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# Editorial Dribble



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

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

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

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## Jump-start Amiga Down-under Project.

Like many I am becoming increasingly frustrated with the lack of action from Amiga Inc. and Amiga Int. We continue to be asked to continue supporting Amiga (I take this as meaning don't go and buy a PC clone) but the fact is that as each day passes the Amiga community shrinks in number and who can blame those choosing to opt-out.

Gateway 2000 purchased the Amiga lock stock and barrel over a year ago and at this point have done very little to reassure you and me of the future. We know they have big plans for the Amiga and have put a lot of effort into a marketing plan and intend to support the PPC processor.

The rumour is that they will reveal their intentions at the coming World of Amiga show in London later this year. With a likely focus on Europe, America and Asia the long awaited marketing plan will not make much of an impact on the Australian Amiga market. My fear is that by the time Amiga Inc. gets around to checking where Australia is on the map our community will be no more than a group of 60 year olds reminiscing about the good old days.

For any community to survive it needs new blood (new members) to replace those that have left. For the Amiga community in Australia to survive we need people buying Amigas. Unfortunately the current price on the A1200 system of \$1299 is a very unattractive membership fee. This is where "Jump-start Amiga Down-under" comes in.

I have negotiated with Amiga international a special bulk order of A1200hd units, which will be sold at \$795 dollars. I believe this price will attract the budget conscious buyer looking for a painless way to enter the computer world.

Check out the advertisement on page 7 for details (read the bit at the bottom).

Now I need you (our readers) to tell anyone you may know who is considering buying a computer about this offer to get Amiga jump-started down-under.

AAG Editor  
Michael Burak

# The Amiga News

## Petro's Speech at Saku98



Petro Tyschtschenko was the keynote speaker at the recently held Finnish Amiga show, Saku 98. In his speech he spoke of AmigaOS 3.5 and the future. In short, AmigaOS 3.5 is expected to be released in the fourth quarter this year and will ship on both disk and CD-ROM. Amiga Inc are designing AmigaOS 3.5 so that it doesn't require a new kickstart ROM (just the current 3.1 and possibly 3.0 will be sufficient). Petro fielded many questions on its possible feature set but was reluctant to divulge any concrete facts except to say that Amiga Inc through Jeff Schindler are attempting to tie together many already available products (including Netscape-see related story). Once again Petro stated that both Haage and Partner and Phase5 are working on AmigaOS 3.5 in conjunction with Amiga Inc.

Also in his speech Petro said he has seen Gateway's marketing plan for the Amiga and also hinted at the fact Amiga Inc will ditch custom hardware for good,

choosing to use high powered 3D "off-the-shelf" graphics chips and further adding weight to the future Amiga just being an Operating System by saying "My vision is, that all PCs around the world have our operating system".

Finally, Saku '98 was the launching pad for the new Amiga hymn. Little is known of the Amiga anthem and no recording has appeared on the internet at this early stage however it is believed the hymn will be available in many different styles.

## Jeff Schindler's Speech at Amiga98



Jeff Schindler spoke at the recently held Gateway Amiga 98 show in the US saying "I really want to speak from my heart". Jeff spoke of his early encounters with computers, his position at Gateway and how one night Ted Waitt and Rick Snyder, then CEO of Gateway approached him late one night when he was working back and asked him to "think AMIGA". Ever since then Jeff has been at the forefront of the Amiga, heading Amiga Inc. in the US. According to Jeff "We're going through a lot of tough times, and it's very

I'm your host  
Paul Morabito  
and here is the  
news



difficult for me to read the emails and listen to the phone calls, to find out about the companies that are going down with Amiga. It hurts. It hurts so bad". But there is hope. Jeff has been continually revising the Amiga's future business plan to the point where he said "I've got a plan that has exceeded my expectations, and I'm really excited about it". And according to Jeff, "These plans aren't what we are going to do six months from now. These plans are what are we going to do through the year 2001, or 2002". Jeff spoke of the internet revolution, digital media and the need to attract the 40% of households with no PC. And on the much talked about AmigaOS 3.5 Jeff said, "We're working the hardest on having full internet solutions. We'd like to make some enhancements to the user interface. We want to support more industry standards, as many as we can in this release".

## phase 5 DIGITAL PRODUCTS

The A1200 PowerPC cards are now available with the first models shipping with a PPC603e clocked at 160mhz. These will be shortly followed by 200mhz and 250mhz models. While the BlizzardVision A1200 PPC graphics

# The Amiga News

cards based on the high powered Permedia2 chip from 3DLabs is due for release in May. While in an interview with Amiga Flame, Wolf Dietrich, General Manager of Phase5 said in relation to the sales of PPC cards that they "are satisfied with the sales, although we believe that with some more support from the software developers, sales could take off even more". Also Phase5 have announced the development of a RAVE like library which operates in a similar fashion to OpenGL (or CyberGL on the Amiga) which will allow the easy porting of 3D games from the PowerMac to the Amiga.

## Netscape News



The source code to Netscape Navigator has just been released with the main site [www.mozilla.org](http://www.mozilla.org) registering 4500 downloads in the first day (and this isn't including over 100 mirror sites). As previously mentioned an Amiga port will be no mean feat, the source is around ten megabytes in size and is divided into two parts, the system independent code which is identical on all platforms and the system dependant code. Currently the source is available in PC, Mac and Unix flavours. No Amiga ports have at the time of press been announced. If an Amiga port is to eventuate it will most likely come from the Unix version. Of most significance to Amiga owners is Petro Tyschtschenko's speech at the Saku 98 Amiga show in

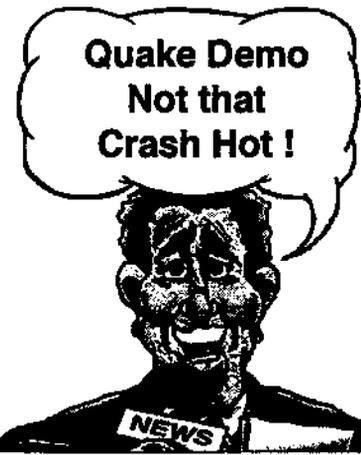
Finland in which he indicated Amiga Inc are examining the possibility of incorporating an Amiga port of Netscape into AmigaOS 3.5.

