# Power Computing U.K. Products

Order Now!!

Power Computing Products Pricing is Approximate Only, and includes freight and Sales Tax.

<table>
<thead>
<tr>
<th>Power Products</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>AMIGA A500</td>
<td></td>
</tr>
<tr>
<td>A500 2 MB RAM CARD</td>
<td>$170.00</td>
</tr>
<tr>
<td>VIPER 520CD</td>
<td>$340.00</td>
</tr>
<tr>
<td>VIPER 590CD</td>
<td>$580.00</td>
</tr>
</tbody>
</table>

| AMIGA A600     |           |
| A600 1 MB CHIP RAM CARD | $90.00  |
| A630 68030 (No Ram) | $250.00  |

| AMIGA A2000    |           |
| 2030 TURBO 68030 50MHZ | $550.00  |
| GVP HC6 SCSI CARD | $955.00  |

| AMIGA A1200    |           |
| VIPER MKI 68030 40EC | $250.00  |
| VIPER MKV 630 50 | $425.00  |
| APOLLO 1240 33  | $530.00  |
| APOLLO 1240 40  | $650.00  |
| APOLLO 1260 50  | $970.00  |
| APOLLO 1260 68  | $1055.00 |

| OTHER          |           |
| External 880K Floppy | $150.00  |
| External 1.76 Floppy | $230.00  |
| Internal Floppy A600/1200 880K | $90.00  |
| Internal Floppy A2000 980K | $110.00  |

### Non Power Products

<table>
<thead>
<tr>
<th>Software</th>
<th>Price</th>
<th>Games</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adorage 2.5</td>
<td>$180.00</td>
<td>A320 Airbus II</td>
<td>$35.00</td>
</tr>
<tr>
<td>Adorage Prem Fx</td>
<td>$40.00</td>
<td>A7 Games comp.</td>
<td>$39.00</td>
</tr>
<tr>
<td>Amiga Forever</td>
<td>$56.00</td>
<td>Acid Attack</td>
<td>$39.00</td>
</tr>
<tr>
<td>Amiga Repair Kit CD</td>
<td>$60.00</td>
<td>Amazon Queen</td>
<td>$35.00</td>
</tr>
<tr>
<td>Amiga Tools 6/7 CD</td>
<td>$25.00</td>
<td>APC &amp; TCP Vols 1.5 (ea)</td>
<td>$20.00</td>
</tr>
<tr>
<td>Aminet CD 20/21</td>
<td>$20.00</td>
<td>B17 Flying Fortress</td>
<td>$35.00</td>
</tr>
<tr>
<td>Aminet CD 22/23</td>
<td>$25.00</td>
<td>Big Red Adventure</td>
<td>$39.00</td>
</tr>
<tr>
<td>Aminet CD others</td>
<td>$10.00</td>
<td>Botz</td>
<td>$49.00</td>
</tr>
<tr>
<td>Aminet Set 3</td>
<td>$45.00</td>
<td>Brain Damage Pinball</td>
<td>$49.00</td>
</tr>
<tr>
<td>Aminet Sets 1/2</td>
<td>$55.00</td>
<td>Capital Punishment</td>
<td>$49.00</td>
</tr>
<tr>
<td>Aminet Sets 4/5</td>
<td>$39.00</td>
<td>Chaos Engine 2</td>
<td>$35.00</td>
</tr>
<tr>
<td>Animage</td>
<td>$150.00</td>
<td>Civilisation</td>
<td>$35.00</td>
</tr>
<tr>
<td>ArtStudio Pro</td>
<td>$105.00</td>
<td>Civilisation</td>
<td>$35.00</td>
</tr>
<tr>
<td>Aweb II</td>
<td>$75.00</td>
<td>Dog Fight</td>
<td>$35.00</td>
</tr>
<tr>
<td>Clarissa Pro 3</td>
<td>$250.00</td>
<td>Dune II</td>
<td>$35.00</td>
</tr>
<tr>
<td>Cross Dos 7</td>
<td>$75.00</td>
<td>Enemy</td>
<td>$35.00</td>
</tr>
<tr>
<td>Cygnus Ed Pro</td>
<td>$60.00</td>
<td>F117A</td>
<td>$35.00</td>
</tr>
<tr>
<td>D-Paint 5 CD</td>
<td>$50.00</td>
<td>F19</td>
<td>$35.00</td>
</tr>
<tr>
<td>Euro CD 2</td>
<td>$24.00</td>
<td>Fiefd Odyssey</td>
<td>$45.00</td>
</tr>
<tr>
<td>Fonsamala CD</td>
<td>$25.00</td>
<td>Fying High</td>
<td>$45.00</td>
</tr>
<tr>
<td>Golden Demos</td>
<td>$46.00</td>
<td>Fying High Data</td>
<td>$19.00</td>
</tr>
<tr>
<td>ibrowse</td>
<td>$70.00</td>
<td>Gunship 2000</td>
<td>$35.00</td>
</tr>
<tr>
<td>Image Master 1.5</td>
<td>$55.00</td>
<td>Humans 2</td>
<td>$25.00</td>
</tr>
<tr>
<td>Light Rom 5</td>
<td>$55.00</td>
<td>Impossible Mission 2085</td>
<td>$35.00</td>
</tr>
<tr>
<td>Light Rom gold</td>
<td>$45.00</td>
<td>Midwinter</td>
<td>$25.00</td>
</tr>
<tr>
<td>Loader Pack</td>
<td>$50.00</td>
<td>Myst</td>
<td>$99.00</td>
</tr>
<tr>
<td>Monument Creative Set</td>
<td>$60.00</td>
<td>Nothing But Thirs</td>
<td>$35.00</td>
</tr>
<tr>
<td>Monument Designer Pro3</td>
<td>$450.00</td>
<td>OnEscapee</td>
<td>$59.00</td>
</tr>
<tr>
<td>Network PC</td>
<td>$50.00</td>
<td>Overlord</td>
<td>$35.00</td>
</tr>
<tr>
<td>Network PC Update</td>
<td>$35.00</td>
<td>Railroad Tycoon</td>
<td>$35.00</td>
</tr>
<tr>
<td>Octamed CD</td>
<td>$30.00</td>
<td>Sensible Golf</td>
<td>$35.00</td>
</tr>
<tr>
<td>Personal Paint 7.1 CD</td>
<td>$55.00</td>
<td>Shadow of 3rd Moon</td>
<td>$59.00</td>
</tr>
<tr>
<td>Personal Suite CD</td>
<td>$20.00</td>
<td>Slam Tilt</td>
<td>$29.00</td>
</tr>
<tr>
<td>Print Studio II</td>
<td>$99.00</td>
<td>Strike Eagle II</td>
<td>$35.00</td>
</tr>
<tr>
<td>Print Studio Pro CD</td>
<td>$45.00</td>
<td>Strangers</td>
<td>$49.00</td>
</tr>
<tr>
<td>Q/B Tools bundle</td>
<td>$45.00</td>
<td>Street Racer</td>
<td>$35.00</td>
</tr>
<tr>
<td>Q/Back 5 + Disk Expander</td>
<td>$30.00</td>
<td>Sword</td>
<td>$49.00</td>
</tr>
<tr>
<td>Touchup 4 U/G + Merge</td>
<td>$50.00</td>
<td>Theme Park CD</td>
<td>$35.00</td>
</tr>
<tr>
<td>Turbo Calc 5 CD</td>
<td>$140.00</td>
<td>Total Carnage</td>
<td>$15.00</td>
</tr>
<tr>
<td>Turbo Print Pro 5/6</td>
<td>$110.00</td>
<td>Tracksuit Manager</td>
<td>$20.00</td>
</tr>
<tr>
<td>Ultimate Blitz Basic CD</td>
<td>$50.00</td>
<td>UFO Enemy Unknown</td>
<td>$35.00</td>
</tr>
<tr>
<td>UPD Gold CD</td>
<td>$40.00</td>
<td>Ultimate Gloom</td>
<td>$35.00</td>
</tr>
<tr>
<td>Wildfire 680x0</td>
<td>$260.00</td>
<td>Ultimate Super Skidmarks</td>
<td>$35.00</td>
</tr>
<tr>
<td>Wildfire PPC</td>
<td>$330.00</td>
<td>Vikings</td>
<td>$35.00</td>
</tr>
<tr>
<td>Wendworth Office</td>
<td>$120.00</td>
<td>Wendetta 2175</td>
<td>$40.00</td>
</tr>
<tr>
<td>Xetac CDPS</td>
<td>$40.00</td>
<td>Too Many More to mention</td>
<td>Call us</td>
</tr>
<tr>
<td>Plus Lots More</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### PPC Accelerators

<table>
<thead>
<tr>
<th>PPC Accelerators</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>A1200</td>
<td>$50.00</td>
</tr>
<tr>
<td>A3000/4000</td>
<td>$50.00</td>
</tr>
</tbody>
</table>

### Scan Doubblers

- Still waiting for Working model

### Other Specials

- Pen & Laserpointer
- 80 watt PMPO Speakers
- A1200 4 Mb Ram + Clock

### E&EO

Prices subject to change without notice

---

Computa Magic Pty. Ltd.
44 Pascoe Vale Road, Moonee Ponds, Vic. 3039.
Phone (03) 9326-0133 Fax (03) 9370-8352
Mon-Thur 9:30-5:30 Fri 9:00-6:00
email commagic@magnafield.com.au
Bankcard, Mastercard, Visa, Amex, Diners, Eftpos, direct Deposit, COD, even Cash
* Editorial Dribble ............. 4
  Michael shares pearls of wisdom
  from the editors desk.

* Amiga News ................. 5
  Paul Morabito hosts the Amiga News
  with the latest Amiga action.

* DIY Project of the month .... 24
  Connect a external keyboard to
  your Amiga 1200 powerhouse.

* Making Midi Part 2 .......... 10
  Geoff Milnes our UK writer is back
  on the pages of AAG.

