more parts of the Amiga OS are ported to native PowerPC code, and with the fast evolution of Amiga PowerPC compilers, these results can only get more and more exciting.

Cloanto: www.cloanto.com

JAVA for AMIGA

HAAGE & PARTNER Computer GmbH announce development of JAVA for AMIGA. Code-named "MERAPI". JAVA is a programming language which is not restricted to a particular operating system. This way an application written in JAVA on one machine can run on any machine. This is similar in concept to Hyper Text Markup Language (HTML, for short), the stuff web pages are made of. HAAGE & PARTNER’s commitment to the creation of a JAVA Virtual Machine (JVM) for the AMIGA means access to the full range of JAVA applications will be available.

The MERAPI project will be handled by Jeroen Vermeulen in cooperation with the Storm team. This means MERAPI will also be incorporated into the Storm Development System to enable programmers to write JAVA applications on the AMIGA.

HAAGE & PARTNER Computer: www.haage-partner.com

More Power from Phase 5

Phase 5 have announced additions to their range of PowerUp expansion boards. As the existing Cyberstorm PPC for the A4000 and A3000 and the Blizzard 603e for A1200s add PowerPC power to these machines. The Blizzard 2604 will enable owners of A1500s and A2000s to upgrade their machines to a PowerPC604e RISC processor. The board includes a socket for a 68040 or 68060 companion processor.

Phase 5 are also releasing the Blizzard 603e+ which is a PowerPC board using a 200 MHz PowerPC603e RISC processor with a socket to add a 68040 or 68060 CPU.

This differs from the Blizzard 603e which is powered by a 175 MHz PowerPC603e chip with room for a 68030 50 MHz companion processor.

SCSI will no longer be an option as Phase 5 will include it with every PowerPC board sold.

The CyberVisionPPC graphics card is an option for owners of Cyberstorm PPC and Blizzard 2604 PowerPC cards. The CyberVisionPPC card will produce transfer rates up to 660 megabytes per second while using 64-bit wide SGRAM memory, allowing possible display resolutions of up to 1280x1024 in true colour mode with possible refresh rates at 70+ Hz. Due in August, the CyberVisionPPC will have a recommended price tag of US$299.00.

Phase 5: mail@phase5.de, www.phase5.de

ICOA Announced

The Jay Miner Society for Independent Computing announced at the World of Amiga Developers Conference in London the start of two projects dedicated to the AMIGA, the Industry Council (IS) and Open AMIGA (OA). Part 1 of the full presentation is on page 27.

The Jay Miner Society: Fleecy Moss (fleecy@netreach.net), www.jms.org

Airmail Pro Released

Toysoft Development Inc. have released Airmail Pro. Air Mail Pro is an Internet email client program for use on AMIGAs with Workbench 2.x and above.

Three versions are available, v2.2 is shareware supporting neither MUI or ClassAct and two versions of Air Mail v1.0 each supporting either MUI or ClassAct. Air Mail Pro can be purchased from Toysoft. The MUI version costs US$47, while the ClassAct version costs US$40.
Available Only at the show on the AAG stand.

An Introduction to the Amiga 1200 Basics Tutorial vol 1

Explains how and why you should format disks, as well as many useful concepts.

Great animations help to increase your understanding of the concepts being explained.

A wonderful instructional video which can be rewound for better clarification and reused again and again for reference.

May be used to understand the A4000 as well.

A must for any Amiga video library.

An Introduction to the Amiga 1200 A DEEPER Look vol 2

Covers topics like: Using the Ram Disk, Preferences and adding a printer to the system, Using the shell, Importing graphics into your Word Processor, Using Cross Dos to create files for use on an IBM, Commodities and the WBStartup, HardDrive Backups, getting older games to run on your 1200 and much, much more.

The perfect way to get the most out of your Amiga. Put off buying that game and start using your Amiga NOW!

A must for any Amiga video library.
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Sydney Showground
(Kensington Centre)
June 28th & 29th
Saturday 10am - 5pm
Sunday 10am - 4pm
Day tickets Adult $10
Two day pass $15
children under 12 free
Visitors Parking $7 per day
Hot food available on site

Organisers:
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Kingswood NSW 2747
Ph: (047) 361-311
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**COOL BUYS THIS MONTH**

<table>
<thead>
<tr>
<th>Product</th>
<th>Price</th>
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</thead>
<tbody>
<tr>
<td>Aminet 18 CD</td>
<td>$29.50</td>
</tr>
<tr>
<td>Aminet Set 4 (4 x CD)</td>
<td>$70</td>
</tr>
<tr>
<td>Digita WordWorth 6</td>
<td>$99</td>
</tr>
<tr>
<td>Digita Office (CD or Floppy)</td>
<td>$149</td>
</tr>
<tr>
<td>PC-Task 4 (486 emulation)</td>
<td>$119</td>
</tr>
<tr>
<td>Amiga Mice (4 types in stock) from</td>
<td>$30</td>
</tr>
<tr>
<td>IBrowse from Omnipresence</td>
<td>$79</td>
</tr>
<tr>
<td>Dynalink 33.6K Ext. Fax/Modem</td>
<td>$199</td>
</tr>
<tr>
<td>Iomega Zip-100 SCSI-II ext.</td>
<td>$339</td>
</tr>
<tr>
<td>Tri-pack Zip-100 disks</td>
<td>$80</td>
</tr>
<tr>
<td>DKB Cobra 40MHz 030 (for A1200)</td>
<td>$299</td>
</tr>
<tr>
<td>Blizzard A1260 060 50Mhz (A1200)</td>
<td>$1299</td>
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**Synapse Computers - “Queensland’s Amiga Specialist”**

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Http: www.vianet.net.au/~dwark

- Committed to the Amiga and the Amiga Community

**Amiga Hardware**

<table>
<thead>
<tr>
<th>Product</th>
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<tbody>
<tr>
<td>Cyberstorm 060/50Mhz</td>
<td>$1450</td>
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<tr>
<td>Cybervision 64/3D</td>
<td>$599</td>
</tr>
<tr>
<td>Scan Doubler to suit above</td>
<td>$240</td>
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<tr>
<td>Cobra 030/33Mhz</td>
<td>$250</td>
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<tr>
<td>Cobra 030/40Mhz</td>
<td>$300</td>
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<tr>
<td>Ferret SCSI suit above</td>
<td>$175</td>
</tr>
<tr>
<td>Mega Mouse (3 Button)</td>
<td>$45</td>
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<tr>
<td>Hyper Mouse</td>
<td>$40</td>
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<tr>
<td>Green Mouse</td>
<td>$30</td>
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**Amiga Software**

<table>
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<tr>
<th>Product</th>
<th>Price</th>
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<tr>
<td>The Digital Universe</td>
<td>$175</td>
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<tr>
<td>SAS C/C++ 6.50</td>
<td>$120</td>
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<tr>
<td>Scala MM400</td>
<td>$349</td>
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**Amiga CDROM**

<table>
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<tr>
<td>Personal Paint v7.0</td>
<td>$95</td>
</tr>
<tr>
<td>Digita Office</td>
<td>$149</td>
</tr>
<tr>
<td>Scene Storm</td>
<td>$45</td>
</tr>
<tr>
<td>Aminet Box Set 1,2,3</td>
<td>$75</td>
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<tr>
<td>Aminet 15, 16</td>
<td>$30</td>
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</table>
The “World of Amiga” show after opening on the Saturday this year, crowds four and five deep could be seen around virtually every stand and it was a case of forcibly making your presence felt to gain any attention from the busy staff.

Several things caught my eye as I wandered around but the one which really had me gasping was the Phase 5 stand. There were two machines both running the new PowerUp cards using the Motorola chips and was it impressive? To see a 3D animated Workbench backdrop moving in real-time whilst a fractal generator ran on another window on the Workbench was, to me, a sign that the creativity of the Amiga community knows no bounds.

For those of you, like myself, whose knowledge of chips goes no further than the fact that they are there, a PowerPC603 board with a 68030 dual processor will use the 68030 for existing software and the PowerPC chip will be ignored which makes it the equivalent of the Blizzard 030. Software which makes use of the 603 is currently in development by several companies and this software should be up there with speed increases like we have never seen before. So really, if you have no intention of purchasing NEW software written for the board, then there will be no advantage.