## Siamese Systems Update



No decision has been made on whether the Siamese v4, Amiga on a PCI card will go ahead with Siamese Systems reporting deposits are coming in slower than previously expected with less than 100 received at the time of press. Siamese Systems have lowered the needed pre-orders to 200, allowing them to just break even and pay for the first production run. They are hoping that once it is released it'll sell itself. An announcement on the product's future is expected imminently.

In other Siamese news, the Siamese Remote Amiga 2.1 has been released. The system is based on the popular Siamese 2.5 RTG but doesn't include TCP/IP or Ethernet support meaning the system has to be run over a serial link with the added option of SCSI for file transfers. Even so, the system still rivals AGA in the performance stakes and is an ideal product for Amiga owners with a PC. Siamese Remote Amiga retails for \$US49.95. Upgrades are available to the full v2.5 or the Siamese v4 if it appears.



## Quake Demo Released



One of the most anticipated Amiga games of all time, Quake, is on the verge of release. ClickBOOM have submitted copies of Amiga Quake to ID Software for final approval while a non playable demo of the game has been released to the Amiga community. Unfortunately, early indications are that it is disappointing, with only a slight improvement over the illegal ports. Previous claims from ClickBOOM that it would be playable on an O30 have proven to be false. On the good side the demo, which is in effect a Quake engine is fully compatible with all Quake levels thrown at it.

In other news, ClickBOOM were recently interviewed by Amiga on-line games magazine Amiga Nutta where they cleared the air on many issues. What you see in the Quake player is 99% what you will be seeing in the game and that a PPC version of Amiga Quake is not at this time planned. ClickBOOM believe the problem at



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- All orders must be pre-paid in full

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# The Amiga News

this early stage is lack of real development tools for the PPC and more to the point standards, with the PPC market being divided into WarpOS and PowerUP software systems. ClickBOOM's first PPC planned game is Myst. A release date has not been announced.

## Tornado3D 1.5

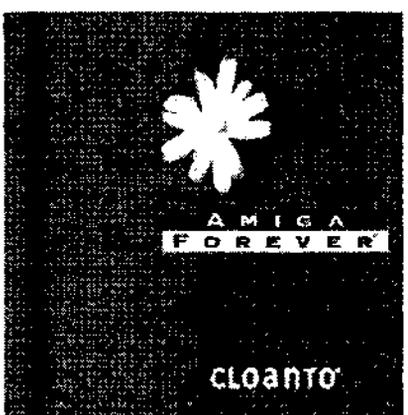


Hot from Haage & Partner is the release of Tornado3D 1.5, the newest Amiga rendering package. The package includes many state of the art features and includes support for CyberGraphics. A PPC version is planned. For more information visit Haage and Partner at [www.haage-partner.com](http://www.haage-partner.com).

## OpalVision to be Resurrected?

There are rumours indicating the OpalVision GFX system will be resurrected and we may even see the return of the much flaunted Roaster chip. At the moment, the company examining the possibility of updating and relaunching the OpalVision card wishes to remain anonymous however a website has been created with information on the future of OpalVision. It can be found at [www.geocities.com/SiliconValley/Lab/2056/](http://www.geocities.com/SiliconValley/Lab/2056/).

## Amiga Forever 2.0 Launched



Italian Amiga developers, Cloanto have released version 2.0 of their officially licensed Amiga software emulator. Based around UAE, a software Amiga emulator available on many platforms Amiga Forever includes officially licensed versions of AmigaOS and ROM's from 1.0 through 3.0. Also included is extensive network support allowing you to connect a real Amiga to a PC. Upgrades are available from the 1.0 "Preview Release" while the full version is expected to retail for approximately \$110.

## REBOL Technologies



Carl Sassenrath, the man attributed with the excellent design of the AmigaOS has launched Rebol Technologies which will focus on the development and marketing for



Carl's much hyped REBOL (Relative Expression-Based Object Language) According to Carl, "Personal computing should be about opening up greater options for what people can accomplish with their computers, not holding users hostage to the tools, features, and 'upgrade-and-wait' cycles of the software mega-corporations. REBOL combats this dependency by enabling individuals to create and customize network-ready software in a form that's simple, flexible, and easy to maintain". When completed, REBOL will be available for all platforms. Currently the Amiga release is being beta tested.

Blue Ribbon Soundworks Software and Direct Sound Blue Ribbon Soundworks, developers of many excellent Amiga music programs including Bars and Pipes and SuperJAM had to cease Amiga support when they were swallowed by the ever present Microsoft. Unfortunately this meant some excellent Amiga software looked lost for good. However after what is reported to have been a lot of grovelling Blue Ribbon convinced Microsoft to allow Blue Ribbon to distribute their Amiga software free on



Compuserve, an on-line service. That was over twelve months ago and while the copyright and license agreement on the software is questionable (it is technically only freely distributable on the Compuserve network) it can now be freely downloaded from <http://members.theglobe.com/geoarn>

It is also interesting to note the remnants of Blue Ribbon have designed the "revolutionary" DirectSound API for Windows. The on-line press including PC-centric NEWS.COM were quick to point out its strong Amiga background. Amazing where the Amiga rears its head these days.

### ImageFX 3.0 Upgrade

The long awaited "users request" upgrade of ImageFX has been finally released. Upgrades are available from earlier versions as well as special pricing if purchased with Aladdin4D. ImageFX 3.0 retails for US\$349.95.

### Newtek cut price of Toaster and Flyer



Newtek have massively reduced the price of the ever popular Video Toaster and Video Toaster Flyer systems in a move which is widely believed to further the Toasters life span and compete with Play Inc.'s Trinity. Savings of up to 50% can be had depending on the combo pack chosen. For more information visit [www.newtek.com](http://www.newtek.com).

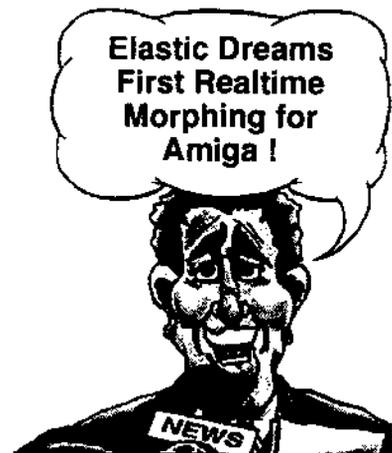
In other DTV news Play Inc. have released the over hyped Trinity. Touted as a Video Toaster killer and with its advertisements proclaiming "May the Amiga rest in peace" the Trinity has a lot to live up to. Early indications suggest the product is still incomplete and very buggy while the output is said to be unacceptable for broadcast television. A telling sign is not even Play Inc. themselves could make a demo video of their Trinity due to the current state of the product. And with a complete Trinity system costing the best part of \$US25,000 while a complete Toaster with Flyer system costing just \$US5000 it appears the Amiga and Toaster still has a lot of life in it.