* Amiga News .................. 5
  Paul Morabito hosts the Amiga News
  with the latest Amiga action.

* AMI-X-WORD ............... 25
  This month you have the chance to win
  a great prize if you know all the answers.

* Win Win Win ................ 14
  AAG gives you great ways to win
  great prizes this month.

* Games Info .................. 28
  Urope2 by Vulcan is in the spot light
  P.S We are looking for a games reviewer.

* Getting Involved ........... 29
  A in-depth look at Amiga user groups
  around Australia.

* That Tilde Thing ........... 16
  Jenny tells us all about that wiggly
  worm at the end of your web address.

* Kids Corner ................. 18
  Jenny interviews Cener of Mystcorp,
  author of CP the kids drawing program.

* Amiga & Video & Sound ...... 30
  Paul has a quick look at image processing
  software and their applications.

* Amiga Help Line ............ 33
  Our tech-head answer more readers
  queries about Amiga problems.

* Mr MicroSoft gets pied ...... 22
  A report on the recent attack on Bill
  Gates head of the MircoSoft Corporation.

* Classified Readers .......... 38
  Buy, Sell and Swap your Amiga stuff
  on this page.
Over the past months I have gauged the health of the Amiga and tried to forecast its future. For a bit of a change this month I am offering up the traditional "Tips from the Editor's Desk"

**Tip One** Don't plug things into your Amiga while it is on. If you accidentally cause an electrical short a signal is sent to the CPU to release the magic computer smoke from its holding container. This immediately causes microfailure and it's off to the repair shop.

**Tip Two** Read your manual. I am often asked questions that are covered in the manual. The person who used their CDrom caddy as a coffee mug holder would not have done so if they had read the manual.

**Tip Three** Don't dump on wintel owners. They are just misled computer owners and deserve your knowledge and experience.

**Tip Four** When passing a Computer Shop, drop in and ask if they will be stocking the new cutting-edge computer technology from Amiga International.

**Tip Five** Learn to criticize yourself. It will save the people around you much time and energy.

**Tip Six** It is really about time to upgrade your Workbench from Ver 1.3 and while you are at it how about trading in your horse and carriage for one of those petrol driven vehicles.

**Tip Seven** The CLI is good - learn it, use it, love it - It is the purest form of communicating with your Amiga.

**Tip Eight** If for some reason beyond understanding you sell your Amiga to buy a different platform, buy an Apple system - don't deny your heritage.

**Tip Nine** Interlace screen modes on a 1084s monitor is not good for your eyes. If not careful you could contract venetian blind syndrome.
Amiga Inc Announcement

Towards the end of January, rumours began sweeping the Amiga community that Amiga Inc were to announce their plans in early February. But once again the deadline for the official announcement regarding the future has been surpassed with nothing being heard, at least officially from Amiga Inc. However an ICOA and Amiga Inc employee have, leaked documents and a few unofficial comments, giving Amigans a tantalising glimpse of what the future has in store.

In short Amiga Inc has decided on the Amiga's next processor and is still negotiating with chip makers “both well known and not well known” according to Fleecy Moss of the ICOA. Because of this, and the realisation that the current 68k Amiga's are severely underpowered, Amiga Inc has decided on an interim solution based on a combined 68k and PPC solution. However, this isn't an official endorsement of the Phase5 PowerUP system, according to Fleecy Moss of the ICOA it is “a directive to any hardware manufacturer out there that they can proceed to produce this architecture. Thus there can be PowerUp, there can be a Boxer with PPC or Alpha, there could be Pios with a 68K + PPC processor card”.

Amiga OS 3.5 News

In other news it has been revealed that members of the ICOA including Olaf Barthel (of Term fame), Alain Penders (Finale Development) and Fleecy Moss have been working under contract for Amiga Inc since November last year designing a feature set for the long awaited AmigaOS 3.5. In this time they have contacted many people in the developer community canvassing their advice, opinions and co-operation. They are determined to produce an upgrade that “provides as much as possible within the time and resource limitations that exist”.

As indicated previously Amiga Inc is currently in negotiations with many prominent Amigans and companies in regards to the Amiga’s future. According to Fleecy Moss, Amiga Inc “do not want to sell the Amiga short and wish to choose the best price/performance processor that can take the Amiga into the next decade and keep it there, ahead of the crowd”. While the deafening silence from Amiga Inc is at times disheartening, it is worth noting that it is Gateway 2000 policy that nothing be announced until the product is ready. And things are just beginning to really get moving. The coming months and the decisions made by Amiga Inc will either make or break the Amiga. There is little doubt this is the Amiga's last chance and it appears Amiga Inc are hell bent on making it the Amiga’s best chance.

Amiga Inc Info Channels

Darreck Lisle of Amiga Inc has announced official “information channels” for Amiga users to get the latest official news direct from Amiga Inc. News will be released simultaneously to both the Amiga Web Directory and the newly created User Group Network. This way, Amiga Inc reason they can reach all Amiga users internationally as well as show their gratitude for the work done by the UGN and the Amiga Web Directory.
The AAG News

Also from Darreck is an open letter to the Amiga community in which he states the Amiga is currently in very good nick, all things considered and pleads with users to keep the faith because “1998 is going to be a fun ride”.

Netscape for Amiga?
Netscape Communications, developers of arguably the world’s best World Wide Web browser, Netscape Navigator have decided to release it and its source code free in a last ditch attempt to stall the growth of Internet Explorer from Microsoft. This will begin with Netscape Communicator 5.0, due in March or April. Of most interest to Amiga users is the possibility of Netscape finally being released on the Amiga. No effort has been announced as yet but judging by the sensation created by Amiga ports of DOOM it mightn’t be that far away. Porting Netscape though is a much tougher task and would require a herculean effort from Amiga coders. There are also doubts as to the Amiga’s ability to handle Netscape considering the resources it requires on other platforms. Chances are an Amiga port would be a cut down version of the full Navigator with the full Communicator suite (mail, news, web page composer) unlikely to appear.

A lot will depend on the license Netscape announce for the source code, it was first thought to be plain GNU (where everybody can do what they like with it as long as they too provide the source code to their program) but the latest news indicates this may not be the case. It has already been announced that certain sections of the source code includes patented technology licensed from other companies will have to be excluded.

Blizzard A1200 PPC Power Boards In Production
After a long delay which has been attributed to Phase5’s attempt at getting the cards CE approved Phase5 have announced that the Blizzard A1200 Power boards are finally in production. The cards will ship with either a 160mhz, 200mhz or 250mhz PowerPC 603e processor in combination with either a 68040 (with or without fpu) or a 68060. An onboard SCSI option is available. The boards will begin shipping in the middle of February with the 160mhz models to be the first off the production line followed by the 200mhz and 250mhz versions 9-10 weeks after that. Australian prices are not known however upgrades are available from old Phase5 accelerator cards. Registered users will receive notification of upgrade options sometime this month.

ImageFX 3.0 now available!
NovaDesign, developers of the best Amiga image processor ImageFX have announced version 3 of the product. Dubbed the “Users Request” upgrade it has been built by the feedback and input NovaDesign have received from ImageFX users. Many new features are in this release including:

- Support for even more file formats
- Improved Toaster/Flyer support
- New clouds module
- Scatter, a new effect that allows an image to be shattered into pieces as small as one pixel
- FXForge, the gem of the new release uses mathematical expressions that when applied to an image can create hundreds of new effects.
- The user interface has been substantially improved including font sensitivity, multiple image windows including the ability to open multiple windows for the same image.

No price has yet been released however upgrades are available direct from NovaDesign. Pre-orders are also being taken with shipping to begin on February 15.

In other Phase5 News
German EZine Amiga Plus in an interview with Wolf Dietrich of Phase5 has revealed that Phase5 are currently negotiating with Amiga Inc to license the AmigaOS. It is thought Phase5 are chasing AmigaOS as an operating system for their well overdue (even in Phase5 terms) A/Box.

Australian Amiga Gazette Feb 98
What is a graphics tablet?

A graphics tablet is a flat, electronic art pad with a matching pen. The pen acts as a mouse, doing everything a mouse can do but so much more. A single tap is a single mouse button click, a double tap – a double click. Dragging and dropping, editing, highlighting, cutting/pasting are all done with ease on a graphics tablet.

All Wacom graphics tablets offer 256 levels of pressure sensitivity to pick up every nuance of artistic expression. They also come with the exclusive Wacom Erasing UltraPen®, which is cordless, batteryless and pressure-sensitive. This is the key that allows you to draw, paint and edit images naturally.

The ArtPad II 4x5 combines Wacom pressure-sensitivity and the features of larger, more professional graphic tablets all into one small, affordable, entry-level package for the creative hobbyist, artist, or computer enthusiast in business, education or the home. ArtPad has a 4" x 5" active area and provides the superior feel and control needed to take full advantage of today's graphics software, while realistically simulating traditional media, all at a low cost.

The ArtZ II 6x8, with its transparent overlay, programmable menu strip, and 6" x 8" active area, provides the right balance of professional features, functionality and size to meet the needs of creative professionals needing to illustrate, paint or manipulate images on a computer. The ArtZ II 6x8 provides high-end design capability and functionality in a size that fits easily on a desktop, in a briefcase, or on your lap.

The ArtZ II 12x12 is a full-featured graphics tablet featuring a 12" x 12" active area that provides the flexibility for the professional whose artistic style or mechanical requirements require room for full arm motion, full page creation at scale, or extensive 8 1/2" x 11" page layout and image manipulation tasks, or desires full page tracing of art.
Vulcan feel pinch
Vulcan Software have announced they will now develop and publish titles for the PC, Mac and PSX (Playstation) as well as the Amiga. The announcement was met with uproar in some quarters of the Amiga community however in an at times emotional press release Paul Carrington, of Vulcan Software has attempted to explain the reasons behind their decision.

In short, ever since January 1997 sales of Vulcan software has plummeted to unprofitable and unsustainable levels but with the emergence of Gateway 2000 as the new Amiga owner Vulcan persisted and heavily invested in the Amiga games market thinking it would improve. This has not been the case and according to Paul Carrington it is now time to restructure Vulcan Software.