A chat on the Phase 5 stand revealed to me their enthusiasm for the Amiga as, having seen on their website adverts for Macintosh products, I wondered whether their devotion to the Amiga was waning. Apparently, Amiga product sales account for 82 to 85% of their sales and, even in these lean times, sales for the first quarter of 1997 were up ten percent on last year.

I asked why, in the light of other companies dropping the Amiga, they continued their support when obviously much bigger markets are out there in PC land. The answer lies partly in their extensive knowledge of the Amiga and the attraction of the Amiga OS. The basic Amiga OS is, in their opinion, superior to any other currently available and far more flexible in its approach. With further development, the AmigaOS could again become a force to be reckoned with and could also be ported to projects such as the A1Box very easily.

I came away from Phase 5 stand very impressed with their commitment to the Amiga ideal and their wish to see operating systems other than the current ones become a reality. This alone made my visit to WOA worthwhile.

Next down the list of priorities for a ‘must see’ was the tower unit in a glass case on Eyetech stand. It wasn’t until closer examination of the side furthest away from me that I realised the tower had virtually a complete A1200 built into it! I have long wished for a tower but the carving and soldering have always put me off. Obviously the next best solution would be Micronik’s tower, built for the job with a tray for the motherboard to be fastened to and the whole tray then just clipping into the tower. The main disadvantage of these, to me, was the price although I realise that these units are purpose built for the A1200 and, as such, due to their very nature have to be more expensive.

The Eyetech tower is a full size tower leaving expansion room for all sorts of goodies. To fit your A1200 into it, you remove the top case and keyboard and the whole of the rest sits into slots vertically down one side of the tower leaving all the A1200 ports visible and accessible from the rear. There is even room at the top for a Squirrel to be attached to the PCMCIA slot vertically without the need for a right angle adapter.

Also on the Eyetech stand, I met David Ward, ex deputy Editor of the recently defunct Amiga User International, who obviously still has connections with the Amiga community although no longer employed within it. After offering my commiserations on the situation
he has found himself in, I asked his opinion of what he felt was about to happen with the Amiga. He felt things were looking good and was optimistic about the future. It was his opinion that the Amiga was not dead and was not likely to be even after the non-event of the previous day's press conference and after looking round the exhibition, I have to agree with him. In all, over the two days, I was there for around 5 hours in total and the place was never anywhere near empty. Even on the Sunday when it was actually quieter, most stands were trading steadily with a continuous stream of visitors.

LH Publishing stand were selling AmigaEM Magazine along with their recently acquired PageStream 3 which looks like taking over the DTP side of the Amiga completely as the number of bells and whistles built in make this a superb piece of software. Their previous package to which they had exclusive distribution rights was ProPage 4.1 which, although dated when viewed in light of recent Amiga software, is still a competent DTP package.

One of their other fairly recent products was Image Studio (also given away on a recent CUAmiga mag) and I picked up the manual for this for a measly fiver. The authors of both Image Studio and Draw Studio were in evidence on the stand offering help and advice to those needing it. A very impressive piece of software is Draw Studio and one I am actively considering at the moment.

Amiga Format stand had their various experts in attendance along with several people signing up visitors to subscriptions. Again, as with most stands, they kept busy throughout.

Amiga International had what at first sight appeared to be a large stand at the top of the exhibition hall. In fact, I only saw on a small counter with a young lady sat behind it giving away leaflets on current Amiga products, stickers (I got one!) and free mousemats (I got one of these too!) - which now resides by my machine. When asked, the young lady said she didn't know anything about AI as she was only a last-minute stand-in. Apparently, Petro Tyschtschenko was in attendance at times but he must have been avoiding me 'cos I never once set eyes on him.

Analogic Computers of Surrey on their stand were offering repairs and accessories for the Amiga range including motherboards, chips, keyboards etc., as well as a range of goodies from hard drives (on which they would take your old HD in part-exchange) and welcome customers from anywhere in the world.

Blittersoft had a large stand with offerings of hardware, software, games and advice. It actually took me three separate visits to their stand on the Saturday and 10 minutes queuing to find out about the AWeb upgrade offer.

CUAmiga had Phase 5 occupying half of their stand and both sides were exceptionally busy. TFX was playing on the CUAmiga side always with a large crowd around. It will, apparently, be a coverdisk sometime in the future when all the bugs are sorted. (This last bit was a rumour from someone who asked as I couldn't get near).

Another busy stand of a UK software house was that of Digita International! Showing their impressive range of Amiga software including the latest releases of Wordworth, Organiser, Money Matters, PPaint 7 and TurboCalc 4 all of which I use regularly and can highly recommend.

Direct Software is a recent addition to UK retailers and software developers and is unusual in that they ONLY supply Amiga software. Apparently, when they opened their first store, all platforms were stocked but the demand for Amiga software outstripped all others. They then decided to go Amiga only and have not looked back since.

One of the largest collections of CD's I have seen outside the HMV store in London belonged to Epic Marketing and they were all CD ROMs! The variety and complexity of this range of software varied from games to their own Interactive Encyclopaedia (hope I've spelt that correctly - I don't yet have a spell-checker on my text editor). They have plans for further expansion by the introduction of their own label "Islona" for the publishing of games and multimedia products.

To be honest, I have seen better laid out stands at the local second-hand market than Gasteiner Technologies but there was no doubting their range of accessories was huge and very well priced. The hand-written posters decorating the stands gave it the air of a primary school parent's day but the crowds were there! They even had a rummage box which had a constant stream of different shaped and coloured arms going in and out of it like a twenty cylindered piston engine!
More of the "World of Amiga" show in London

Golden Image had a big display, of their own and other firms accessories including scanners, accelerators, mice (or should that be maces?), hard drives, CD-Rom drives, speakers, wrist pads, memo pads and laser lens cleaners. Again, always a crowd about.

When it came to games, no-one else could beat the selection of Guildhall Leisure who have been at the forefront of Amiga software publishing for what seems like centuries. Their range of software including stuff from Microprose, E&A, and Acid.

HiSoft Systems had all their resident experts within shouting distance of the back of the crowd, offering Squirrels, Surf Squirrels, MPeg players and other goodies along with the range of Microdeal software and hardware at exceptionally good prices.

HiQ ALWAYS had a full audience for their demo of the Siamese System and it was very strange, to say the least, to see Workbench sat on a Windows 95 screen. I have read several write-ups of this system and not one of them has been bad - in fact they have all been excellent.

ICPUG stand, although only small, had a constant stream of enquirers and although they are now multi-platform as a user group and no longer Commodore only, I wish them well in their search for members. I am quite happy with our local group to whom I can relate face to face rather than through newsletters and magazines. For people who are unable to join such a local group due to their geography or lack of Amiga groups, this is obviously the next best thing.

PIOS. On the Saturday, the two machines on show displayed an obvious lack of electrical power to them all the time I was there. I kept going back expecting to see a demonstration of the abilities of the "PIOS 1" but I was disappointed. The Sunday showed a lack of both exhibitors AND computers replaced by a hand-written sign stating that owing to a change in flights, they had been forced to fly back and hoped visitors would understand. It's possible that this machine may be the best thing since sliced bread but there was no evidence of this on either day. A disappointment all round I fear as I really wanted to see what this machine was actually capable of.

Weird Science and Sadeness Software also had extensive selections of - ermm - software and browsers could look forward to a lengthy time - ermm - browsing! Perhaps Weird Science stood out most to me as I know the quality of their CD's is second to none. Well thought out and laid out, their CD's are a pleasure to use as I know from experience.

AND FINALLY, Wizard Software were selling their huge range of, would you believe, software hand over fist including, Directory Opus 5 (Magellan version) which Dr Greg Perry of GP Soft was discussing with visitors on the stand next door. The updates in this version include full New Icons support along with faster FTP transfer. Having been an Opus 4 man for many years, I couldn't see the advantage of upgrading as version 4 did everything I wanted, I thought. Then I took the plunge and with Opus 5.5 I have a superb piece of software now mounted as a Workbench replacement. Not only can you Australians knock spots off we Brits at cricket, you have come up with the finest piece of utility software I have ever used in 15 years of computing. On odd occasions I have had to revert to standard WB and I have felt as though I lost my right arm! So, (I wasn't bribed by the way) if you haven't got it - get it and you'll never regret it.