### Pyromania Classics



Leading Hollywood visual effects company VCE have released Pyromania Classics for the Amiga. It contains over 30 Explosive Visual Effects Sequences including explosions, fire, smoke, Zero-G explosions and depth shockwaves. The files can be used in any Amiga image processing program including ImageFX, Photogenics and Toasterpaint while the special VideoToaster version includes sequences in the Flyerclip format. For more information visit [www.vce.com](http://www.vce.com).

### ElasticDreams Released



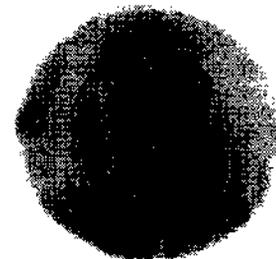
The first real time morphing program has been released for the Amiga. The program is of a high quality and is ideal for touching up that dreary home video. A demo is available on Aminet in [bioz/demo/ElasticDreamsE.lha](http://bioz/demo/ElasticDreamsE.lha) while the full version costs DM149.

### ASIM CDFS 3.9a



Already an upgrade is available for the just released ASIM CDFS 3.9. The patch adds support for even more CD-ROM drives and is available directly from AsimWare at [www.asimware.com](http://www.asimware.com).

### Humour: Possible Amiga Advertisement



Pamela Anderson on television saying she wants a "computer with balls" and a dissolve into the Amiga with a Boing ball in all it's glory.

Phase 5 has become one of the most important companies in the Amiga market in the last few years. They have released some very good hardware, and their PPC/68K dual processor boards is currently the only way to use PPC on the Amiga. But they have also received a lot of criticism from the Amiga community because of their arrogant attitude and their long response times to all kinds of enquiries. See what Wolf Dietrich, General Manager of Phase 5, have to say about it below.

Q: AI announced their support for the 68k + PPC a few weeks ago. This must have been a relief to you?

WD: *We appreciated it, but still we would like to see more from Amiga Inc. In respect of concepts and a development roadmap.*

Q: Last year saw the release of the CyberStorm PPC. Are you satisfied with sales so far?

WD: *We are satisfied with the sales, although we believe that with some more support from the software developers, sales could take off even more.*

Q: The A1200 boards are also in production at the moment. After you have finished the A1200 board and the gfx cards, what are your plans apart from the Albox? Multi PPC boards?

WD: *We have now announced a new roadmap; the AlBDX remains our long-term project, and the prelbox will come as a multi-PPC stand-alone system later this year. Please refer to our Webpage.*

Q: Do you have an ETA for the Permedia 2 based gfx cards? Will they be bundled with any games, as most gfx cards in the PC market are?

WD: *This depends. Game developers in the Amiga market usually can't license games for the prices PC developers can do that, because of the quantities. The ETA is end of April 98.*

Q: The BoXer created quite a stir when it was announced. Do you have any plans on making a PowerUP for it? And what about a Permedia 2 based gfx card?

WD: *Both. We have agreed with index Information on a close technical co-operation, in order to provide unified standards and to exchange technology.*

Q: The Bvision and CyberVision PPC will offer Amiga users both 2D and 3D acceleration never witnessed before on the Amiga. Especially 3D acceleration is a new feature. But are there any games or applications that will use this tremendous rendering power?

WD: *Yes, we will see them soon. We will have - beside the CyberGL which is in development - a RAVE-like 3D library coming with the new cards, so Games which run on PowerMacs using Rave (e.g. Quake) can be ported easily. Other PowerUP developer which develop new games will support this interface too.*

Q: Any plans for a full Amiga OpenGL implementation?

WD: *We are continuously updating the functionality of CyberGL, and will implement further features to make it fully OpenGL compatible in upcoming releases.*

Q: Have you ever considered making Amiga clones until the Albox is released, and not only peripherals? You seem to have the knowledge to make some killer machines, looking back at what you have released.

WD: *As mentioned before, we are realising this with our new prelbox computer system.*

Q: Talking about software, there's been a lack of PPC applications. Anyone on the horizon you think will make a really good use of the PPC? Since AI announced it's support for the 68k + PPC solution, have you noticed more developers wanting developer boards?

WD: *We currently see lots of software coming, unfortunately quite late. In the next weeks, we see Raytracers and Image manipulation software appearing, and hot games are in the works. So yes, most of the important companies are close to release PowerUP compatible software. But we have not seen considerably more support since the announcement of Amiga Inc.*

Q: The software supplied with the PowerUP's have been heavily criticised. Will there be an update soon?

WD: *The PowerUP System Software is constantly improved and updated. As the PowerUP CD is concerned, we will send out an update with lots of new and improved stuff mid of April.*



Q: The introduction of WarpOS seem to have brought a lot of confusion into the PowerUP debate. The current situation isn't exactly perfect, neither for you nor the consumer. Do you see any solution to this problem? Are you talking to Haage & Partner about it?

WD: The problem has been caused solely by Haage&Partner, and we can't provide a solution. H&P wanted to replace our software development, instead of supporting our efforts in a co-operation. We strongly believe that for everybody it would have been much more beneficial if H&P had concentrated on developing PowerUP applications, instead of trying to replace our PowerUP System Software. No, we are not talking to H&P. We had tried to work on de-escalation, but when you follow the public discussion you will recognise that a anti-phase5-campaign is continued, with unproven allegations about bad quality of our software, and we can't see any sign that H&P would be ready to return to a co-operation.

Q: You have received a lot of criticism in the last months, because of your allegedly "arrogant" attitude relating to your quarrel with Haage & Partner? Any comment?

WD: I can't understand why people think that (unless they are protagonists of H&P). Simply look how H&P announced their Warpup, and how badly they commented our software development. Frankly speaking, it was a "Thanks, phase 5, for the hardware, but your software is shit" promotion, and it was a kick in our ass (sorry for the harsh words, but that's what it was). We tried to defend our position against this attack. This campaign from H&P has caused us quite a few sales losses, and a lot of money - simply because H&P

wanted to set the software standard on our own hardware, and make us dependant on their software (something that they tried to achieve all the time before the public conflict). As H&P does not provide the competence needed, and has not the same vision that we have, it is not acceptable to make our developments - and with that, the whole future of our company - dependant on them. It's as simple as this, and everybody in our situation - and with the inside views - would have reacted similar.