Vulcan will continue to develop Amiga games, according to Paul, "We will still operate our Amiga Publishing operations and actively sign new Amiga development teams and individuals".

Sadly, due to the abovementioned reasons and other factors there have been a few changes. Breed2000 CD-ROM, 3D Games Creator CD-ROM, JetPilot expansion CD-ROM and Valhalla III CD-ROM have all been cancelled while development of Wasted Dreams has been suspended while the developers wait a few months to see if the Amiga games market improves.

HellPigs, which was to be the Amiga's first multi-CD adventure has also ceased production with the development team moving onto "other business ventures".

On the bright side Genetic Species, Desolate, Hard Target and the Genetic Species World Creator CD-ROM and other titles are still proceeding as planned.

Micronik secure license
Micronik of Germany, already licensed to produce Amiga clones have been granted a license by Amiga Inc to use the "Powered by Amiga" logo on their new external scan doubler which enables all Amiga's to easily interface with PC monitors. According to Petro Tyschtschenko, "It is 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".

BlitzBombers now available
Blitz Bombers, touted as the best ever Bomberman game has finally been released as freeware by it's developers, Red When Excited. The game was completed in early 1996 however threatened legal action from the now defunct Acid Software continually stalled it's release.

AmiRC 2.0 Released
Vapor Software, headed by Oliver Wagner recently released the seventh public release of AmiRC, version 2.0. There are a massive amount of new features and big fixes including improved DCC support, a new "Lag-O-Meter" and a new low level plugin API. To show their gratitude Vapor Software have made it a free upgrade for those who registered 1.x while non registered users will have to pay a slightly high registration fee. AmiRC is easily the best IRC client on any platform and is available from Vapor Software at http://www.vapor.com.

Storm PPC Products Ready
Haage & Partner now have a full suite of PowerUP development tools available with the release of StormPowerASM, a PPC Assembler development system. This complements StormC 3.0 and the newly released StormWizard 2.2 (for AmigaOS and pOS) and combines to be the best development suite for PowerPC based Amiga products. Haage & Partner have also released WarpUP 2.0, the latest release of their HAL (Hardware Abstraction Layer) for the PowerUP systems. On its initial release WarpUP was the source of much controversy and a very
Other Amiga news bits:

• STFax, which began as a shareware program has been snatched up by Haage & Partner and is now a commercial product. The latest version ST Fax 3.0 Professional contains many advanced features before only seen in PC programs including a digital answering machine, fax on demand, a built-in mini BBS and CallorID. STFax is out now and retails for $US59.

• They said it was impossible under AmigaOS but Schatztzühe are currently developing a Memory Protection system for the Amiga titled Bodyguard. Schatztzühe promises it will greatly reduce the amount of crashes under Amiga OS. Bodyguard is due for release in May and requires 4mb fast RAM and an MMU.

• Paul Nolan, the creator of the very popular paint and image processing tool Photogenics is currently working on a new program based on Photogenics tentatively titled PhotogenicsNG. However due to legal reasons he must create a new name for it and has asked the Amiga community to create one. The person who creates the successful name will win a free copy of the program. Those with suggestions should email newname@prcStrade.co.Sc with the suggested new name in the subject line. For more information on PhotogenicsNG visit wwwusers.diron.co.uk/pnolan.

• Cronus, the company created by Fred Fish is holding a liquidation sale. According to Fred Cronus find themselves "in the position of not having sufficient ongoing sales to really justify remaining in the Amiga marketplace at this time". As a result of this they are liquidating thousands of CD-ROM's and other Amiga products. There is hope that one day Cronus will return to the Amiga stable as according to Fred "This is not a loss of faith in the Amiga itself, but purely a business decision based on the "bottom line".

• Shockwaves flooded through the Amiga community when the main Aminet site located at Washington University once again went down. False statements began floating through the Amiga scene that Aminet had been closed. Eventually Aminet was restored to its former glory. Plans are underway to move Aminet to its own site to avoid such interruptions of service.

• Finale Development and GamaSoft have released WebFTP, a "replica-based website management application". The program "employs a high-
attitude comparison system, squarely advancing past other site-management utilities". A program like this would retail for many hundreds of dollars on other platforms though on the Amiga it is just $US34.95. For more information on the program visit Gamasoft at www.pantheonsys.com/gamasoft/.

* Thanks to a high rating review of their tower system by CU Amiga, Intrinsic Computer Systems are now bulk producing their high quality Amiga 1200 DIY tower kits. For more information visit www.centrenet.co.uk/~ics/mms.html

"This for the "what if" Amiga stable. Many of you may be aware of BeOS, a new operating system for the PowerPC and Intel processors. While it is still early days BeOS has big wraps on it and already has many developers signed up. One of its creators, Jean Louis Gassee, is a big Amiga fan and has no qualms about stating it's Amiga origins. However what is not as widely known is that Gassee was approached by Commodore management to head the engineering team in 1990. The story goes Gassee knew about the "revolving door" at Commodore and wanted a 2-3 year tenure, so he could make the changes he wanted. Commodore refused and hired Bill Sydnes, the man attributed with almost destroying the Amiga. After Commodore's rejection, Gassee went on to found Be Inc where he is now. According to Dave Haynie, ex Commodore engineering employee and Amiga stalwart Gassee's hiring by Commodore "in retrospect, could certainly have saved the Amiga".

* Not really Amiga news but Infoseek reports that officials at the recently held Comdex show ejected a Bill Gates look-alike and Parroty Interactive personnel from the convention. Parroty Interactive are notorious for their parody based products such as "Microshaft WinblowsTM 98" and were handing out Microshaft Winblows 98 buttons and cards on the show floor. For more information on Parroty Interactive visit http://www.winblows.com.

Games News:
* Quake is nearing completion and is said to be stunning. Early testers of the game claim it is playable on even a 68030 Amiga and is identical to the original Quake in every way. ClickBOOM are currently compiling a Quake TNT Pack CDROM containg "total conversions, partial conversions, movies, demos, levels, and more".

* PowerPC Amiga versions of DOOM are now beginning to appear with the first releases VDOOMPPC and ZhaDOOM yielding mixed results. With time this will improve as both programs are still in their infancy. On another note there are currently over 10 known Amiga DOOM ports, all of which are available on Aminet.

* The developers of Alien F1 will change its name to either "Grand Prix Simulator" or "Virtua GP". The game is complete with a demo being available on Aminet. However the developers are having trouble locating a publisher.

* Italian developers, the Spooky Fellows are still searching for a publisher for Quiet Please Tennis, which is set to be the Amiga's best ever tennis simulation.

* Last issue I reported Alive Media Soft had devised a new way of "porting" games to the Amiga by running them through a Mac emulator. Disappointingly, under threatened legal action from both ID Software and Apple Computer, their plans have had to be scrapped.

On the bright side development of The Haunted, an adventure game from Alive is proceeding as planned. The game contains unbelievably detailed graphics and is due to be released very soon. The publishers are determined to make it the best ever Amiga adventure title.

* New Amiga developer Darkage Software are developing a Sega Rally clone titled Alive. The game will feature stunning 3D texture mapped graphics and will only require 4MB Fast Ram. In 1x1 320x256 it does 17/25fps on an 030/50mhz.
A number of readers reminded me about "Making MIDI part II" by Geoff Milnes not appearing in Nov's issue. Sorry about that here it is!

The next list are for Controllers all of which open a window at the bottom of the screen to enable you to draw in what are called.

**PG** short for Program Change - LMB will bring up a window at the bottom of the screen to enable you to set the instrument sound you wish to play in that Track.

**VE** short for Velocity - LMB click enables you to set how hard each particular note will be played.

**PB** short for Pitch Bend - again another window at the bottom which allows you to SLIDE a note up or down a scale, not as separate notes but as a continuously variable pitch.

**AT** Aftertouch - which in most cases can be ignored as most sound modules and keyboards don't use this particular function.

**MW** Modulation Wheel - allows variable modulation of the whole of the events on the Track.

**BC** Breathe Controller - again something you are never likely to need.

**FT** Foot Controller - for use with external foot controller - not to be confused with a Sustain Pedal as this has it's own Controller.

**VO** Volume Controller - enables you to continuously vary the volume of ALL notes on the Track.

On the left is a representation of a keyboard and octaves are numbered. The main part of the screen is where the notes are drawn and is separated into BARS with each bar being given a number. If you LMB click on the magnifying glass at the bottom right of the lower window it will magnify the section of screen and RMB click will zoom out. If you zoom in you will find that each bar is split into smaller portions dependant on the number of beats per bar - default is four beats per bar which is 'normal'. Zoom in again and you will find further vertical divisions which will split the bar into eight and the dots forming this vertical line are slightly more spaced in order to easily identify the segments. Whilst drawing notes on screen if you stick drawing your notes with the starting point on these vertical lines, you will be 'in rhythm' so to speak.

As the large window contains all the relevant note information, it is scrollable both up & down and sideways with the scroller bars.

**Australian Amiga Gazette Feb 98**
Making MIDI Part II

The number of bars in total available to scroll depends upon the length of the MIDI file you have loaded or upon the length set for the piece. More again later.

The icons at the bottom of the screen are as follows (from left to right):

Refer to picture number 3

1) Takes you back to the Track (or Tape Recorder) Screen
2) LMB click on this allows you to draw notes on the main edit screen.
3) Paste icon.
4) Select notes icon - you can either click on a note to select it or drag a box around several.
5) Set Range - when LMB clicked and dragged, sets a range on screen.
6) Eraser - obviously really!
7) Quantize notes - sets notes to predetermined horizontal points - bit like a grid in a paint program.
8) Aftertouch - ignore.
9) Note extend - will graphically extend the length of a note on screen (and in actual playing time).
10) Move Horizontal - when selected it will allow you to move notes horizontally to make them play sooner or later.
11) Tempo - sets the speed at which the music will play. It is possible to temporarily amend this in the window but is actually a repeat display of the amount set in the Conductor Track.
12) This display is split into three parts with the top box showing your position horizontally in bars, beats per bar and steps per beat.
12a) Bottom left of the same window shows your vertical position displayed in musical note values.
12b) Bottom right displays the bar position of the cursor but only when PLAYING an actual file.
13) Zoom In - LMB click/ Zoom Out - RMB click
14) Quantize Level (set the notes on screen to the vertical bars).