Overall the feeling of the show, from everyone I spoke to, appeared to be cautious optimism regarding the future of our favourite girlfriend. I enjoyed it thoroughly along with having met some friends previously only known by name on the Internet from the Pure Amiga mailing list. The amount of visitors were virtually a constant stream through the main doors and ranged from teenagers to pensioners, proving that in the minds of its users at least, the Amiga is a platform still worthy of support - they are also amongst the friendliest people I have ever met.

Long live the Amiga!
## Amadeus Computers

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Internet: www.amadeus.com.au  EMail: amadeus@ca.com.au

### Amiga Software

<table>
<thead>
<tr>
<th>Software</th>
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<tbody>
<tr>
<td>Digitas Office Pack!</td>
<td>$149</td>
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<tr>
<td>Includes: Wordworth 6, Organiser 2, Datastore 2, Money Matters 4</td>
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<tr>
<td>Wordworth V6</td>
<td>$99</td>
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<tr>
<td>Both the Office Pack and WW6 have full online manuals and are available on disk or CD; CD versions contain 1000+ clip art images. Hardcover manuals available.</td>
<td>$15</td>
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<tr>
<td>Datastore V2</td>
<td>$69</td>
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<td>Organiser V2</td>
<td>$69</td>
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<tr>
<td>Turbo Calc V3.5</td>
<td>$69</td>
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<tr>
<td>Twist (Relational Database)</td>
<td>$199</td>
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<tr>
<td>Scala MM400</td>
<td>$349</td>
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<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>
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<tr>
<td>Directory Opus V5.5 NEW!</td>
<td>$129</td>
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<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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<tr>
<td>Cinema 4D</td>
<td>$399</td>
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<tr>
<td>Worms (Directors Cut AGA)</td>
<td>$69</td>
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### Amiga Systems and Accessories

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<td>$299</td>
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<tr>
<td>Split Fire SCSI II Controller</td>
<td>$179</td>
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<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 Expansion Packs

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<th>Product</th>
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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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<tr>
<td>Ferret SCSI Option for Cobra</td>
<td>$169</td>
</tr>
<tr>
<td>68882 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 SCSI II Option</td>
<td>$249</td>
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### Free Installations, Delivery, Catalogue

**FREE** Installation (In Showroom)  
Delivery  
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- A1200 w/40Mb HD $599
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<td>Surf Squirrel (SCSI II &amp; Fast Serial)</td>
<td>$219</td>
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<tr>
<td>ASIM CDFS V3</td>
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<td>CD Boot</td>
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### Amiga Developers CD

- Amiga Developers CD $49
- Light Works $39
- Aminet 13, 14 or 15 $35
- Emulators Unlimited $69
- Aminet Set 1, 2 or 3 $69
- Utilities 2 $39
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Amiga International, Inc.
Petro Tyschtschenko:

"Ladies and Gentlemen, distinguished guests.
I am looking around and I see a lot of people I know. People who have long experience with our AMIGA products and people who support AMIGA. It is nice to see that the AMIGA platform is gifted by a community of competent people. These strengths are going to be of critical importance for the success of the plans of AMIGA international, which I am going to explain to you later.

Anyway, I am happy to see you all and I would like to welcome you on this press event. I believe there is a bright future for AMIGA International, Inc. Let me just explain a few details of importance, so that you can have a better understanding of what has happened to AMIGA since the Commodore days. Escom AG acquired AMIGA in April 1995. During this time, an effort was made to revitalize the AMIGA market, however Escom went into financial difficulties and filed for bankruptcy on July 15th, 1996. During this time, an effort was made to develop products, but due to financial difficulties, there has not been any significant amount of new product development by AMIGA over the past couple of years. Since filing for bankruptcy, we have been trying to keep the marketplace alive through inventory sales by the trustee. However, it has truly been AMIGA community that has kept AMIGA alive through the development of products based on newer technology and software application developments. Now that AMIGA is owned by a successful company - Gateway 2000 - there is a bright future.

Gateway 2000 is a solid and well established company in the computer industry. Gateway 2000 has consistently been honored with awards for products and service. Gateway 2000 is the right partner to give AMIGA new life and energy for the future.

AMIGA International was formed as a US based company in March, 1997 to acquire the assets of AMIGA Technologies GmbH.

AMIGA International will operate as a wholly owned subsidiary of Gateway 2000. Over the past month, we have been very busy finalizing the acquisition, performing due diligence, setting up operations in Germany and communicating with the AMIGA community.

We have a new office in Langen, next to the Frankfurt airport and I am happy to report to you that we are operational again. In Langen, we will have three people handling sales, marketing and general administration. We will be running at the beginning of June. Since early April, we have four employees in Braunschweig that are taking care of logistics and warehousing, order-processing and customer support, Internet support as well as technical service. Finally, we are in the process of identifying an individual to manage new product development and R&D.

How will we support the community that has kept AMIGA alive?

How will we support the community that has kept AMIGA alive?
Through conventions, press conferences, via the Internet, meetings and all useful initiatives coming from the AMIGA community. I have already been to conventions in Germany and in Sweden and will entertain any suggestions. Continuing to sell to the distributor network that has supported AMIGA. Working with developers through concepts such as the "Open AMIGA initiative" that is being formed with the support of many of the prominent names in the AMIGA community. The basics of success in this project is to work together with partners and to define a common path of development. The AMIGA market can not afford a split, we must go together into one direction. For us to keep the market alive it is necessary to assist many companies in developing products through broad licensing. Our licensing policy will be very open, broad and focus on licensing and standard O/S, Chipsets and the trademarks. Also, licensing will allow the AMIGA to be spread to many different embedded applications in field such as medical solutions, simulation applications, fitness equipment, irrigation systems and kiosk terminals. Of course, we are looking for new partners. Through licensing and focused R&D managed by AMIGA International, we plan to assist the market place in developing new products for the AMIGA.

We are currently exploring many of the possible new products that have been suggested including such things as an operating system upgrade and new hardware platforms. We would like to keep the procedure as simple as possible. We need to talk with the technology companies from the AMIGA business and exchange know-how. It is also important that we explore an open AMIGA platform, use industry standard components to make it cheaper to produce, faster to develop and easier to upgrade. These things need to happen quickly, but in a very managed fashion. With this strategy and the support of the AMIGA community and Gateway 2000, we are convinced there is a bright future for the AMIGA.

That, ladies and gentlemen, concludes our presentation for today."
### ARRIVING SOON
Flicker fixers for all Amiga models run VGA monitors on any Amiga

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<th>Roctec</th>
<th>ProDAD</th>
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<tr>
<td>Hand scanners</td>
<td>Rocgen Plus</td>
<td>Clarissa Pro V3.0</td>
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<td>PCMCIA Ram</td>
<td>Rocfloppy</td>
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<td>Multimedia</td>
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<td>Floppy drives</td>
<td>80W mains powered</td>
<td>Monument Designer</td>
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<td>Migraph</td>
<td>spkr, Laser pointer/pens</td>
<td>Loaderpack</td>
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<td>Touchup v4</td>
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<th>Unicorns</th>
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<tr>
<td>Green Mouse</td>
<td>Hyper Mouse</td>
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<tr>
<td>Rocfire Joystick</td>
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Dave Haynie interview continued from last month.

Ok, point taken, you're the expert after all :). Still, for an Amigan (and I know, of course that you're one) it all seems like a capitulation, that we're saying to the PC world, "ok we were wrong!"

Not at all. We were right. So right, in fact, that everyone copied us, in hardware anyway. But Commodore didn't improve very fast. After they had copied the Amiga, they kept going. It's only recently, with things like 3D chips and/or "multimedia" chips (see the Philips TriMedia or the Chromatic M-Pact for examples), that they've done anything but make chips with Amiga-like features that just go faster.

I can't say this is better than where the Amiga might have gone, had it been treated right with development resources. No one can, really, and its a moot point anyway - had that happened, I would still be doing my thing at Commodore.

So what you are saying is that the PIOS is basically a machine with the lessons learned from the experience of the Amiga and the PC?