Q: Another thing that people has been criticising are delays on nearly all your products. Any comment?

WD: Well, people must be aware that development can be delayed, it takes time und costs lot of money. We do our best to bring out products in time, but the efforts that we spent must be financed by the sales that we have. Since Gateway bought the Amiga, too many developers and customers had been waiting for something to happen. Later, the H&P quarrel did hurt the starting PowerUP sales. We believe that this has cost us the top 20% of sales which would have helped us - as we had planned - to increase the development speed on current products, such as the new graphics cards, which are therefore delayed for several months now.

Q: I believe you made a Amiga OS 3.1 compatible PPC kernel before you decided to build your own OS. Why didn't you go forward with it? Because of the threat of legal actions, or ..? Is this something Amiga Inc would find useful, if they go for the PPC? If so, are you willing to give/sell it to them?

WD: Our OS 3.1 compatible PPC kernel will be useful for future

system which run AmigaOS 3.1 (see pre1box), but a future OS4.0 will need much new and improved functionality, and this will require a major design change of the OS. If Amiga Inc. wants to co-operate with us, we are happy to support them with what we have developed so far - both in respect to OS 3.1 compatible and in respect to long-term-oriented developments.

Q: A lot of people are not satisfied with Amiga Inc, because of little progress since G2k bought AT. You have probably talked a lot to them in the past months. Are you satisfied with what they have done? Do you think the Amiga got a healthy future?

WD: We have talked to them some times, and we have offered them our co-operation several times. Yet we do not know more than most people, and we have no idea about the status of new developments, about their concrete plans and the future of Amiga Inc; of course this is not a very satisfying situation. We will therefore continue to do something, and move forward, rather than waiting, as we can't live from waiting for something to happen, but must live form new and exciting products that we release.

Q: Do you have anything else to say to the thousands of Amiga users out there?

WD: Yes, thank you for your trust and support in the Amiga and also in phase 5 digital products. We will remain dedicated to the Amiga, and spend our best endeavours to bring new and latest technologies into the Amiga market.

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# Amiga Games News



\*Six Sense Investigations, the Amiga's first graphical adventure in many moons has been released. The adventure tells the story of a strange young man who has the ability to communicate with a spirit who helps him solve many puzzles. The game is available on floppy and CD-ROM. The English floppy version has just been released with the CD-ROM version expected to follow soon.



\*Andy Davidson, developer of Worms will soon be releasing his promised updates to Worms. There will be two initially, one to correct the bugs and add a few new features into the original ECS Worms and another to upgrade all versions of worms to the Directors Cut edition. After these, future upgrades are promised from Andy but only for the hard drive and CD-ROM versions.



\*Anybody interested in the Wing Commander/X-Wing style game should check out Lambda. An early demo is available and runs surprisingly well on all Amiga's with an 030+. The game also supports Cybergraphics. For more information and a demo visit <http://www.hut.fi/~mkalline/>.

\*A new football management game called Boot Room is being created by Dynamic Youth Software. The game is said to be heavily inspired by the classic Championship Manager. Screenshots indicate it is progressing well.

\*Claws of the Devil is a new Tomb Raider style game for the Amiga from Titan Computer. It's due for release in the later half of the year and will require an 040, AGA, 8mb RAM, hard drive and CD-ROM. The game will also "support" PowerUP cards. Whether this means there will be a PPC version is not yet known.

\*The Official Counterstrike website has opened. The game is a Command and Conquer clone and will be available for the PC, Amiga and possibly Linux. The website includes the latest news and screenshots as well as demos of the final product. It can be found at <http://homepages.enterprise.net/dal/lsopp/>.

\*Alive Media Soft, the developer that almost brought us DOOM 2 and other games through their ingenious but illegal emulation are now developing children's software. The software will be designed for 3-11 year olds. Each program will include sampled

speech, music and sound effects. The products are still in early development and AMS are interested in hearing from anybody with suggestions. EMail them at [stevanalive@innotts.co.uk](mailto:stevanalive@innotts.co.uk).



\*Italian developer Hurricane Software have emerged from hibernation with the news they are now developing PPC games and plan on soon releasing Eat The Whistle, the only soccer game for the Amiga planned for release this year. Their second game, Escape Towards the Unknown, a graphic adventure is nearing completion with Epic Marketing showing interest in distributing it.

\*Nulikon is a game much like the old Turrican series. What's interesting is that unlike other platforms which only allow movement in 2 directions it is in 3 dimensions allowing the player to be further immersed into the game. The developers are interested in anybody willing to help in the developers specifically those who are coders, music and or writers. For more information email [nulikon@mygale.org](mailto:nulikon@mygale.org).

\*The Skunkworks have just released their first game, Wingnuts. The game is a multi player action arena game in which you take control of some very strange planes and pilots. The game requires an AGA Amiga with a hard drive and fast RAM recommended. For more information email [skunkworks@anakin.demon.co.uk](mailto:skunkworks@anakin.demon.co.uk).



# Hinterlands

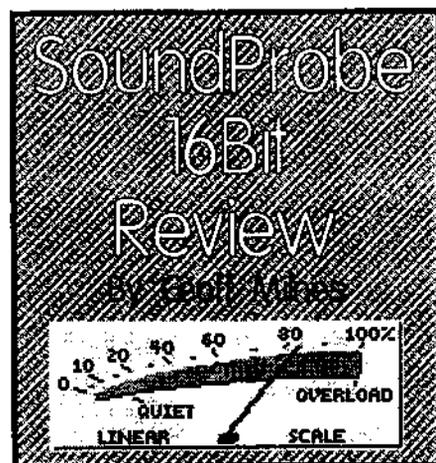
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I go through phases with my software spending maybe a couple of months doing 3D rendering, same with MIDI, with such things as DTP, wordprocessing and spreadsheets etc. being fitted in and amongst. I also keep returning to sound sampling as I really do enjoy playing around with soundtracks with the intention of eventually using them for video. I normally use a multitrack tape deck to compile a soundtrack but recently, I have been giving thought to the possibility of using the Amiga but without Zorro slots, 16 bit sound sampling has not been easy. I did, last year at the WOA in London, purchase the Clarity 16 cartridge and was told at the time of some new software being written to take advantage of the Clarity. It

recently arrived in the form of Soundprobe available from HiSoft in the UK for less than 30 UK pounds and I invested.