Let's make music!

If you are on the TrackList screen, click on EDIT which will take you to Track 1 on the graphical editor screen, LMB click on icon 2 (looks like a crayon), move your cursor to the main screen and LMB click, hold and drag right on one of the horizontal lines and as you do, a line will follow you. The line will only drag out to the end of the bar you are in but if you keep your mousebutton down, move it upwards and a vertical line attached to the note will increase or decrease in length vertically as you move. The first horizontal line is the note pitch and the length is the length of time the note will last. The vertical line is the amount of pressure applied to the note when it is hit (Velocity).

Letting go will leave the note on screen. Do this several more times across the screen and then hit the space bar. A small cursor at the bottom of the main window will travel across the screen playing the notes as it goes along.

SOUNDS.

Each instrument, as I said earlier, has a number attached to it so it is easy to change the sound on each track. Normal default will be '00' which is a Grand Piano. Should you wish to change this sound and apply it to ALL the notes you have just drawn on screen, LMB click on 'PG' on the
top line above the main screen to open the Program change window at the bottom. Position the mouse cursor in the PG window left hand side and watch the numbers in '12/12a' - move the mouse horizontally so the top of these three little windows displays '1:1:1' and the bottom left displays, say '49' and then RMB click. This draws a vertical line with the number '49' by the side of it. When you press the spacebar, the notes will start playing through your keyboard but this time, if you have a GM keyboard, will play all the notes as strings. To change the sounds back again to piano, it is possible to edit the little line in the PG window by using the LEFT mouse button and cut it off at '00'.

Adding Further Sounds.
The easiest way to add further sounds to your file is to copy the existing Track to a further track and to do this, choose Utilities/Copy track from the Menu bar - when the requester appears set 'Copy to Track' to 2 and 'Set Channel' also to 2 and click OK.

This has now made an exact copy of your track one and renamed it Track 2. By clicking on the direction arrow on the right hand side of 'Tr' at the top left of the screen, this will take you to Track two. Within the PG window, you can edit the vertical bar to another number, say again 49, and when you play the screen back, Track 1 will play Piano on Channel 1 and Track 2 will play Strings on Channel 2 both at the same time. Finally, this time, by LMB clicking on the Select Icon (4), if you LMB click on top of a note, you can move it vertically to change the pitch of the note and horizontally to change the timing of it.

If you wish to edit the position of several notes at once, with the Select Icon selected, LMB drag a box around ALL the notes you wish to change to select them all, hold down the left Shift key, LMB click and hold down over ANY of the selected notes and you are able to move ALL the notes up, down or sideways.

Further Tracks.
To add further tracks, either use Utilities/New Track from the Menu bar or copy an existing track to a new one using the above procedure BUT each time you add a copy or make a new track, change the Channel number to match if you require a different sound on the new track.

That's all for this time, folks! I will do one more tutorial on how to use other editing features of Tiger Cub but if you would like more (say, showing how to use internal sound samples instead of midi), please let Michael know and I will do my best.

All the best to you down under and if any of you living in New Zealand ever come across a couple by the name of Gary & Janet Milnes, introduce yourselves to my son and daughter-in-law.

Geoff.
email: geoff@geemil.demon.co.uk
Play Ami-X-Words and Win! Uropa2
Have a go at Ami-X-Words on Page 25, send in your answers and be in the running to Win Uropa2 from Vulcan. (Competition closes 20-3-98)

Subscribe to AAG and Win! Final Odyssey
Each month new subscribers go in a draw to win a great prize. (Offer closes 1-11-98)

AAG Name Contest and Win! MYST
Help us choose a new name for AAG. We want to keep our initials (A.A.G). A?????? A?????? G?????? Send in your ideas and the best suggestion wins MYST! (Drawn 3-6-98)

Write an Article
Submit an article to AAG, if it is published, you will receive a $25 cheque in the mail. (Offer valid for 1998)
Imagine a world of video editing with full digital specifications, variable compression, and powerful editing software designed for video professionals. Imagine an affordable nonlinear editor you can own yourself without asking your bank’s permission. Imagine D1 quality, 50-field video, CCIR 601 resolution, and unsurpassed video at 3:1 compression. DraCo’s vision of affordable editing is here today, and it’s real. The DraCo Vision Workstation is an Amiga based turnkey digital video nonlinear finishing system built specifically for nonlinear editing. It’s low priced, powerful, and doesn’t pretend to be anything it’s not. Run your existing Amiga software under the DraCo’s CyberGFX and AmigaOS 3.1 implementation. It’s all here in one system tomorrow’s thinking, today’s reality.

Call to arrange an appointment for a hands-on demonstration.

DraCo

Casablanca is a complete digital non-linear video editing system that delivers the power, functionality, and capability of a high-end professional nonlinear system at a fraction of the cost. Casablanca provides the data rate and picture quality required for MiniDV and Beta SP video, and can also be used with S-VHS, Hi-8, or VHS equipment.

- Easy to use
- Full A/B Roll edits
- 3D Transitions/FX
- Frame accuracy
- Multiple Audio tracks
- Full tiller built in
- Full Mini-DV quality
- Optional FireWire
- Full system from $5299

Call for FREE Demo tape
That Tilde Thing

by Jenny Burak

You may say I am a Tilde Challenged person; that is I have some difficulty in understanding and explaining that squiggly line that is contained in web addresses. In my search to become wiser, I came across a few definitions that may help other hapless Tilde Challenged persons like myself. But beware, those of you who gloat at such ignorance, you may be Tilde Afflicted.... read on.

~ Tilde

Pronounced "tilde," this scribbly horizontal line has come to signify an individual user's Web site when housed on the "server" of an "ISP".

In real terms the tilde stands for a path which leads to that person's Website on the server it is being kept.

For example,

http://www.best.com/~erinj

Says that erinj is a best.com user and that her homepage is on best.com's server. When you look at the server you will notice that erinj's Web site is really located on the path: www.best.com/www/users/erinj, therefore the tilde is used to bypass the /www/users directories to make the "URL" or "Web address" a little shorter and easier to remember. The tilde character is on the top line of your keyboard to the far left. (Source: NetLingo)

Here is another definition by Andrew DiLido

A tilde (pronounced TILL-duh or TILL-day) looks like this: ~. It's a special typographic character found on most keyboards. In some operating systems, including UNIX, the tilde is used to represent the current user's home directory. On Web server systems, the tilde is frequently used by convention as the first character for any user's home directory in the file system. Since users often keep personal or business Web pages on a server under their personal home directory, you will often see the tilde as part of Web addresses.

The tilde is one of the 128 alphanumeric and special characters in "ASCII", the most common standard for electronic text exchange.
The tilde happens to be ASCII character 126. It's sometimes called a "twiddle" or a "squiggle."

As mentioned above, the Tilde is character 126. Before those of you who are yawning with boredom or staring out the window at the passing clouds turn to something more to your wealth of knowledge, you may be interested to know of Tilde Affliction. This is a term coined for those who dread the thought of having to explain what Tilde actually is to those Tilde Challenged unfortunates. Since Tilde Afflicted people are intravenously linked to the internet, I'll simply give you the net address to any essay in humility.

http://www.spacelab/adnob/tilde.html

Happy Tildering!

The tilde happens to be ASCII character 126. It's sometimes called a "twiddle" or a "squiggle."

For those of you who are dying to know, ASCII is an acronym for 'American Standard Code for Information Interchange.' ASCII is the dominant character set encoding used by present-day computers (this may slowly change.) Current ASCII uses 7 bits of data for each character, allowing for 128 distinct character code points.

ASCII is the dominant character set encoding used by present-day computers (this may slowly change.) Current ASCII uses 7 bits of data for each character, allowing for 128 distinct character code points. Before those of you who are yawning with boredom or staring out the window at the passing clouds turn to something more to your wealth of knowledge, you may be interested to know of Tilde Affliction. This is a term coined for those who dread the thought of having to explain what Tilde actually is to those Tilde Challenged unfortunates. Since Tilde Afflicted people are intravenously linked to the internet, I'll simply give you the net address to any essay in humility.

http://www.spacelab/adnob/tilde.html

Happy Tildering!

---

Byte One Computers

Phone (03) 9752 3991  Mobile 015 316 147  Fax (03) 9752 3959
Email gordon@ozramp.net.au

New Items
- Blizzard 1230 $319
- Blizzard 1260 $975
- SCSI IV Kit $219
- Cybervision 64/3D 4Mb $459
- Scandoubler $215
- Ariadne Ethernet $465
- PPC Cyberstorm 604e $Call
- PPC Blizzard 603e $Call

Used Items
- A4000 18Mb RAM, 120HD, Scandoubler & 17" Mit. Diamond Pro $1695
- Real3D V2 $59
- Vista Pro $25
- Morph Plus $25
- Frontier Elite II $19
- F1 Grand Prix $19

Software
- Myst $89.95
- Big Red Adventure $49.95
- Trapped II $49.95
- Testament $44.95
- Super Skidmarks $37.95
- Super Skidmarks Data Disks $24.95

Arriving
- Netconnect2, Catweasel MkII, Catweasel Z2, Budda, Foundation, Pagestream3.3

Dealer Enquiries Welcome 

E&OE
Jenny Burak of AAG has a chat with Conor Kerr of Mystique Corporation, an Amiga children's software developer.

Conor, why did you start writing children's software?

Originally, as a Christmas present to my little cousin who had never had much in the way of children's software for her Amiga 600.