Right - the good stuff from the Amiga, in terms of modularity, upgradeability, operating systems, etc. The good stuff from the PC, in terms of economies of scale, standard parts, etc. Some of the Amiga's hardware lessons, like use of DMA, use of interrupts, etc. is available in the PC architecture now anyway, and most of what's missing there (the resource limits, mainly) was covered by PCI or CHRP (the Common Hardware Reference Platform, developed for PowerPC machines by Motorola, IBM, and Apple) anyway.

Still, you say that the PC is now superior to the Amiga? Have we all been deluding ourselves in keeping the Amiga alive for as long as we have?

I'm saying the hardware has been improved past the point of the Amiga's. That's Commodore's failing, though, not anything specifically wrong with the Amiga notion. Part of that is simply the age of the Amiga system. The last new high-end system architecture we did, the A3000 architecture, was designed mostly in 1989. The AA chips improved the display, but they didn't change the system architecture any, and in fact, they were largely based on the original OCS architecture from 1985 and before (in fact, the Paula chip was totally unchanged).

The other factor is simply the changes in the computer industry since 1985. Back then, the only piece of a system that was given the kind of resource that required the support of a big chip company was the CPU. So everyone used off-the-shelf CPUs, some used off-the-shelf parts for the rest of the system. Commodore was a chip company, so they solved problems with custom chips, or custom versions of pre-existing off-the-shelf chips (the 8520 in the Amiga, for example, is a small tweak of the 6526, two of which are in every C64). But a chip company back in the early 80s could do reasonable work for little money, chip technology just wasn't that expensive. But with each advance, it's getting more expensive. Only the biggest chip companies, like Intel and Motorola, are building their own chip fabs now. Even the fairly large companies are teaming up to get to the 0.25um generation. You're talking billions to get to the next level of technology these days.

Also the chip complexity. Just like CPU specialists existed in the early 80s and gave rise to the personal computer revolution, now we have specialists in system chips, graphics chips, etc. It's very hard to justify reinventing the wheel here. In fact, this was seen as a big problem at Commodore, and we were looking to change our design philosophy for the future. The problem was what I call "horizontal" integration. Like the fact that the three Amiga chips do all these different jobs. As one chip, no problem. But as three, it's expensive to fix anything, since I have to fix three separate parts, often, just to
improve one function. With vertical integration, you could have functions tied to only one chip. Which is exactly what has to happen with different companies making them, so that’s what you get using PC industry chips. That’s also where the Amiga was slowly headed. It just never got there.

What is the point of building an alternative if the PC does everything we need of a computer?

NEED and WANT are very different things. The PC might well do everything most people NEED. I used to work on text-based computers that ran at 1MHz, certainly a 200MHz Pentium with Windows is better at most jobs than that. I claim you can still do better. CHRP takes from the PC architecture, but eliminates many of the nasty bits. The PC could have too, it’s just that Microsoft never made this an issue, and no one else in the PC industry is brave enough to try to change the PC architecture. PPCs are a clean architecture, not ugly like the x86. So you can use simpler chips that go faster (my favourite example is the new PPC603ev, goes 300MHz, draws about 2.5W of power, versus 8-16W for Pentium family chips, up to about 45W for the Alphas). And the OS is probably more important than the hardware today. But who wants to challenge MS head-on? Or live with the x86 if it’s not necessary.

Besides, the PC buying public are becoming disgruntled with the performance not matching the hype, and the need to upgrade every six to twelve months.

Exactly. The problem with the PC market is that computer companies have been built on the notion that users need to upgrade their PCs every year. It’s worked that way long enough for companies to have grown up or reformed based on it. And this last year or so, both in hardware and software, signs are there that people just aren’t going to take this anymore.

That suits me just fine, because I’m trying to build the PIOS line along the Amiga philosophy of the platform. A basic platform (motherboard, box, etc) should last at least five years, maybe longer. The pieces that really change fast these days are the CPU and the graphics. If you really need to upgrade these, replace the cards. But also, we’ll try to make sure you get OSs that are intelligently designed, that actually use the power that’s there. Or "loss-free" upgrades, like adding CPUs, where you don’t throw anything out when you upgrade.

The worry at the moment is if Apple goes under, what happens to the PowerPC?

I don’t think Apple will die that quickly, if at all. They have problems, but not on the Commodore scale, and they have more backers in the industry with money. Like I said, I hope they fix their own problems. Or at least live long enough to get the PPC industry Mac-independent. If the PPC dies, that pretty much kills the market for any non-intel chip on a personal computer. So I have to do a Pentium (or K6 or M2) board for the PIOS One. Not something I want it all to come to.

Names such as the Amiga, Macintosh, or BeBox certainly imbue the machines with a certain sense of identity and personality. Why PIOS as a name?

Stefan Domeyer came up with the name, it suits me just fine. Once he said it stands for “PowerPC Information and Online Systems”, but I’m sure that’s subject to change.

Recently PIOS gave its support to ProDAD’s pOS operating system. I am worried about pOS. How many companies are going to support it? How realistic is it?

Sure that’s a problem. No different than the PhaseOS idea, except that pOS will be available to anyone who wants it. It’s certainly no worse an idea than Linux. It could get lots of Amiga hacker support, some existing Amiga companies are likely to port to pOS if it’s as easy as ProDAD has been claiming. But realize also that ProDAD is a leading vendor of graphics/video software in Europe, for the Amiga. So their stuff alone may be enough to allow pOS to work in certain turnkey systems. We backed it after they showed us it was real enough to consider. Personally, I have more faith in the BeOS making it beyond the niche level (compare 100 registered pOS developers to 4,700 registered BeOS developers).

Although most Amigans would prefer AmigaOS (what if it could become the standard on CHRP???)

I would too. But no one could port it. We tried to get something happening with VlScorp last spring/summer, but you know where that went. Maybe Gateway will, maybe they won’t. But Power AmigaOS won’t be a factor in 1997, even if they start tomorrow.

Australian Amiga Gazette June97
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A Beer With David Haynie, Continued

So many companies seem to be working on different projects. Most Amigans just wish that you would all work together and pool your resources.

We have been working, or at least talking, with nearly everyone out there. Phase 5 is not interested in an open AmigaOS, or, far as I can tell, AmigaOS at this point, except via a 3.1 emulator. There is no need to cooperate on hardware, in fact, it’s good to have a variety of systems in the market, just like for the PC industry. PIGS could have done a proprietary, AmigaOS clone, given more money and three years to do it right. But what’s the point? No one will support a proprietary OS again. So we’ve been backing only open OSs (open in the sense that any company can license it; only Linux is open in the sense you can get the source, sell it yourself, etc).

Can we expect to see the PIOS in Australia. and if so, when?

I don’t know. PIOS has been looking for distributors for areas we can’t directly cover. But it’s really not my department.

How do you view Gateway 2000’s acquisition of the Amiga and what could it mean for PIOS?

Well, the waiting’s over, at least: the Amiga will live or die, once and for all, with Gateway. If they decide to get serious about building desktop Amigas, they will likely want to form partnerships with other companies in the Amiga market, including PIOS. That would be good for us.

If they don’t do anything with the Amiga, or keep it forever as a 68000 system, well, it’s not likely to change what we’ve been doing, since such systems aren’t viable for the desktop any more, and we’re not interested in building STB’s right now. I hope they support the AmigaOS and port it. But really, any REAL answer right now is better than the constant questioning we’ve all been through.

What do you think of the speculation that the AAA Amiga or even Project Hombre may be resurrected?

It makes absolutely no sense to revive the AAA project. If Gateway has a chip design group and they want to do a new Amiga-type system, they could study AAA, both for what it did and didn’t achieve, and learn from that. But it’s too little for too much money these days, nearly nine years from when the AAA project started.

The Hombre, or what the Hombre concepts have become since Dr. Hepler left Commodore and kept working on his own, hold much more promise. Even there, you would have to make sure there’s strategic value in making such chips. Are they better, or substantially cheaper, than parts you can buy from established chip companies? Will they really be cost effective, even including development costs? The answer may well be yes, especially if Gateway has the capital to do it right. But on the other hand, that’s not the PC way, so they might not even consider it.

Dave, thank you for your time. With Regards to the next ‘Amiga’ debate now its up to the Amiga community to decide (as long as they don’t go PC of course) : ) !

That’s exactly what I’ve said all along: it’s up to the marketplace to choose the Amiga’s successor.