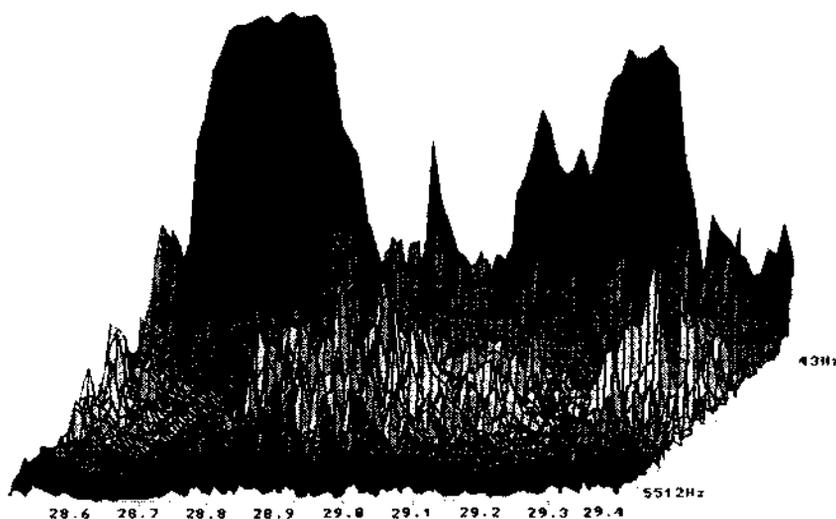
Although I was using it on an O60, I had great difficulty in being able to manipulate anything at all until I found out I had been sent an early version of the software for some reason. In receipt of the correct version, 1.76, I re-installed Soundprobe and started to play.

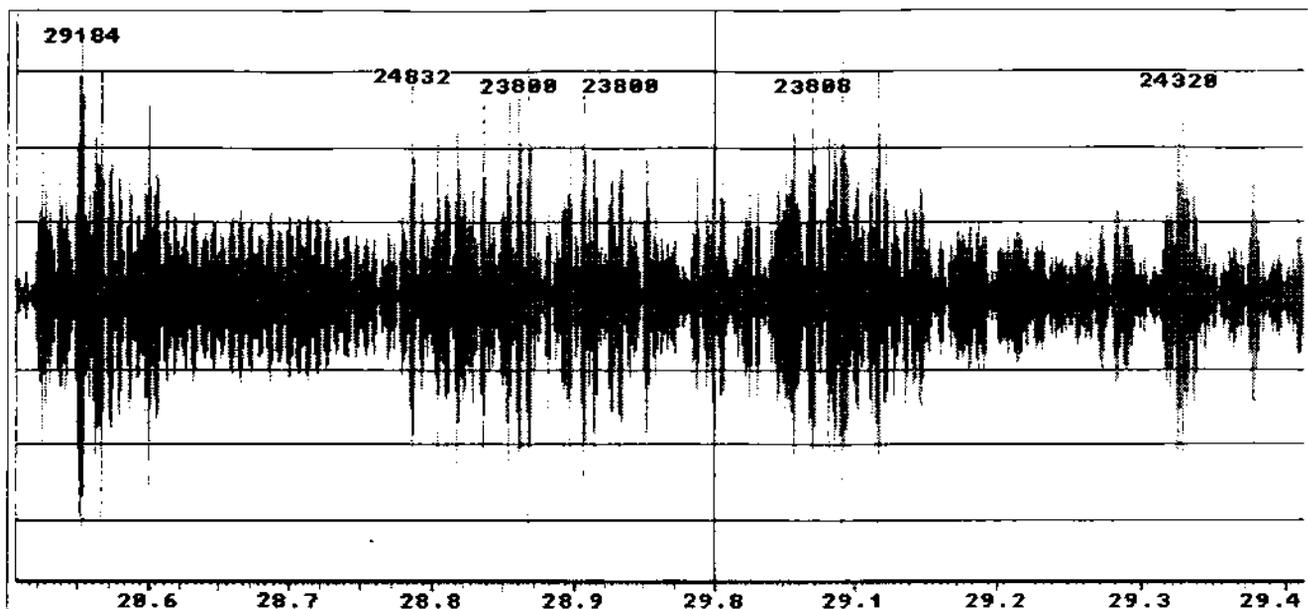
Each aspect of sampling is covered by a different settings requester making it appear exceptionally difficult to set up. I wanted to record direct to hard drive, which the manual said was possible, but I couldn't find the correct settings. It was only after two weeks that I

found, by accident, a complete configuration setting for the Clarity which, when loaded, allowed instant use of the Clarity cartridge. This wasn't mentioned in the manual but I am informed by the author, Dave O'Reilly, that this is one of the items being taken care of for the future. He also provides a website containing information and upgrades for Soundprobe which I have found very helpful.

The interface itself is similar to Stefan Kost's SFX which allows the user to open different windows on screen depending on what you wish to achieve. The main difference between Soundprobe & SFX is that Soundprobe allows you to record sounds as well as edit them which is what really sets it apart. I have used SFX for quite some time now and still haven't reached its limits but find Soundprobe easier in use plus the fact I can record AND edit using the same software.

On the default screen, a sample window is automatically opened upon launching the program with other windows available from menu items including sampling, audio playback and effects. Almost all the tools are duplicated in menus so whichever you find easier to use is the obvious answer. The software is modular in concept which allows for the





easy addition of further effects or configuration files for any other 16 bit samplers not yet covered.

AHI is a welcome inclusion as this allows instant re-targetable audio - once you have AHI configured for your system, you just point Soundprobe at AHI and away it goes. I just can't wait to be able to afford to do the same with a graphics card!!!!!! Sigh..... In the same way I would like a Zorro sound card!!!!!! Sigh.....

Loading and saving of 8SVX, AIFF, AVR, RAW and WAV files are currently supported and the requester for saving files allows the selection of the type of file you wish to save your sample as along with an 'info' button which gives you details of that particular filetype i.e. WAV

**INFO:**  
Loads/Saves  
RIFF-WAVE Format.

Load supports  
8/16bit PCM data.  
Save 16bit PCM data.  
Format Supports: Stereo  
Bits Per Sample:16

The easiest way to set up Soundprobe is to load a predetermined configuration file for the type of sampler you are using and away you go. Built in support for AHI, Aura, Aura8, Clarity, Megalosound with Generic PCMCIA and Parallel currently supported. As stated above, this support is modular so further drivers can be added in the future.