Seeing how much she loved this software which was aimed at her age group, I decided to see what commercial software was available and was appalled at the severe lack of quality titles on the Amiga. It wasn't long after that the idea for CP was conceived and a new era of children's software for the Amiga was born.

What does Mystique's "Made for Kids" campaign entail?

The Made For KiDS campaign has been designed to promote the development of children's software for the Amiga.

We have gathered together all the best children's software available at the minute and will be making this software easily available from our website.

Each title will have reviews, screenshots and local download links. These links will be courtesy of a new folder on the Aminet, misc/kids, which will be created soon.

As all this is happening, we will be working with the authors of these software titles to try and encourage active development of their software so that, eventually, the Amiga will become the best platform for education and kids!

How has Amiga International helped Mystique in developing software?

Petro has been very supportive of our projects and Amiga Int's sponsorship of an A4000T has proved very helpful in developing our software and maintaining the website.

What other help and support does Mystique require in order to fulfill its goals?

Well, more money wouldn't go amiss :-) We would like to see more people registering our product - after all, the money received is put straight back into the business to support development costs.

What type/style of Amiga
children's software can we expect to see in the near future?

I think that future software will be much more professional - standards in software today are much greater than previous years. Any titles released in the future will have to be well thought out, quality titles or they won't sell well. This can only mean that good times are ahead for the user!

Are you planning to incorporate children's TV characters into software (as in the PC/Mac market)?

We'll be doing something much better than that... CP will have a revolutionary new interface that has not been seen before on any computer platform. Full screen animation will be used the entire time the program is running - every action the user makes will be fully animated!

Much of this animation will focus on a few little characters which will be ever present in the software, performing many functions to both amuse and inform the user!

Do you have contact with other Amiga children's software developers?

Yes. The Made For KiDS campaign relies on contact with other developers. We are also in close contact with Markus Nerding of Haage&Partner and Basil Flinter of The Amiga Education Network.

When can we expect to see the commercial version of CP and how will it be marketed?

CP is a massive project and as such, will not be released in the near future. However, we operate a Constant Upgrade Scheme, so that registered users receive the latest versions as they are finished.

CP should be released either for Christmas 1998 or in the early part of 1999 and will be aimed towards the home user market. After this release, work will begin on a version specially enhanced for schools.

Thanks, Conor.

We will be keeping AAG readers updated with information on the Aminet Kids' folder.

---

**AMIGA Genius**

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

This months specials:

- NEC 4x SCSI CD-ROM drive - $140
- Panasonic 2x SCSI CD-ROM drive - $85
- CyberSCSI card for CyberStorm acc - $175
- Neriki Genlock Model GL1189 - $550
- A600 KS3.1 ROM kit - $150
- A2000 KS3.1 ROM's (No disk's or manual's!) - $150
- Used Amiga items:
  - A500 power supplies - $50
  - A500 512KB RAM cards - $40
  - A520 RF Modulator's - $35
  - GVP IOExtender - $125
  - Cable kit to use any PC floppy drive in your Amiga (Floppy drive not included) - $30
- Used games - Over 100 in stock From - $15

826 Hunter St. Newcastle West, NSW 2302
Phone: (02) 4962-3222 Fax: (02) 4962-2954
E-Mail: cdgt6@hunterlink.net.au

**SIAMESE SYSTEM 2.5**

Create the Ultimate Computer.

Use Amiga, Mac** and Windows 95/NT software all on one computer at the same time. Access Mac and Windows hard drives on the Amiga. Single Keyboard, Mouse, Monitor, Printer, Modem and Clipboard. Use PC's Video, Sound and MPEG card from the Amiga. Access all Windows networked drives from the Amiga.

(3rd party software Shapeshifter or Fusion required).

$279

**AMIGA NETWORKING**

Files transfers at speeds between 300KB and 600KB per second. Use Ethernet with the Siamese System to provide unrivalled video speed on your Amiga.

Available for Amiga 1200/2000/3000/4000
$399

Computer Kingdom (Australia) Pty Ltd
Phone/Fax: (03) 9813-1630 (Julian or Peggie)
Address: PO Box 1042
Camberwell AUSTRALIA VIC 3124
Email: zhulien@alphalink.com.au Internet: www.alphalink.com.au/~zhulien/CK.htm
**A1200* Magic Pack**

9 Great Software Titles

**The A1200 comes with**

- Wordworth V4.2 Word Pro
- Digita Organiser V1.1
- TurboCalc V3.6 Spreadsheet
- Photogenics V1.
- Whizz & Pinball Mania

In addition, we also provide extra useful utilities (but no Steak Knives).

Including Sales Tax

* $1,299

**AMIGA DOS 3.1 running the very latest operating system ... Workbench 3.1!**

Available from and totally supported by your friendly local totally Dedicated AMIGA dealer

**Sales - In-house**

- New AMIGA Chips Also in stock: SCALL
- H.594 5000DFL, Mouse ...
- H.3202 3200DSCSI, Cable ...
- H.3202 3200DSCSI, Cable ...
- H.3202 3200DSCSI, Cable ...

**Servicing & Repairs - Upgrades**

- AMIGA DOS 3.1 running the very latest operating system ... Workbench 3.1!}

**Saves to an ordinary 1.44 MB floppy in Jpeg Format!**

**SONY MAVICA - a Shoot 'n' Store & Show Camera**

**Many titles are arriving weekly. Call to place your name on our mail & phone info lists.**

**UNITECH ELECTRONICS PTY LTD. MAVERICK AMIGA**

02 9820 3555

PRINT OF SALE SOFTWARE FOR ALL AMIGA'S
AUSTRALIAN DISTRIBUTORS of ASIMWARE INNOVATIONS CD-ROM SOFTWARE

AUSTRALIAN Distributors of ASIMWARE INNOVATIONS CD-ROM SOFTWARE
Master ISO Version 2 CD-ROM MASTERING SOFTWARE

* SUPPORTS multi-session import options: Write today, tomorrow and so on
* Unlimited number of entries (640 MB Free!) for $5.00
* On-the-fly image generation (when you want to.....)
* ISO 9660 Level 1, Level 2

SCSI CD-ROM WRITERS
RECORD & READ YOUR OWN CD'S

SONY 6X Read / 2x write $559
PANASONIC 8x Read / 4x Write $649
TEAC 12x Read / 4x Write $699

I.D.E. CD-ROM WRITERS
RICHO 6x Read / 2x Write $649
YAMAHA 5x Read / 4x Write $899

Our Aussie Dollar is changing
Call for The Best current pricing!

24 Speed IDE CD ROM $185
24 Speed SCSI CD ROM $285

KODAK INFOGUARD
GOLD WRITEABLE CD'S $6

EPSON Canon H.P. Zip

NERIKI

The Productivity Machine!
A4000 $4599

RAM 8 16 32

THE INTERNET SOFTWARE
- I-BROWSE THE BEST WEB BROWSER $75
- TERMITE / TCP / TELNET $99
- SOFTWARE MOUSE MONITORS D.K.B. DBRA 33 & 40
- FERRET - SCSI $165 SCALA MM400 $399 LIGHTWEAVE 5 $1950
- THE PRODAD SERIES OF FINE IMAGERY SOFTWARE, WE ALSO STOCK
- A LARGE VARIETY OF GAMES FOR AT 500 A1200 - CD32 & UPWARDS
- REAL MAINS SURGE PROTECTORS UPS'S UNINTERUPTABLE POWER SUPPLIES

UNITECH ELECTRONICS
(Established 1978) 19 1/2 YEARS

FAX: (02) 9603 8685 MOBILE: 04 1943 7995
email: unitech@ideal.net.au
BRUSSELS, Belgium—Microsoft's Bill Gates was creamed with something more personal than subpoenas or lawsuits on Wednesday: A faceful of pie.

The chairman of the world's most powerful software maker was arriving for a meeting with Belgian business and government leaders when a prankster threw the cream pie directly in his face. With cream dripping on the shoulders of his dark business suit and covering the lenses of his glasses, "Gates" was led into a side room of the Concert Noble to clean up. He later emerged, looking somewhat embarrassed as he met with Luc van den Brande, the prime minister of Flanders, Belgium’s Dutch-speaking northern half.

Police arrested two people, one of whom reportedly had distracted "Gates" while the other made his attack. Microsoft said it confirmed the cream pie was thrown by Noel Godin, a Belgian prankster who has struck at famous people before.

Bill was obviously surprised by it, but he handled it with some grace, Microsoft spokeswoman Erin Brewer said from the company's Redmond, Wash. headquarters. "He commented that one of the worst things about this whole thing was that the pie wasn’t that tasty."

While the pie-throwing incident was unique, Gates is no stranger to getting targeted. The incident comes just two days after law enforcers from 11 states served Microsoft with subpoenas, mirroring the Justice Department's probe into the company's aggressive competitive practices.
WARNING:
Although this hack is done on several A1200's, and works just great on these machines, I won't be responsible for ANY damage caused by this hack.

WHAT YOU NEED:
An external (or internal) keyboard like from Amiga 2000/3000/4000, some wire, a plug for the keyboard, a screwdriver, a scalpel, some solder, a 'fine' soldering iron and a switch. If you don't have any experience modifying your computer or other electronics, then this is NOT for you, ask someone who does have experience.

WHAT WE WILL DO:
We will deactivate the internal Amiga 1200 keyboard MPU and feed the CIA with the required keyboard signals coming from the 6570 of the external keyboard. Since Ctrl-LAmiga-RAmiga won't work with the Amiga 2000/3000/4000 keyboards, we will also build a reset-switch.

HOW WE DO IT:
First we disassemble the Amiga 1200, if you can't do this: STOP now, this hack is NOT for you. We need to remove the case, the keyboard, the floppydrive and (if you have one) the harddisk. After you did this, you need to remove the tin-cover from the motherboard so we can access it.