Even with Gateway involved now, there’s no guarantee that they’ll do anything true to the Amiga gestalt, even if they have the legal rights to the name. Believe me, “the PC” is primarily Windows – most people would be really happy with AmigaOS even running on an x86. And we could have approached it that way, but ultimately that would have been wrong. Being tied to the PC architecture would be inevitable result, also wrong. Don’t mistake the ability to use PC industry components, where they work, with being tied to the PC architecture. We’re doing the same thing Be did, only with a more modern architecture that now has the side benefit of being CHRP compliant (do realize that CHRP is primarily a software thing, the part that affects the hardware is really not going to hold you back in any way like some components of the PC architecture do).

Best of luck and take care. I look forward to seeing a PIOS in action (you should get the rest of the crew together like RJ Mical to work on the PIOS).

At present, we would be happy to have others involved, but we’re basically spending all of our money on development, production, and basic overhead. When we get to the point where we can actually pay, we’ll bring in more engineers. Whether RJ is interested, or onto his next startup, we’ll see. And really, RJ and I would love to work on the same project, but we seem to keep missing each other on these.

Australian Amiga Gazette June97
AMIGA Genius

A range of new and quality used Hardware and Software items available.

This month's specials:

Regal 4x 5-CD SCSI stacker unit's - $299
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KS3.1 - Disks and manuals - $ 50
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Used Amiga items:

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The only way to sell your Amiga gear is to advertise

And the best place to advertise is here!
A company called "Index" have developed their own unique AMIGA system.

Index Information Ltd is a company, formed in 1991, which provides custom hardware and software solutions for multimedia applications.

Their extensive use of AMIGA based hardware allow Index to implement and maintain cost effective products.

Recently Index finished work on their prototype AMIGA called "Access". It is now working at 100% capacity.

Access is based on the Amiga Chip Set and Operating System while cost has been kept down using common parts for 90% of the motherboard.

What makes Access so unique is its shape. The motherboard when fitted with its mounting frame and floppy disk drive fits into a standard 5 1/4" drive bay. Allowing it to be mounted in a range of cases, including standard PC cases. In the pictures you see the case which Index packages the Access system in.

Access will be marketed as a Corporate Information Delivery Platform. The kind of markets Index will be looking to sell it to are:
- Education/Interactive training
- CDROM or Ethernet network delivery
- Public Displays
- Museums, public buildings, attractions
- Internet access
- Integrates a modem and hard disk in a half height case
- PC Integration
- Works with Siamese System and fits in a drive bay

These are the features of Access;
- 100% Amiga compatible
- Motherboard fits into standard 5 1/4" hard disk drive bay
- Motorola 020 processor running at 14MHz
- On board 2Mb CHIP
- RAM, on board 0Mb, 2Mb, 4Mb or 8Mb FAST
- RAM
- 2.3 times better performance than a stock A1200
- IDE Hard disk interface
- IDE CD-ROM with driver in ROM
- Standard Amiga floppy disk drive
- ISA expansion slot for low cost modems and Ethernet networks
- Sound sampler with microphone input
- Real Time Clock
- CD-DA audio input connector and mixer
- Non Volatile RAM for configuration information

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Australian Amiga Gazette June97
Access also comes with all the standard ports, plus a few extras.

- RGB - 15 pin High Density
- Parallel - 25 pin D
- Mouse - 9 pin D
- Keyboard - 5 pin Mini-DIN
- Serial - 10 pin (for 9 pin D), signals also available in keyboard connector
- Composite video - phono
- Stereo sound out - stereo 3.5mm socket, front volume control
- Mono sound in - mono 3.5mm socket
- Power In (standard PC 5 1/4" power header)
- IDE - 40 pin (for 3.5"; Hard disk and CD-ROM)
- ISA bus 8 bit
- Floppy drive DF0: - 34 pin header

While Access is designed for corporate markets Index will produce a retail version in the coming weeks. AAG will post information on this other machine when details are released.

Mick Tinker is the contact for Index Information Ltd:
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Amiga Creative Enthusiasts
Location: Narrabri Yacht Club
Frequency: 4th Wednesday of each month
Contact: Brian Gale (Secretary)
Phone: 042 752 493
Snail Mail: 16 Cowper St, Port Kembla 2505

Amiga Creative Enthusiasts Special Interest Group
Location: Unit 13, 83 Flora St, Kirrawee 2232
Frequency: 4th Sunday of each month
Time: 01:00pm
Membership: Free
Contact: Michael Williamson (President)
Phone: 02 9545 4572
Email: waie@aloom.au
Snail Mail: PO Box 13, 63 Flora St, Kirrawee 2232

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Frequency: 4th Wednesday of each month
Contact: Brian Gale (Secretary)
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Snail Mail: 16 Cowper St, Port Kembla 2505

Southern Sydney Commodore User Group
Location: Scout Hall Connelly St, Penshurst (Behind the Penshurst RSL)
Frequency: Every 2nd Monday
Time: 08:00pm
Membership: $20 (Annual)
Contact: Steve Perry (President)
Phone: 02 9528 6117
Snail Mail: PO Box 217, Beverly Hills 2209

Tuggerah Lakes Computer User Group Inc.
Location: Berkeley Vale Public School
Frequency: 1st and 3rd Thursday of each month
Time: 07:30pm
Contact: Ken Woodward (President)
Phone: (049) 523 770 ah, (049) 675 285 bh
Snail Mail: 59 Careney Ave, New Lambton, 2305

Western District Amiga User Group
Location: Uniting Church In Australia, 15 Evan St, Penrith
Frequency: Every 2nd and 4th Thursday of each month
Time: 07:00pm till late
Membership: $20 (Annual) or $2 (Attendance fee)
Contact: Michael Gruber (Vice President)
Phone: 019 651 284 Fax: (047) 215 277
Email: mgruber@fl.not.au
Snail Mail: PO Box 6260, Baulkham Hills, 2153

Canberra Amiga User Society (CAUSE)
Location: Woden Town Centre Library
Frequency: 2nd Thursday of each month
Time: 07:30pm
Contact: Steve Kennedy (Vice President)
Phone: 06 254 6711
Contact: Alex Cameron (Secretary)
Phone: 06 286 2966
Snail Mail: PO Box 598, Canberra City, ACT, 2601

Mutual Amiga Computer Enthusiasts
Location: Beresfield Bowling Club
Frequency: 1st and 3rd Wednesday of each month
Time: 07:30pm
Membership: $10 (Annual)
Contact: David Allen
Phone: (03) 9553 3826
Homepage: aardvark.apana.org.au/~railen/au
AMIGA and VIDEO PART 6

By Paul Graham

Not long now for the AAG, Australian Amiga Gathering '97 at the Sydney Showground, the premier Amiga event for all Amigans throughout Australia, but now it's time for my bit with Amiga and Video.

Music, sound effects and visual entertainment have gone together since the beginning of time. If it was someone imitating some kind of animal while they acted out a story, singing or playing an instrument during a puppet show or a whole orchestra playing behind a stage performance, it meant there was sound in the show. Even the early silent films would be shown in theatres with a piano player trying to enhance the mood. These days we hear more music than any time in history. Almost every television commercial has music and sound effects. Every movie has a theme song, background music and sound effects galore. Radio stations play music, shopping centres and some stores play music while you shop. It would be hard to go through a single day without hearing a dozen or so different songs as we go about our daily routines.

If you want to see how the impact of music can have in our video production, try taping a minute or two around the house with no sound at all, then go back and tape the same scene with the stereo or radio on playing different music in the background. Another way to see this effect is to turn the sound down during a dramatic scene in a horror movie. The scene will suddenly be less frightening.

There are a number of ways to get music and sound effects into a video production depending on what you want to achieve, what you have in the way of equipment and what you are planning. First of all I'll talk about some general elements of sound in a video production and then focus on how the Amiga comes into each of these methods. In most cases the terms music, sound effects and voice overs are interchangeable.

You could consider a sound effect to be a very short, slightly strange musical piece that adds to the visual, voice overs could be thought of as a song without notes, and music could be considered a string of melodic sounds. In all of these cases what we are talking about is somehow adding additional sound to a video production. You can always just use the sounds that are recorded during the taping but sooner or later you should think about adding extra sounds, music and voice overs.

There are really only three times that you can add sound to a video production; during taping, during editing or during playback. Each of these methods have their own advantages and disadvantages. Each of them have their own unique problems. Also each of them are necessary in different situations.