If you are dealing with fairly small sample sizes, using Undo is a good idea - however, I normally use the software to sample video soundtracks and edit these and undo takes an eternity. This is due to the fact that each time you make an alteration, SP saves the undo file to hard drive. With a 20+ meg stereo 16 bit sample recorded at 44100 hz this takes forever and a day and I do have to go to work as well so after a

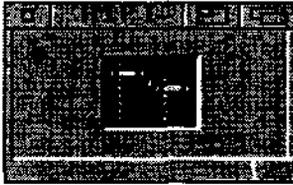
short while, I switched off the option to undo. BUT, I save my work more regularly as soon as I am happy with the file. Having said that, I have yet to have SP crash my machines as it is an extremely stable bit of software. Being fortunate enough to have two machines, I use one with the sampler attached with a Blizzard 030 and FPU to actually sample. I then Parnet the resulting file across to my A1200T with a Blizzard 060 for manipulation as, obviously it's faster. SP is stable with both these processors and works OK with Executive - in fact, apart from the first duff version I received, I've had no trouble at all with it.

Right! You've plugged in your sampler, set the config for it - now you have a choice of 18 different kinds of monitor display to choose from! Granted, some of these are very similar and it's mostly cosmetic anyway, but if you like LED's flashing to show you your recording level, or bar graphs, colour multiscopes or any one of three different

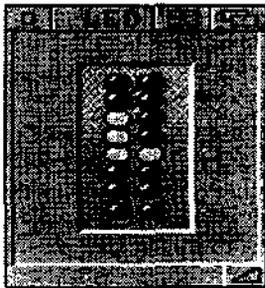


## SoundProbe 16Bit Review Continued

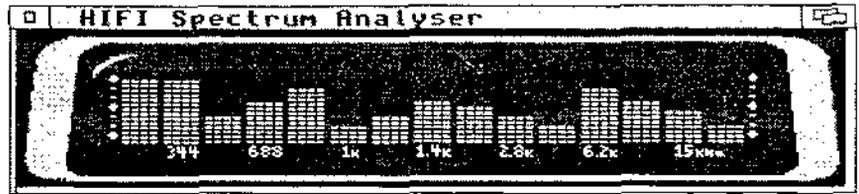
oscilloscopes, just take your pick. Each one has an Info file for it so you can obtain more detail of the flashing lights if you wish.



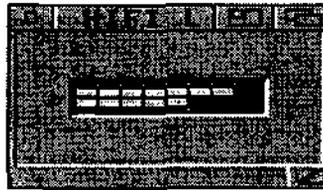
Before you sample you have to set the size and rate of sample from within the Sampler window, accessed like all the others from a Menu item. It is also possible to change the sampler and monitor options from within this same window. In fact, most windows also give you access to allied settings windows and as such, are virtually complete for each area of sampling and editing. Set the sound source playing, see the lights flash and click on record - away you go!



Once recorded, your samples may require some editing - and there are some 50 built in effects and most of these have multiple settings within them. In most cases with multiple choice requesters, you can use the default settings for acceptable results - it's only when you require a specific effect or depth

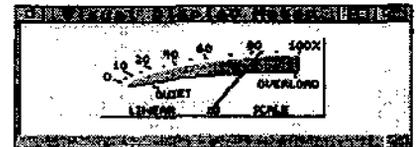


of effect that you need to start messing with these. With some, like fade in/out, it's purely a case of setting the range over which you wish the fade to take place by dragging the LMB, click on Fade In (or Out) and a few seconds later, you have a perfect fade. Other effects such as normalize, echo, reverb, chorus, mix, flip or even re-sample with a time shift are just a mouse click away.



As with most software, the more you play the more you learn and Soundprobe is no different. There are a few tutorials in the manual to take you through some manipulation of the samples provided and these descriptions are quite easy to follow. To me, it is only the more in-depth explanations of libraries and such that leave me completely in the dark. Once you've used it and got to grips with it's little foibles, the manual is a lot easier to understand. But I've found this to be the case with most software

manuals - they are usually written by someone with complete intimate working knowledge of every aspect and, as the saying goes, familiarity-leads-you-to-forget-that-other-people-don't-know-as-much-as-you-do-so-you-tend-to-forget-to-explain-things-in-enough-detail.



Fortunately, the default files do the work for most of us in setting Soundprobe up to work with your particular sampler so you can sample and manipulate samples with this software straight from the box. Just make sure you load the settings file for your sampler and then save them as default and that you have version 1.76 or upwards.

Then it's simple - honest!

The price of Soundprobe is little more than current shareware fees and is a superb bit of software - I can highly recommend it.

Geoff Milnes



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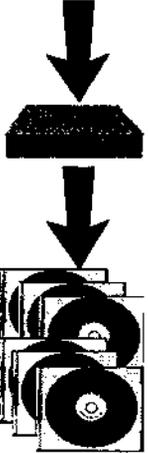
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- \* specify up to 99 audio tracks
- \* automatic byte ordering
- \* MAUD
- \* retrieve source audio from:
- \* on-the-fly conversion from:
- \* 8SVX
- \* WAVE
- \* raw file
- \* audio file
- \* blank space
- \* CDDA
- \* Studio 16
- \* Samplitude HDP



## ADVANCED WRITE MANAGER

- \* retrieve source data from:
- \* on-the-fly image generation
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- \* Disc-At-Once options:
- \* ISRC number
- \* DOS file
- \* destination track types:
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- \* CD-ROM Mode 2 Form 1
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- \* CD-XA Mode 2 Form 2
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- \* full PQ editing
- \* pre-emphasis type
- \* Track-At-Once options:
- \* Audio
- \* CD-ROM Mode 2 Form 1
- \* CD-XA Mode 2 Form 2
- \* SCSI image
- \* pre-emphasis type
- \* channel selection
- \* CD-ROM Mode 1 Raw
- \* CD-ROM Mode 1
- \* CD-XA Mode 2 Form 2
- \* specify up to 99 tracks
- \* channel selection
- \* variable index points
- \* CD-XA Mode 2 Form Mixed
- \* blank space
- \* audio file
- \* finalize unclosed disc
- \* variable index points
- \* variable track points