Now take a look at the picture. We first will deactivate the keyboard-MPU of the Amiga 1200. We need to cut two lines of the U13, pin 13 and 14. The little dot on the chip indicates pin 1, or use the picture to locate these pins. After cutting these lines the CIA (U7) won't receive any keyboard data (KbdData and KbdClk). We can cut these pins 2 using the scalpel. If you use a new sharp scalpel, this won't be a problem. Remember: be patient and do it gently! After cutting, we bend the pins a bit further apart, so they won't make any contacts. Check this with a magnifying-glass! The Keyboard-MPU of the Amiga 1200 is now deactivated.

Again look at the picture. We now will reroute the keyboard-data to/from the external keyboard. This is done by soldering 2 wires from pins 43 and 44 of the CIA (U7). In order to locate these pins we can look at the picture. The dot on the chip indicates pin 1. These 2 wires go to KbdData and KbdClk of the external keyboard like shown in the picture. The Amiga 2000/3000/4000 keyboard will need a powersupply, this can be taken from the floppydrive's powersupply. From here we take +5Volt and GND. Remember to use a tester to check if this is really +5Volt and GND! The other 2 lines of the powersupply are GND and +12Volt, +12Volt will be fatal for your keyboard and computer! So be careful! We now have 4 wires which must be connected to the 5 pin DIN plug for the external keyboard. Look at the picture for the pin-layout.

At this point the external keyboard will work, but we still can't reset the Amiga 1200. For this purpose we use a simple switch, which makes contact when you push it. This will be our reset switch. The switch we find in an PC-case, for RESET, can be used for this purpose (if you are building your Amiga 1200 in a PC-case or PC-Tower!).
External Keyboard for an Amiga 1200

By Hans Luijten

Now look again at the picture. Pin 38 of the keyboard-MPU (U13) is connected to /KbdReset (pin 128 of the 150-pins CPU-Slot). This line and GND must be connect to the switch. Gently solder a wire to pin 38 of U13 and a wire from GND, connect both wires to the switch, as drawn in the picture.

After doing this, you can put your Amiga 1200 together again for the first testing. We won’t need the old Amiga 1200 keyboard anymore, it won’t function anyway. When you test this hack do the following:

1. Take a copy of the Workbench and insert it in DFO:

2. Switch the Amiga 1200 on

3. from the workbench: open a shell

4. Try typing, if you get a lot of ‘‘‘‘-signs, then you got KbdClk and KbdDat switched. Turn the computer off and switch the lines on the keyboard-plug.

5. Test your reset-switch by simply pushing it.

If you have any trouble, begin at the top of this doc and check everything.

Note: Amiga 1000, Amiga CDTV and Amiga 500 keyboard will work aswell, you’ll need to lookup the pinlayout of the plugs.

This entire text is typed with an Amiga 2000 keyboard on my Amiga 1200, which is build in a PC-Tower!

Note: For creating this hack, I took some the pin-info from the hack of Gravan A. McCormack (Tetragon@lisa.apana.org.au).

by Hans Luijten
EMail: j.a.w.m.luijten@kub.nl

Australian Amiga Gazette Feb 98
Imagine That. On a Floppy. How Does it Work?
The Sony Digital Mavica floppy disk camera gives you beautiful images to use in finished work in just three steps: shoot, store, show and you have the images - exactly how you want them, and exactly where you need them.

Capture whatever fascinates your eye
* 24-bit color resolution
* Auto exposure
* 2.5 inch color LCD display viewfinder
* 1/60 to 1/4000 second shutter speeds
* Auto white balance
* Built-in flash
* Up to 500 consecutive shots per Lithium-Ion charge
* Continuous recording (10-second intervals with flash off)

Forget about exotic and expensive storage media
* Uses inexpensive IBM Formatted 3.5" high-density floppy disk
* Up to 40 images per floppy
* Large 640x480 image size
* Universal JPEG format

Bring the real world into your Amiga!
* No special hardware, cables or software required
* Works with any Amiga with a high density floppy using CrossDOS
* Compatible with virtually all personal/productivity applications

Price
MVC-FD5 $969
MVC-FD7 $1359

MOTHERBOARD COMPUTERS
42 Manning Street, Kingswood NSW 2747
Phone (02) 4736-8055 Email: mother@pnc.com.au
# The Sony Mavica Digital Camera

## Specifications

### Imaging Devices
- **Program Auto Exposure**
- **Exposure/iris Control - ISO Rating**
- **Exposure Compensation (EV)**
- **White Balance**
- **Shutter Speed**
- **Recording Mode**
- **Picture Effects**
- **Flash**
- **Self Timer**
- **Lens**
- **35mm Conversion**
- **Focusing**

### Exposure/Iris Control - ISO Rating
- **Auto only**
- **100**
- **7 Steps**
- **Auto**
- **1/60-1/4000**
- **20 shots Fine, 40 shots Standard**

### Flash
- Built-in
- 10 sec(on/off)
- Fixed f-4.8, f-2.0
- f-47mm

### Self Timer
- **Built-in**
- 10 sec(on/off)
- 10:1 Optical Zoom f-4.8, f-1.8 D 2.9
- f-40-400mm

### Lens
- Fixed f-4.8, f-2.0
- 10 sec(on/off)
- 10:1 Optical Zoom f-4.8, f-1.8 D 2.9
- f-40-400mm

### Recording Mode
- **Auto**
- 20 shots Fine, 40 shots Standard

### LCD Brightness
- **Yes (+/-)**
- **Yes (All/Select)**

### Image Size
- **640x480**
- **2.5" 61 K pixels**
- **Yes (+/-)**
- **Yes (All/Select)**

### LCD
- **Yes (Date/Time)**

### Delete Picture
- **Yes (All/Select)**

### Format
- JPEG

### Recording Media
- 3.5" floppy disk, 2HD only
- 3.5" floppy disk 2HD only

### LCD\n- 640x480
- 2.5" 61 K pixels

### LCD Brightness
- **Yes (All/Select)**

### Delete Picture
- Yes (All/Select)

### Time Stamp
- **Yes (Date/Time)**

### Menu
- **Yes**

### Battery
- **InfoLithium NP-F530**
- **NP-F530**

### Dimension (WxHxD)
- **5"x4.5"x2.5"**
- **5"x4.5"x3.5"**

### Weight
- **1.1 lbs**
- **1.3 lbs**

### Power Requirements
- **DC 7.2V**

### Rechargeable Battery
- **NP-F530**
- **Yes**

### Hand Strap
- **Yes**

### Battery Charger
- **BC-V615**

### Backup Memory Battery
- **CR-2025**

### Optional Accessories
- **Wide Angle Lens**
- **Soft Carrying Case**
- **Cleaning Kit**

### Motherboard Computers

42 Manning Street, Kingswood NSW 2747
Phone (02) 4736-8055 Email: mother@pnc.com.au
### MINIMUM SPECIFICATIONS
- Any Amiga, Hard Drive
- 68000 CPU, 2Mb Memory (1Mb Chip & 1Mb Any), *4xSpeed CD-Rom*

Utilizes if Available:
- AGA Chipset, Extra Chip, Extra Fast, Faster CPU, *Faster CD-Rom*

---

### STORY BLURB
You are the newest edition to the Centurion Task Force, your mission is to save Uropa2 from destruction at the hands of the Kapone droids.

Communications with the moon have ceased and the fate of the colonists is unknown. Your task is to rescue any colonists that have survived, destroy the Kapones and ultimately seek out the mastermind behind their rebellion.

Uropa2 offers a unique gaming experience! Your mission based adventures cover a multitude of 3D isometric locations connected by a 3D vector-light sourced environment in which you will need to master the art of Hovar flight and battle skills.

---

### KEY FACTORS
- 10 Gigantic, Strategy Based Missions
- 3D Isometric Action Adventure
- 3D Vector Light-Sourced Locations
- Myriad's of Tactical Problems to Solve
- Full Digital Speech Throughout (Introducing Lisa as the Intercorp Computer)
- Progressive Weapons and Status Capabilities
- Linear Plot Progression
- Full Blown 3D Rendered Intro Animation
- Highly Configurable to Allow for Individual Preferences
- Extra Hovar Wars Game With Serial Link Up For 2 Players
Dear Ed,

Two months ago you berated all Amiga clubs for not aggressively marketing themselves. You made lots of suggestions including using the AAG to promote the user group.

Well the NWAUG (North West Amiga Users Group) meeting 1st and 3rd Wednesdays at the Moonee Ponds Community Centre Room 17, Corner Pascoe Vale and Mt Alexander Rds Essendon is not one of the groups who have been sitting on their hands. We've been going to swap meets every month and showing what the Amiga can do eg. real time video titling and editing always goes over well. We've found that we need to take a big Amiga banner with us because otherwise people think we're just another computer reseller. When we put the banner up people have been known to rush up to us and exclaim "Alleluja".

We've been pushing the AAG magazine at all these events because most users are seriously out of touch and don't know where to get information. We've found that we do have to explain what the AAG is and why they should buy it ie, where else can you find out what Amiga shops are still operating, what they have for sale and how much they're charging.

NWAUG tends to be a club that covers most areas for the Amiga: Business, video, music, programming, emulation, graphics, scanning, hardware, etc... We've always been blessed with users who have the latest hardware (money$$$) and plenty of technical wizards to make the impossible possible.

Some people will probably remember that we were one of only 2 user groups who came up and displayed at the Australian Amiga Gathering in Sydney last year. We were giving away free copies of our club magazine (which usually comes out monthly).

The club has been treated to a succession of PPC demo's (as software becomes available) that ensures continuing interest eg. real time rendering! Mandelbrot programs that you don't wait for. Special effects in an instant!

To make sure that everyone can see what is going on we run a LCD video projector on the wall (4 foot screen). We also have 3 club amigas (2 x 2000's and a 1200/030) so that there's always a demo machine at the meetings. To help those without we have a hardware library of modems and sound digitizers. There's an extensive library of Amiga videos and books.

In the past we have demo'd things like the Casablanca (video editing machine - simply magic!) and much of the latest software (which members often have an opportunity to win in our raffle). In the future Chris Hames has promised to demo PC-task 3.4 IBM emulator (runs Win95) The Draco (high end video production system) distributors have promised us a demo as well (where art thou Draco?).