Unfortunately, the audio is one of the last things that we think about when we are setting up for a shot. We are usually more concerned about how the shot looks through the viewfinder of our camera. While it is true that no amount of audio magic will make up for a bad visual it is also nearly
impossible to correct poor audio. Ignoring the audio during the taping will make your job as the editor a lot harder later on. People don't notice good sound in a video but they will notice if the sound quality is poor and unclear.

The two most important things you should be concerned about at the taping, whether you are adding extra sound or not, is to get the cleanest sound you can in the first place and to be aware of background noise that you may be taping inadvertently. Getting the cleanest audio sound you can at the taping of the video is important because it is next to impossible to clean up the sound you don't want later on without some very expensive audio equipment. Trying to lip-sync voices later on can be a nightmare. Being aware of background noise is important for the same reason. Once the sound is on the tape it is nearly impossible to take out sounds you don't want without taking out all the sound track on the tape. Getting everything as quiet as possible can help in both these cases. A person will sound much better talking in a quiet room than trying to shout over crowds, cars and machinery. It's a good idea to turn off all TV's, radios and other sources of music or audio noise. You won't be able to eliminate these unwanted sounds later on and the sound of a TV in the background can add unwanted or inappropriate moods, especially if you're recording Grandma's 70th birthday with Freddy's Nightmares playing on the TV in the background. Just before recording any of your video take a moment to listen for unwanted sounds. The one unwanted sound that you won't be able to hear by doing this is the wind. Recording a scene outdoors on a windy day can cause a lot of problems even for professional audio engineers. If you have an external microphone socket on your camera try plugging in another mike but before you do this wrap some thin cloth (sock, cheese cloth or stocking) stretched around it. You will certainly notice a difference in the quality of the sound if you are recording in the wind.

There are many times when you might want to add extra sounds during the recording of your production. If your master VCR has audio dub features (the ability to add new sound without affecting the pictures) then adding extra audio during recording is not quite as important. If your VCRs don't have audio dub features then whenever possible you should think about including extra audio during the initial recording of the scenes. The main advantage of adding extra audio during the recording process is that you can avoid an extra tape generation before the finished product.

In a studio situation (something we don't all have) you can usually plan far enough ahead to prepare extra audio to include during the recording. Music, sound effects and voice overs can be recorded onto audio tape ahead of time and mixed in while the video camera is rolling. With a little ingenuity you will even be able to add pre-recorded computer generated sound during the recording of Grandma's 70th birthday party.

There are a number of problems associated with trying to add extra sound during the recording process, the co-ordination of extra audio equipment with your video equipment is always going to be a problem. The timing of audio and visual effects events can be frustrating. Audio mixing in the field can be difficult or impossible. If you are working on your own it might be best to look at adding the audio sound during the editing process rather than trying to juggle many devices during the camera recording.

You will probably not be adding sounds during the actual editing process but just before an individual scene, or just after you have completed editing the video. Planning is the main tool that you will use when adding sounds during this stage, this is where the computer is going to do work for us. In the creation of music and sound effects the Amiga can help us to compose and play back music. With a sound sampler or audio digitizer you can create realistic or some rather bizarre sound effects.

The advantages of adding audio during the editing stage is that you have complete control over the final results. You can also take the time to compose your music or sound effects so that they fit in exactly the right spot on the video in relation to the picture. Getting the timing right is much easier when you know how long the scenes actually are. You can also get special sound effects to happen exactly when you want because you can watch and time scenes before adding the sounds. The biggest problem with adding the sound track at this stage is that it will mean adding another generation. A VCR that has audio dubbing features will eliminate this problem. Even if your VCR does not have an audio dubbing function you may be able to avoid an extra tape generation on some of the longer scenes, animations or during the credits.

Well, with such a lot to cover in the music field of video I will have to leave you now until next issue when we will look at the different equipment in respect to the audio side of video, so until then keep shooting.

Paul.
Monument Designer, from the same people that brought us Adorage and Clarissa, primarily offers you the possibility to create titles and scrolling of titles for use in video work.

And may I add that this is the first, Australian mag to do a full review on the Software, thanks to Computa Magic from Melbourne.

The main aspect here certainly is the creation and/or the editing of characters and slides. Slides created in Monument can also be used in other programs such as Adorage, to achieve spectacular effects with titles and characters. The display of characters in various materials and different ways allows you to make the right title for the right application. The additional integration of graphics allows you to use photographs e.g. as a background for the title you create. The titles are integrated into the moving video in a semi-transparent superimposition, thus avoiding the sterile impression of the so far used simple overlay effect in video titling. As with the other programs from Pro Dad, Adorage and Clarissa, Monument Designer also uses the SGA animation method because it has now been acknowledged as being the fastest animation system, here used in an advanced form, scrollings and other motions (wipes) in high resolutions and colour depths are no problem at all to Monument Design. A completely new and perfect anti-aliasing method (SEA) completes the professional production of titles in video work.

The video enthusiast will find the possibilities of Monument Designer endless, limited only by the users imagination. Some of the particular aspects I liked about the program were...

- object-oriented editing
- picture editing functions
- restricted text rotation
- (processed) gradients on graphics and text
- printing of video tape covers
- roll and crawl effects in SSA (super smooth animation)

Monument Designer has been developed especially for the creation of demanding video titles. This is why the strength of Monument certainly lies in the design of slides for which even a picture editing function is available. Text and graphics can be mixed in all possible ways. Also the standard page effects like scrolls and wipes are available in the program in many different variations. As a special feature, Monument Designer consequently supports WYSIWYG (what you see is what you get). This way, you can already see on the monitor how the final result will look on the video while you're still creating it. The colour display, however, is only approximate to increase the speed of the animation. The number of colours of the user interface as well as that of the animation can also be selected separately.

Monument Designer also does a lot of work for you automatically. You can use graphics with different palettes and Monument will automatically process the best possible palette for the slide. Graphics can freely be resized. Additionally, graphics can be masked out or be made darker or

Reviewed by Paul Graham
brighter via Alpha masks. Text can be turned and rotated in many directions, and processed gradients can be used for text and graphics.

Monument executes all these tasks (size, colour, punching mask, transparency) automatically without you taking the slightest bit of notice of it. There may be some delays when in paint mode, but only because of the large amount of data that Monument has to process. Should you try to reach the same results with a painting program, you will realize the enormous effort necessary or the impossibility of doing it this way. As already said, Monument saves you a lot of work and you can spend more time into designing your slides. Monument works in 24+8 Bit-mode (16 million colours + Alphachannel), thus you can achieve the best possible results.

The manual is well written with plenty of tutorials included, as well as on the disks. These tutorials are really in-depth so you will have to follow the manual as you explore the possibilities of Monument. The title creation page in Monument works with a time line, so you get frame and second accuracy when composing your title. This allows you to make titles or captions for a particular frame or second of video footage.

I would give the program an overall rating of 87 percent. The disks are very easy to install, with Commodores installer being present.

Australian Amiga Gazette June97
Welcome to my latest guide about how to upgrade Workbench without much cost using freeware or shareware now widely available from BBS' and Aminet (via Internet or on CD).

The Standard Workbench
The current version of Workbench is 3.1 and is available for all Amigas from the lowly A500 to the new A4000T. It comes on 6 disks: Workbench, Extras, Storage, Fonts, Locale and Install. Utilities and tools are few and basic and rather old. Workbench uses four colours for its default screen mode and its icons and looks dated although much better than 1.3's colour scheme.

Setting up Preferences for you.
Workbench preferences change the way the Workbench works, looks and feels. The main programs to use are:

Screen Mode
Sets the resolution and number of colours for Workbench. Using a higher resolution will give you greater working space. The type of monitor will determine what modes are available.

WBPattern
Sets up patterns for Workbench background, its windows and the screen. You can create your own pattern or use a picture to display instead. Using this program can turn your dull WB into something more pleasing!

Font
This selects the font for the Default System, Icon text and Screen Text. Installing new fonts into your Fonts directory can improve readability and if you want use really fancy fonts for that extra individual look.

Sound
If error messages or other messages appear you can set which sound to play when it occurs. The program is rather limited as only one sound can be played for all events.