## Erase CD-RW

- \* CD-RW erase types:
- \* full disc, blank data
- \* quick disc erase
- \* last session
- \* last track

## ADVANCED AUDIO MANAGER

- \* batch conversion capabilities
- \* specify byte ordering
- \* MAUD
- \* AIFF
- \* BSVX
- \* WAVE
- \* CDDA
- \* Studio 16
- \* Samplitude HDP
- \* use mono files to stereo
- \* import modules for the following formats:
- \* automatic sample rate conversion
- \* export to CDDA

## CD-ROM

- \* collapsible directory tree
- \* rename entries
- \* validate file information and attributes
- \* on-the-fly volume generation
- \* unlimited number of entries
- \* delete entries
- \* specify ISO 9660 volume name
- \* multisession import options:
- \* add entire directories
- \* edit date and time
- \* ignore other sessions
- \* odd individual file
- \* validate file names for standards conformance
- \* Rock Ridge Amiga Extensions option
- \* create virtual directories
- \* include other session files

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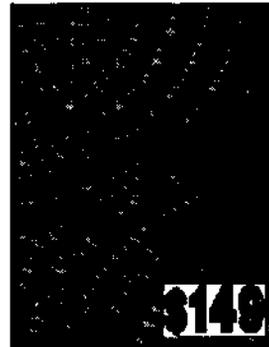
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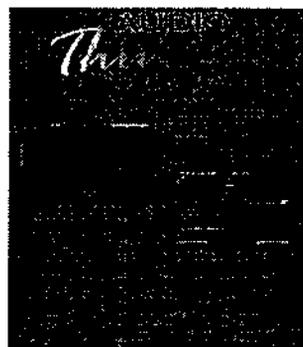
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  - \* Track-At-Once
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  - \* user-definable screen mode
  - \* user-definable screen font
  - \* collapsible directory tree



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  - \* Rock Ridge Amiga Extensions option
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  - \* edit all Joliet volume information
  - \* validate file names for standards conformance
  - \* validate file information and attributes
  - \* edit all Joliet volume information
  - \* Rock Ridge name translation files option
  - \* skip over file read errors during image generation
  - \* write CD-R/RW disc after successful image generation
  - \* ignore other sessions
  - \* specify variable end sector padding
- \* add entire directories
  - \* add individual file
  - \* create virtual directories
  - \* rename entries
  - \* target disc size checking
  - \* edit date and time
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# Sisys RTG v2.5

## So What is the Siamese System ?

The Siamese System was designed to enable the computer user to have multiple platforms (Amiga WB3+, Windows 95/NT4, MacOS) appear as if they are a single machine so as to make the user more productive. It does this by taking the two machines and a possible MacOS emulator like Fusion from MicroCode solutions on the Amiga.

Once this is setup you operate one keyboard and mouse on all of your software, look at one suitable monitor that can handle all the screen modes you wish to use, and then as far as you are concerned you run software, you need not worry if that software is Windows, MSDos, MacOS or Amiga software because it just runs in front of you. Obviously this is backed up by the fact that the Siamese System has all of the drives from the different operating systems mounted within the Amiga OS so that you can share files instantly between applications.

The Siamese software communicates with the host PC/Alpha over serial, TCP/IP and Ethernet if you have it. If you do have a suitable Ethernet setup between the Amiga and PC with TCP/IP then file transfer will be at speeds of over 600kbytes/sec (Hydra Zorro2 ethernet card).

You can cut and paste text between applications. Other functions are available to make the system integrated, programs like Winexe or MCI which allow the Amiga to launch PC applications or control PC MultiMedia devices from programs like Dopus.

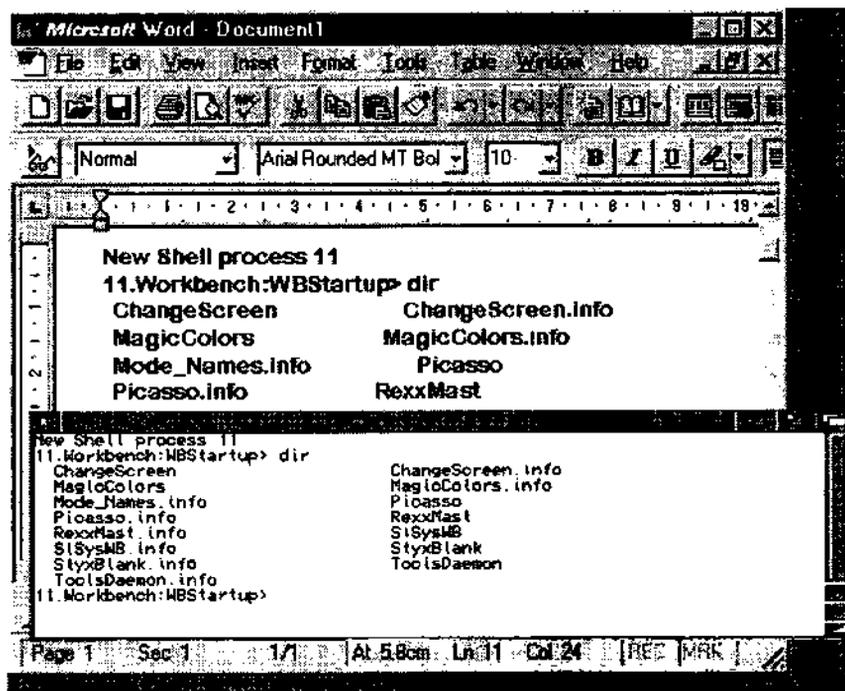
## Siamese RTG !