Questions and answers figures prominently in our meeting line-up. Few people go away without their questions being answered. If we strike out then bringing in your machine to troubleshoot is usually sufficient to fix the problem.

As a result of our aggressive marketing, the miniscule $25 membership fee and trying to have something interesting at each meeting our member numbers have increased to about 60.

Hope this tells you a bit more about NWAUG. I'm sure there's more I've missed out but that can be the reason for a phone call or email.

Michael Czajka (Jnr) 03 9311 8256 slick@radtech.apana.org.au
NWAUG PO Box 80 Niddrie Vic 3042.
Guess What... I'm back with another installment in the never-ending series on Amiga and Video and Special Effects. Last month we touched on the effects that can be created in a paint program and so now we will look at image processing programs.

Image processing programs usually offer dozens of options and ways that you can manipulate graphics. Once an image is in an IFF format you will be able to manipulate it in many normal or abnormal ways. The user manuals that come with your processor software will give you a number of ideas and you will come across some strange things while trying out the effects with a little experimentation. One of the things that image processing programs can do is enhance an image that isn't perfect.

While you may not be able to turn an out of focus image into something that is crystal clear or add information that isn't in the image to begin with, you can make most images a little clearer, cleaner, sharper, etc.

Image processors are particularly good for converting colours, averaging, reducing and enhancing images. With only a few mouse clicks you should be able to convert an image to black and white, brown and white, blue and white, or any other combination of colours. Since it is so easy to manipulate colours with one of these programs it is no problem to introduce false colours or change the colours to anything you want for your special effect.

Some image processors will let you simulate just about any Digital Video Effect (DVE) with an IFF Image including, sizing, rotating, flipping, zooming and a lot of other digital manipulations. One of the most interesting special effects seen on the television these days is the mapping of a video onto a shape. Some image enhances offer a feature that will do this. That way you can put your face on a fifty dollar bill, a ball or any number of other shapes. Some of the more sophisticated mapping techniques will let you use an IFF image to map onto any shape, even text.

Let's step up to another form of special effects, rendering and ray tracing software is slightly to one side of the paint programs, but the objects that you create in these programs can have a very realistic 3D look to them and yet...
will still appear computer generated. Until you get into fancy ray traced images, which you probably already have you will have a hard time disguising the fact that a computer drew the images on screen. There will be times when you want your audience to know that the images were created with the aid of the computer, because they will wonder how did he do that.

Rendering programs are great for drawing 3D objects that can be rotated, flipped, distorted to your hearts content, manipulated and viewed from any angle. One thing to remember though is the objects are fairly blocky or pixilised, but you can use this blocky-ness to make a simulated display of a spaceship coming to land on earth, perhaps flying through the City, a robot looking at some kind of machinery or just about anything you can draw on paper with a pen and straight edge. The rendering program can also be used to create animations, company logos, even special text or fonts for your titles. Because of their blockiness they are not very good at drawing the human body in close up mode but they can produce really good results if the figure is in the distance.

An interesting effect that is a biproduct of the way that most structured drawing programs work is in the redrawing of the image. Every time you add something to a structured drawing, it redraws the whole screen from the beginning, and can take a lot of time if you don’t have a lot of extra memory. This redrawing process can be beneficial to the video maker in the way that you can create an animation just by recording the redrew process and then edit it to your master tape, in a seamless scene. There won’t be very many times that you will use this type of effect but it is one to consider when you want to put fast motion into a slow moving object.

That’s a rap……well we’ve reached the end of this edition of Amiga and Video and still, Special effects, but we’ll be back next month with some Animation Effects that will have you reeling and rocking your Amiga on the edge of reality.

Three frames from a morph using cinemorph version 1.0
AMIGA INNOVATIONS

We provide a range of AMIGA Hardware and Software.

We also repair and service all Amiga models and peripherals.

This month's specials:
SCSI 24x CDROM with
External Case and all cables $439

powered by AMIGA

111 Cambridge Street, Perth, WA 6007
Ph. (08) 93881665 Fax. (08) 93812782

THE AMIGA DIMENSION

'The Latest, For The Greatest'
Mail Order Software and Hardware

Now Available

MYST, Foundation, OnEscapee
Uropa 2, Final Odyssey
Acid Mouse $29.95

Coming soon
Quake !!

Call or write for Free Catalogue.

The Amiga Dimension
44 Stradbroke Street
Biggers Waters QLD 4216
Ph (07) 55288125 Fax (07) 55376626

MVB Computers, in business for over 10 years.

Scala Upgrades
On a recent issue of CU Amiga magazine there was an exciting give-away of Scala MM300, unfortunately as with most programs released this way you miss-out on a complete manual. If you are one of those people you may be interested to learn that we can supply an upgrade kit which not only includes the full MM300 manual but also upgrade disks to bring your software up to the latest MM400 level.

Our Full Price List
We have too many products to list in this advertisement, so please phone, fax or email us to request your copy of our complete Amiga price list.

Myst and Other New Amiga Software.
Myst is in stock and has proven to be a best seller. Find out what all the fuss is about and order your copy today! Also in stock: Art Effect $32.9, Draw Studio v2 $24.9, Blitz Basic 2.1 $69.95, Nemac IV $79.95 & The Big Red Adventure $49.95.

Scanning
We can provide you with a high-quality Epson scanner and Amiga Scanning software to suit.

Internet
We stock software such as Termite TCP/IP, Browse, Miami. Currently we have in stock 33.6k Simple Modems, these are made in Australia and have a five year warranty and are priced at $169.

Free Freight
Every order we receive which totals $100 or more will be sent to you at no extra charge.

New Teknikues (for Lightwave users)
In addition to Lightwave, you can now purchase New Teknikues - another magazine dedicated to Lightwave. Currently in stock is the Titanic special edition, read about how Lightwave was used to bring the ship back to life in spectacular detail.

MVB Computer Supplies Pty Ltd.
119 Bentinck St, Bathurst, 2795
Ph. (063) 322611 Fax. (063) 322623

YOUR AMIGA DEALER
SINCE 1989

WEST OF THE MOUNTAINS
IN NEW SOUTH WALES

ONLY AMIGA SOLD HERE

WE SPECIALISE IN AMIGAS
FOR HOME AND SCHOOL
Hardware, Software, Service
Dear AAG
I have an A1200 using Wb3.0. I have 2 identical systems, both ks/wb 3.1 rev 6.2 A2000's. My problem is that I recently purchased an A2630 (4meg) accelerator used. This card is causing me to have crashes when the machine started up cold. The power LED goes BRIGHT-DIM-BRIGHT several times until I get a software failure message on screen. I have tried disabling the onboard RAM and removing all other cards from the system. Even when booting from a floppy it persists. I have swapped the power supply and tried another machine. Once the machine is started (takes several resets) it will boot fine when switched on until it sits off for at least 2-8 hours (time varies). I have isolated the problem to the A2630 card itself. I am technically capable of replacing any component on the board, but I am not sure what could be the most likely cause. Could you suggest a solution? One thing I noticed is that ALL of the resistor networks were installed backwards by the factory. Could this be the cause? Thanks, Jeff.

Dear Jeff
It could be a number of different problems. But from the symptoms you have described, it is most likely a loose crystal. These were often socketed badly and failed to make a proper connection when cold. A remedy for this would be to take the crystal out and bend the pins in an outward direction and carefully reinstall the crystal. If this does not help, apply force with a blunt instrument - most appropriate would be a sledge hammer (just joking).

Dear AAG
I have a A1200 memory: 2Meg workbench: Wb3.0: I think the CPU may be dead. I plugged in the power supply and switched on. The power supply buzzed then everything went grey. Now when I switch on the screen is just white and the computer is dead. Does this mean that the CPU has died? If so, will I still be able to use the computer if I plug in an accelerator card from my other A1200 (which has it's own CPU)? Or is it just bin fodder? Lucky I had a spare Amiga huh? Hope you can help. Cheers, Bryan.

Dear Bryan
When a computer gives no sign of life, it is very hard to provide a possible solution without physically examining the system. Be warned, plugging in an accelerator card may solve the problem, but then again, it may just blow up the accelerator card. It would be best to take your A1200 down to the nearest service centre and request a repair quote.

Dear AAG
I am using an A1200, Wb3.0 with 6Meg Pretty much block standard A few extra floppydrives and a Commodore 1942 stereo monitor. Problem: Cannot center screen in high res(double pal) mode, is there a some S-ware or cheap H-ware fix for the problem.

Dear Shawn
You can obtain from Aminet a software fix under the title of "MonEd". This little utility will allow you to do a variety of things, one of which is to cause a screen shift to the right or to the left. Ample instructions are provided with the program.

Dear AAG
I have just registered Miami after a week of trial (I think it is great) I couldn't get AmiTCP to do anything (too technical for me) I am trying the 3 browsers [I'm not sure which is the best so far but AWeb II ver. 3 seems fast but I can't get it to display any animations Is it just the Demo version or is it me? The internet tutorial by Michael in your Mag has been a great help. I love your Mag I have every issue. Alan H.

Dear Alan
I don't know if I am 100% correct on this, but AWeb II v3 supports HTML code 2, which does not implement animated GIF files. Animated GIF files were first introduced by Netscape Browsers and are cute, but serve no purpose other than to observe bandwidth. If you want all the bells and whistles, I would recommend using Voyager, even though it may not be as fast as AWebII and thank you for loving our magazine ear AAG

Australian Amiga Gazette Feb '98
**DGraph**

DGraph is a small program that demonstrates modern and to most people complex mathematics at work. Written in Amos, DGraph transforms a list of complex mathematical equations into a rendered graph. The result of the rendered graphs by comparison to the equations look simple, yet somehow always impressive and interesting.