Palette
This program will set the colours to be used by Workbench. If your screen has more colours, the icons will look much better. Common palette is Magic Workbench which uses blues, greys and pink colours.

Top 17 Essential programs
The following list is only a guide and may or may not meet everyone's tastes, so apologies if it doesn't include your favourite or includes a program you hate. These programs are considered to be essential, something Commodore forgot to include or never got round to writing one. They are not in any specific order.

1. ToolManager.
Allows you to add menu items to the 'Tools' menu in Workbench (a daft oversight by Commodore). Also, allows to provide docks, sounds, icons or access objects on the Workbench. Saves time by providing short cuts to your favourite programs.

2. ReOrg
After a lot of use, your Hard Disk will suffer from fragmentation and will take longer to boot and load files. The program will optimize your hard disk and make it faster.

3. FastView
A very good picture viewer program which will view all sorts of pictures in various formats, includes animations and various other options.

4. BED
The Editors provided by Workbench are very old and limited. BED or Blacks Editor is a reasonable small text editor which is Freeware. There are lots of other editors about, some specialised, some complex and some simple ones. Another editor worthy of mention is GoldED.

5. DiskSalv
This program has saved me a lot of trouble in the past and it is essential you get this (or a equivalent). Repairs disks and undeletes files for you. Version 2 is shareware and widely available, newer versions are commercial. Another salvage program is Quarterback.
6. HDToolbox
Another essential utility as it preps your hard disk. Not everyone gets this, but if you can get hold of it then you can manage your hard disk better. As well as settings up hard disks and partitions it can also verify the Data Surface and map out those annoying bad blocks which DiskSaly cannot fix. Other prep software worth having is RDPep and GVPPrep.

7. SnoopDOS
This program can help you when your programs stop working. It will display all the libraries, drives, config files and so on programs access and whether it was successful or not. An absolutely brilliant program to have.

8. AIBB
Ever wondered how fast your Amiga runs or what the configuration is then AIBB (Amiga Intuition Based Benchmarks) is the program to have. Lots of modules are available that give the setup and speed results for different Amigas and accelerator boards. A simpler and older program to look out for is SysInfo but its Speed calculation is source for controversy! Another new program to look out for is SysSpeed which will speed test your hardware too!

9. XOper
This advanced program will display tasks, libraries, devices and other resources and allows you full control of tasks and intuition. A good program but be careful it can crash your Amiga!

10. Installer
Most Amiga programs are installed by this recent program which uses a standard interface to install other programs for you. Ensure that you have the latest version (V43) which fixes most of the bugs.

11. LHA/LZX/DMS
These are the most common archiver programs for the Amiga. If you use Comms/BBS or the Internet a lot and download files then you will need these to unarchive them. If the CLI gives you the shivers then there are plenty of Archive GUI Interface programs around to make it easier. LHA and LZX are file archivers while DMS (Disk Masher) is a disk archiver.

12. ARQ
Requesters in Workbench are quite boring, so ARQ provides animated requesters instead and if you set up UPD as well, you can play your favourite samples as well such as an Explosion if a disastrous error occurs, or a Scream if the Amiga Gurus. Great fun!

13. VirusZ II
Unfortunately, Viruses occur on the Amiga and to protect yourself you must have a Virus checker program to detect and remove virus. VirusZ is a popular memory resident virus checker. There are many other Virus checkers available but make sure it doesn't go out of date...!!!

14. HippoPlayer
If you enjoy listening to music then this essential utility is a must as it will play most music modules (MODs), there are thousands of modules available especially on Aminet Mirror sites! Other players are about including OctaMED Player which specifically plays MED modules.

15. PicBoot
Sick of looking at a boring screen when booting your Amiga? Well, Picboot allows you to display any ILBM picture while your Amiga is booting up.

16. ValidateWait
Has your Amiga ever crashed and then the hard disk is invalidated? If so, then if you reboot, the Amiga tries to validate the HD while booting up and causes a lot of disk thrashing. To prevent this, include ValidateWait in your startup sequence to wait until validation is finished before booting up the Amiga. A useful until to have about.

17. Assign Manager
A lot of Amiga programs require assigns to be set up for it to be used and that can make your user-startup very, big and slow down booting up. Assigns allow you to make ALL your assigns in one go with just one command! Includes a prefs program to add or delete any assigns without resorting to Editing user-startup.

Replacement Programs
Amiga Workbench comes with a few utility programs to look at files, print them out and enhance the way your Amiga works. Unfortunately, over time they have become quite dated. Now, there are thousands of Public Domain and Shareware programs available to update them with more features and enhance current facilities.
WinCommodity v37

WinCommodity is a program which adds some additional system HotKeys to your Amiga's Workbench. WinCommodity deals mainly with the way windows appear on your screen. Some of the useful features that WinCommodity provides include ToggleWins, which activates the next window, CenterWin, which centres the active window to the screen, ZipWin, which will size the active window to either its maximum or minimum size, ParentWin, which moves the active window below its parent one, CloseWin, which closes the active window, TopLeft, which will place the selected window in the top left hand corner of your screen, and finally CloseWBWins, which closes all Workbench windows that are currently active.

Using WinCommodity can be a little difficult at first because you have to remember all of the HotKey combinations to perform any of the functions that are available, however you can make it easier for yourself through the use of the preferences program to edit the key combinations to your own personal settings.

The best thing about this program is that it is fast and does not require much RAM to operate. There is simple install script which will install the program to your hard drive, and there is an Amiga Guide file included which will tell you everything you need to know about using WinCommodity.

Author: Michael Gollmick
Available From: Aminet CD 16
Requirements: OS2.04+

ShutAll v1.0

ShutAll is for anyone who has experienced a read or write error on a hard drive. ShutAll is a commodity program which prevents a hard drive crash while rebooting or switching off your computer. ShutAll works by Calling its HotKey which will pop up a window.

When ShutAll is executed you will first be informed that all disk activity has been stopped. This will then enable you to either safely switch off your computer or safely reboot your machine. There is a preferences screen which allows you to add any supported sound file that you have a DataType for. Sound files can be fixed or chosen randomly, so that when you execute ShutAll a sound will be played to accommodate the shut down process. ShutAll can be placed into your WBStartup drawer, or you can implement the supplied dock to your ToolManager dock bar. The preference Program for ShutAll operates using MUI.

Author: Stephane Nicole
Available From: Aminet CD 16
Requirements: 68020+ OS3+ MUI3.3+

ProgED V2.2

ProgED is a new and powerful text editor which has been designed to serve as a front end for programmers of 'C', or other programming languages. ProgEd is similar to the popular CygnusEd and GoldEd editors for the Amiga, but what makes ProgED better than the other two is that it has many useful features combined with flexibility, ease of use and speed. Some of the features include fast scrolling and folding, project management, undo and...
redo, syntax highlighting, user defined keywords, and programmable keyword colours for easier readability. One feature which is excellent is the automatic phrase completion. This feature will complete a phrase for you without you having to type out the entire phrase. This can be useful for quick or repetitive typing.

ProgED comes with an ARexx port which will allow you to add extra flexibility to the editor. The menus are user defined so you can customise the editor to suit your needs. ProgED can be opened on any public or clone Workbench screen. ProgED can be installed onto your hard drive via the installer script, and there is an Amiga Guide file included with the editor.

Author: Giovanni Lambiase
Available From: Aminet CD 16
Requirements: OS2.1, 68000+ processor, 1Mb RAM, HD (1.2 Mb free)

ASP

ASP (Amiga Scan Program) is an intuitive scan program designed for programmers and hackers. ASP permits you to investigate and retrieve a lot of information about what is happening in the background of your Amiga. To be more specific ASP lets you monitor what libraries, ports, resources, expansion boards, monitors, memory and even fonts that are currently being used on your Amiga.

Use of the program is very easy. Simply execute the program and click on the buttons to view the particular resource that interests you. The program can be installed onto your hard drive by placing the drawer anywhere you like. There is an Amiga Guide file which briefly describes the purpose of ASP, and how to use it. Overall ASP is an interesting utility, which will give you an insight to the background functionalities of your Amiga.

Author: Giovanni Lambiase
Available From: Aminet CD 16
Requirements: OS2.1, 68000+ processor, 1Mb RAM, HD (1.2 Mb free)

RunBar

RunBar is a program designed to replace the popular ToolManager utility. Using RunBar will allow you to run your programs, tools, prefs and ARexx scripts faster than ToolManager. Visually RunBar is very similar to the Windows95 task bar. Programs can be setup and launched using the start button that is part of RunBar. There is a prefs node which automatically builds a list of your prefs drawer. Using the start button to access the prefs drawer is quicker and easier than using the traditional windows and icons method. There is also a node which lets you search for files or execute a clock window which you can place anywhere on your Workbench desktop.

The only set back to this program is that you have to manually setup the programs or scripts you wish to appear in the start bar. Thankfully, using the preferences, this is simple to do. You can assign an icon to go with the program or script which makes it better to look at.

The best thing about this program is that unlike Windows95 which is processor and memory hungry, RunBar operates quite quickly and memory efficient. When RunBar is running it is not present on the screen. To access RunBar your mouse pointer needs to be at the bottom of the screen. This will signal the RunBar to popup, show all the tasks which are currently running, along with the start button.

There is an installer script with the program archive which makes the installation easy. There is a well documented Amiga Guide file which will help you sort out any difficulties that you may have using the program. Initially this program may take some time to setup, however once this setup is done you will find it faster and easier to use than ToolManager or the standard way of executing programs.

Author: Zeno Montresor
Available From: Aminet sites
Requirements: Any Amiga

Atuabtal[aa fiaiKya l’ jaiette fuae97
Upgrading Workbench (freely)

Workbench Replacements
If you find Workbench itself too limiting then there are replacements for that too! File Managers such as Dir Opus, DiskMaster, SID and so forth are quite popular.

If you find the Information menu option too limiting then why not add SWAZINFO to add some pretty useful options such as file requesters for default tool. Ability to change the file type and get directory sizes!

Additional programs
Other programs which may turn out useful, but not essential, to Workbench are worth installing to make Workbench easier to use.

Filefinder
If you have a large hard disk and want to find a certain file which you know you have but unsure where it is then this program will be handy. All it does is search a given disk for one or more files using a given filename pattern and lists the path and names found.

Versionwb
The Version command supplied by Workbench is not without its bugs and crashes sometimes on managed version strings esp. the math libraries. If you have a large collection of programs, libraries and datatypes and want to keep them up-to-date then this program will ensure that the files you have are the latest by displaying its version number and date it was written or released.

Iconcopy
Copying icons between files is impossible under Workbench but it is possible using the Shell or a File Manager. IconCopy (or even SwazInfo) is a very useful program to copy icons between files and it keeps the destinations stack and tooltype settings. Unfortunately, if the file does not have an .info file to start off with, it tends to default to the Tool type and requires changing by IconEdit to its proper type.

Guiarc
If you handle many archived files with LZX, LHA and DMS then using the Shell can be a nuisance. GuiArc provides a Workbench interface which allows you to add, view and extract files from archives.

Filex
If you ever needed to look at the contents of files such as Programs at byte level then this program is for you. You can see the files in hex or ascii and search for strings of bytes or hidden messages.

Scsi_list
If you have a SCSI adapter on your system and wish to find out whether all the devices are connected properly then this program can display all the devices connected to the SCSI chain with name and other details.

Libraries
AmigaOS uses shared libraries for its operation and this allows programmers to expand and enhance the Amiga by writing and releasing their own libraries. There are hundreds and hundreds of libraries, some are specific to particular applications and some are more general and can be used by any program.

MUI - Magic User Interface
Workbench programs used to use Intuition for WB1.3 and then GadTools for WB2/WB3. MUI is a replacement user interface library system for programs to provide a powerful and pleasing graphical user interface. It is getting popular but requires an expanded system to make full use of it.

Arp, Req And Reqttools
Until WB2.04, programmers had to write their own File Requesters from scratch for their programs and ARP (Amiga Replacement Project) provided a library to fix this oversight. Req and Reqttools replaced ARP and CBM's ASL library.

Explode, Powerpacker, Crm, Xfdmaster, Xpkmaster, Decrunch
These libraries provide functions to compress files and then decompress files usually in real-time by compress-aware programs such as PPMore, PPShow, Muchmore and many other programs. They are helpful when space is at a premium and compressing large files and saving them to disk would free up vital space and using a program to decompress them for you when you need to view or modify them.
Ixemul
This library provides Unix type functions to AmigaOS and makes it easy for certain Unix programs to be easily converted to the Amiga.

Translator
This library is an up-to-date speech synthesis with locale support for the Amiga and can now be used on Amigas with WB2 or better!

Backdrops and icons
Workbench uses a standard 4 colour icon system which is quite bland and boring. To improve the way Workbench looks, there are replacement icon collections available to make Workbench more colourful:

Magic Workbench
This a direct icon replacement using 8 colour icons using a grey/blue/pink type palette. It is very popular and doesn't require much extra system resources to ensure speed isn't affected.

Newicons
This is a special icon replacement. Instead of using normal icon images like Workbench, the images are stored in the icon's tooltypes and the standard icon image appear as small squares. A program is required to be run to see the new style icons. The icons appear as 3D colourful icon and look completely different to the normal Workbench icons.

Multi-Color Icons
There other sets of icons with more colours, typically 16 and 256 colour icons but can slow down Workbench as the more bitplanes required for the icons make bigger .info files. These are ideal for people with graphics cards which can cope with these larger icons.

Backdrops
As well as improved icons the Workbench screen can be made to be more interesting by either using patterns or pictures called backdrops and this can be set up using the WBPATTERN preferences program to automatically load a picture onto the Workbench screen. The picture must match the screen depth and palette in use.

Peter Hutchison
pjhutch@blizzard.u-net.com

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Australian Amiga Gazette June97
Dear Dianna

I bought an Amiga computer for my family some years ago, my kids and wife spend more time with it than with me. I have tried to involve myself in their computer activities but find that half the time I don't understand the terminology. Could you give me some direction as to being more computerized.

David (Qld)

Dear David

You are a great husband and father. Obviously you have access to this Gazette, so firstly let me suggest that you read it cover to cover. Secondly, let me suggest that you frequently visit the Amiga Web Sites (if you are connected to the Internet). If not, join a local Amiga Computer User Group (preferably do both). Just mucking about on your computer, trying different "things" out will be your best bet. You can't hurt your computer! Don't forget to tap into your family's wealth of knowledge - hang out with them on the computer and you will learn heaps.

Dear Dianna

Hi! I think it is real cool that a female is writing for AAG, keep up the good work. I am the only girl that goes to the local Amiga user group. I dig the Amiga and reckon that it is the best system around. Will you be at the Amiga Show in June?

Susan (NSW)

Dear Susan

Don't let being the only lady in your User Group deter you. The more ladies that attend, the better. Yes, I will be at the Australian Amiga Gathering - Sydney Showground - in June. See you there.

Dear Dianna

Please help me. Every night my husband spends hours on his Amiga hooked up to the internet (doing goodness knows what!). He says it is more relaxing than watching TV. What can I do to get him to spend more time with me.

Carla (NSW)

Dear Carla,

I know first hand what it is like to be a computer widow. I have found a number of ways to get my other half's attention. You may find these helpful:

1. Sit next to him and check out what he is doing. You may find it quite interesting yourself. Together, look up subjects of interest on the internet.

2. Get in first - hog the computer while he does the dishes.

3. If the above two fail, there is always the horizontal communication technique. Make sure the computer is turned off!

Please address letters to “Dear Dianna”
C/O Australian Amiga Gazette
42 Manning Street
Kingswood NSW 2747

The cast and crew of “Australian Amiga Gazette” would like to extend an invitation to all our readers to come and say hello at the show,
June 28th -29th Sydney Showground (Kensington Centre).
We know this will be a great two days for Amiga fans. See you at the Show!
Writers Wanted

If you are interested in contributing to Australian Amiga Gazette we would like to hear from you. Until our circulation builds up we can’t offer any incentive other than our gratitude and that of our readers. Articles should submitted as plain text files. Graphics as iff or gif format. Please do not send your originals just a copy.

Helping Hands

If you live in the local area and would like to be involved in helping preparing AAG please contact Michael on (047) 361-311. No experience is required, just some spare time and a sense of humour.

Important Notice

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Our Thanks To

Computa Magic
Peter Hutchison
Geoff Milnes
David Haynie

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