Unfortunately with this version of DGraph you cannot create your own equations. The user therefore must make do only from the list of equations available. However some creativity and customization has been spared with the ability to manipulate the equations, by means of varying the step and angle of the equation parameters. The renders are performed quickly with the longest render taking approximately one and half minutes. When the render is complete, you have the option to view the rendered graph, cancel it or save it as an IFF image.

In all there are fifteen equations to choose from, with most of them producing weird results. There are three options that you can choose for the render. The foremost being the resolution which can be either lowres or highres laced. You can choose to have the render calculated as a wire frame or a solid object, and specify a light source, which seems to have no effect on the render. The other features available include an option to have the equation use a linear or sine variable, basically you can specify how the dynamic variable changes. Liner will produce an precise amount per frame that doesn't change, and sine will change from frame to frame. You can specify the amount of frames.
over which to calculate the equation. Incidentally I could not produce the animation frames that DGraph was supposed to create. There is an angle slide bar which is used to alter the angle of the drawing, though this requires that the image be rendered again.

Overall DGraph is a small and fast program that is easy to use. DGraph is an interesting look at how some mathematical equations can be transformed and represented as graphics on your computer. Unfortunately this version of the program does not showcase the enormous potential that both DGraph and the programmer could offer. Perhaps future versions of the program could have more features, foremost the ability to produce your own equations. Definitely worth a look, though keep an eye out for future versions.

Requirements: AGA chipset
Programmed By: Chris Underwood
Available From: Aminet archives

HyperHelp

HyperHelp is an revolutionary new utility that helps your organize your help files into a fast and easy to use format. HyperHelp works by creating one large guide file index which incorporates every other guide file that you have into it. This means that instead of locating a guide file each time you wish to read it, you can simply execute the HyperHelp utility, and all your guide files will be displayed in an Amiga Guide style menu. Using HyperHelp is as easy as using any other Guide file, and essentially it is just that. Select which guide file you wish to read and presto, the guide file will be executed. When you want to read another guide file, simply return to the main menu and select the desired guide file.

Creating the initial HyperHelp index is also easy, and involves largely dragging a guide file icon into a special area in the HyperHelp GUI window. HyperHelp will then add that guide file to the index. Some of the features of HyperHelp include nominating a Hotkey for fast access, asynchronous help windows, support for wildcard characters, and it can be configured to use any editor with Arexx support. For the CLI Guru's there is plenty of CLI support, as HyperHelp can be operated from CLI. When you are finished creating your index, HyperHelp will save the updated index to a text file, of which you will be able to edit, though there should be no reason to do this. The best thing about HyperHelp is that it is fully AmigaGuide Based, so there are no conversions to your guide files. This means that you can still run your guide files the old fashioned way by locating that guide file and executing it.

HyperHelp has turned a great idea into a great little utility, that I have welcomed greatly to my
already impressive line up of Amiga Workbench improvements. The initial time spent creating your index is nominal, and the time saved accessing and reading through the guide files will certainly pay for itself from the time that you first start using it. Definitely recommended if you reference your guide files on a regular occasion.

 Requires: OS2.0, MUI, AmigaGuide.lib... Programmed By: Sean Russell Available From: Aminet archives

MasterGrabber
This is a simple screen grab utility that enables you to grab a snapshot of a screen and save it as an IFF image. There are literally dozens of this type of program available, and the reason that this was chosen in favor of the others was the extra functionality over the others such as the GUI control, and the ability to grab certain window areas and user specified areas of the screen.

The program is easy to use, although the method of capturing a screen area by entering the screen coordinates could have been implemented in a more usable way. A better method to do this would be to drag the mouse over the desired area.

The programs use is controlled from the GUI. The most notable feature of MasterGrabber is that it displays a list of the screens that are currently open and you can choose to grab these screens automatically, without going to them. The screen grabs are performed without any notable interruptions to the computer.

Aside from my pre mentioned wish list for some minor improvements to the program, MasterGrabber is not bad, and the overall verdict is positive. Tweaking to this version of the program will see it evolve from a fine program to an elite screen capture utility.

 Requirements: OS3.0, various libraries Programmed By: Daniel Kasmeroglou Available From: Aminet archives

GlobalTrash
Have you ever deleted a file accidentally and then realized that you needed it back. You could always try your luck at a recovery program like Disksalv, though this doesn't work all the time. Well now there is a way to get those files back before it's too late, by using GlobalTrash. GlobalTrash is a trashcan utility that works on the same principle as that of the recycle bin found under Windoze 95.

Basically if you delete something from your computer, the file is placed into the Global Trashcan. Not until you empty the trashcan does the file actually get removed. The main advantage of this program is that you can restore any files that you delete. The second best feature of GlobalTrash is that if you do need to restore a file, the file will be restored to its original path and filename.

The Global Trashcan control is a font sensitive GUI, from here you can perform all actions, such as viewing trashcan files, restoring them or deleting them for good. Buttons are in place that enable you to perform all actions quickly.

The feature list for GlobalTrash is surprising. Useful functionality has been added to make things easier and faster. The foremost being the ability to automatically empty files from the trash after they reach a certain age. The trashcan is placed onto your desktop, and works globally across all your volumes, though it is possible to access a single trashcan directory on a single volume if desired. There is a preferences screen that will enable you to make some changes, such as setting the expiration days and customizing the trashcan name.

GlobalTrash will be a valuable addition to your inventory of Amiga enhancements. The feature list is impressive which makes it a good alternative to the other utilities of this nature. But despite all the functionality and features of GlobalTrash the best reason to use this utility is that it's not dirty and won't leave a bad smell hanging over your computer. Sorry mum, what was that...take the trash out.

 Requirements: OS3.0+ Programmed By: Oliver Blument Available From: Aminet archives
Please send me by post 12 issues (one per month) of Australian Amiga Gazette.
I enclose $51.00 as full payment postage included.

Consider the consequences of NOT Subscribing to Australian Amiga Gazette?

Subscription Form
(Mail, Phone, Email)

First name __________________________ Surname __________________________

Address __________________________________________ Phone No__________

Suburb __________________________ State __________ Post Code __________

Money order □ Cheque □ Bank Card □ Visa Card □ Master Card □

Card No__________________________

Expiry Date □ □/□□ Signature __________________________

42 Manning St, Kingswood NSW 2747
Ph: (02) 4736-8055

Please make cheques or money orders payable to "Australian Amiga Gazette"
Amiga 1200, 850HD, 8mb Ram, Accelerator board & clock, Extra floppy drive and roll top mouse, monitor and video/graphics hardware including Genlock, editor and sound mixer together with Scala MM400 and Personal Paint 6.1 Wordworth 5, Games Overlord, Knights of the Sky, Dogfight, Scrabble and Classic Board Games plus large computer trolley $750 02 4954-8929 Glendale

Amiga 1200 computer, monitor, Scala MM400 and Neriki Genlock, laser printer, cost $2800, sell $500 02-9724 7086 GEORGES HALL

Neptun Genlock $450, Amiga HD2000 for titling and word processing, all original software and manuals, $400
Amiga HD2000 with monitor and 24 dot printer, original software and manuals, $400 02-9498 3614 KILLARA

Amiga 2000HD, includes monitor, external disk drive, joystick, and too many games to list, $650 or near offer 07-4635 2758 or 07-46917503 TOOWOOMBA

Amiga 3000 255Mb HD, 2 external drives, Sony monitor, 6Mb RAM, 60 software titles, dual boot, $950
08-8289 5565 PROSPECT

Amiga 500, monitor, external disc drive, joystick, mouse and mouse pad, games and programs, plus coffee table, urgent sale, $300 negotiable 02-4285 7035 after 4pm BULLI

Amiga 2000, 8Mb RAM card, all accessories, heaps of software, $300 or near offer 02-4628 3276 LEUMEAH

Amiga 4000/030 18Mb RAM, IDE HDD, 12 x CD ROM, 3.1Wb 1980 monitor, $1200, Opal Vision $120, 1.76 external FDD $90, lightwave $350, other cards available from $50, other CD ROMS available from $10 02-9888 3119 ah or 0419-631276 NORTH RYDE

Amiga 4000/040, 120Mb HD, software, plus Studio 16 digital audio card, 4 track recorder, SMPTE timecode reader, valued at $1200 included free, total cost $6800, sell only $2495 02-9654 1887 KENTHURST

Amiga 500, 2nd disk drive, lots of software with Citizen colour printer, $50 02-9476 6146 HORNSBY

Amiga 600 includes monitor, printer, mouse, joystick, programs and games, $120 07-5539 3046 BENOWA

Amiga 3000T, 14Mb RAM, 1Gb HDD, KS 2.04, heaps of original software $750, CBM 1940 monitor $120, CBM 1960 monitor $140 02-9646 4297 or 0414-908203 bh AUBURN

Amiga 5000 with external disk drive with joysticks and mouse, extra RAM and heaps of games all ready to go, $200 02-4256 6168 OAK FLATS

Australian Amiga Gazette Feb 98
Helping Hands

If you live in the local area and would like to be involved in helping preparing AAG please contact Michael on (02) 4736-8055. No experience is required, just some spare time and a sense of humour.

Our Thanks this month goto

Jenny Burak
Daniel Hajduk
Paul Graham
Geoff Milnes
Paul Morabito

Important Notice

The information contained in this gazette is given in good faith, and is accurate at the time of publishing. To the maximum extent permitted by law, neither AAG, its employees, agents or its contractors accept any liability for loss or damage arising as a result of any person acting in reliance on information contained in this gazette. This gazette should not be used or relied on as a substitute for detailed professional advice.

How to contact us

Australian Amiga Gazette
42 Manning street
Kingswood NSW 2747
Phone: (02) 4736-8055
Email: aag@acay.com.au

 Writers Wanted

If you are interested in contributing to Australian Amiga Gazette we would like to hear from you. We can offer an incentive of $25.00 if your article is published on-top of 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.
We need to make room for "Amiga Quake" so we are cutting the price on Myst! Get it while it lasts.

*Myst Now $24*

*Based on retail sales audited by PC Data, Mar 96*