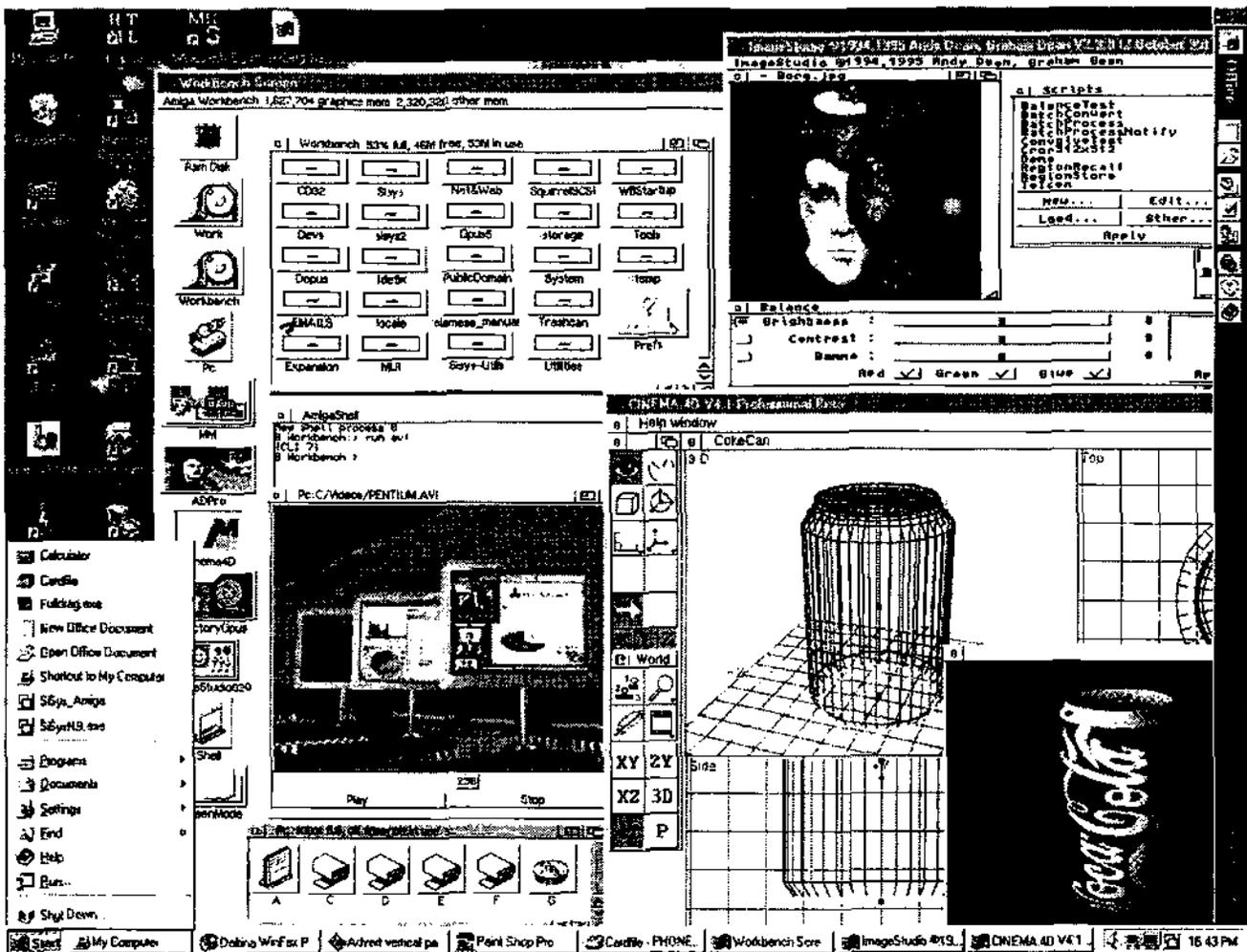
Siamese RTG is the most exciting part of the system, as it opens Amiga screens on the PC graphics card enabling upto 64,000 colours, higher resolutions and a flicker free display for all Amigas with WB3+ and AGA. Because of the fact that the Siamese RTG v2.5 software can send all screen data

across any TCP/IP connection, like the Internet, this makes remote control of Amigas a reality from any where in the world for Kiosk and set top box developers.

## Cybergraphics compatibility

The CyberGraphics compatibility (TM Phase5) will enable SiameseRTG to give the Amiga applications the 16bit displays possible on a PC card with lightning speed and support for this great graphics card standard.

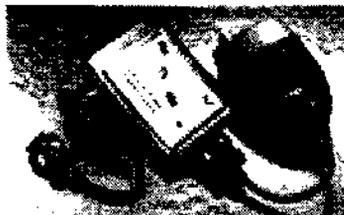




## Serial Speed vs Ethernet

But isn't sending all the graphics data via the serial port really slow? Well, it depends. If you are blitting huge images on screen with something like LightWave's animation preview, its going to be slow without the Ethernet connection. But for general use, i.e. things like the WorkBench, it

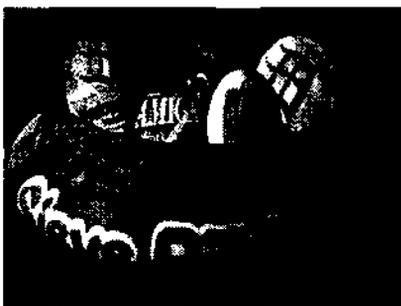
feels as fast, if not faster, than using an Amiga graphics card. In 256 colours, its certainly many times faster than the AGA chip set! Windows move instantly (with the built in RTG solid window



moving), and gadgets are drawn at lightning speed. In fact, running at 115200 baud (any AGA Amiga can do this), Siamese RTG can draw lines 500 times faster than the Amiga's chipset. That even out performs a graphics card and theres more..

## Video Acceleration

As explained earlier, transferring animations to the PC via TCP/IP is not that quick. So why not transfer the animation using Siamese MountPC, then get the PC to use its CPU to convert and decode the animation, and then get the PC's graphics card to do the hard work of displaying each frame at high speed? The result is an animation player that plays animations faster than the Amiga, but in an Amiga window.





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Amiga 1200, 060, scsi2, 10mb ram, 120mb hdd	\$1249	Siamese System 2.5 RTG	\$279
Siamese System 2.5 RTG/Network Card bundle	\$649	Emplant 1200 Mac Emulator	\$89
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NEC Multisync 3D monitor	\$200	P-OS Pre Release	\$49
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Epson LX400 Printer	\$39	Main Actor Pro	\$49
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A500 PSU	\$39		

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# Kids Only & Mr Greedy

## Kids Only & Mr Greedy

by  
Jenny Burak

### KIDS ONLY

This month I am continuing with the public domain theme of children's software available from Aminet as demos, due to feedback from our readers regarding the high price of children's software and the current lack thereof.

This public domain children's program is suitable for pre-schoolers to ten year old. This freebie reminds me somewhat of the Kids Only public domain cartoon videos in that the quality is only adequate, but hey, on a rainy day it can be just what the parents ordered.

Kids Only is a multi-game program whereby children are presented with a colourful menu screen with icons representing

games which can be selected. A scooby-doo type dog is the mascot of Kids Only. Two to three year old children will definitely need help to use the program and may even find various games too difficult. Mouse manipulation skills are required.

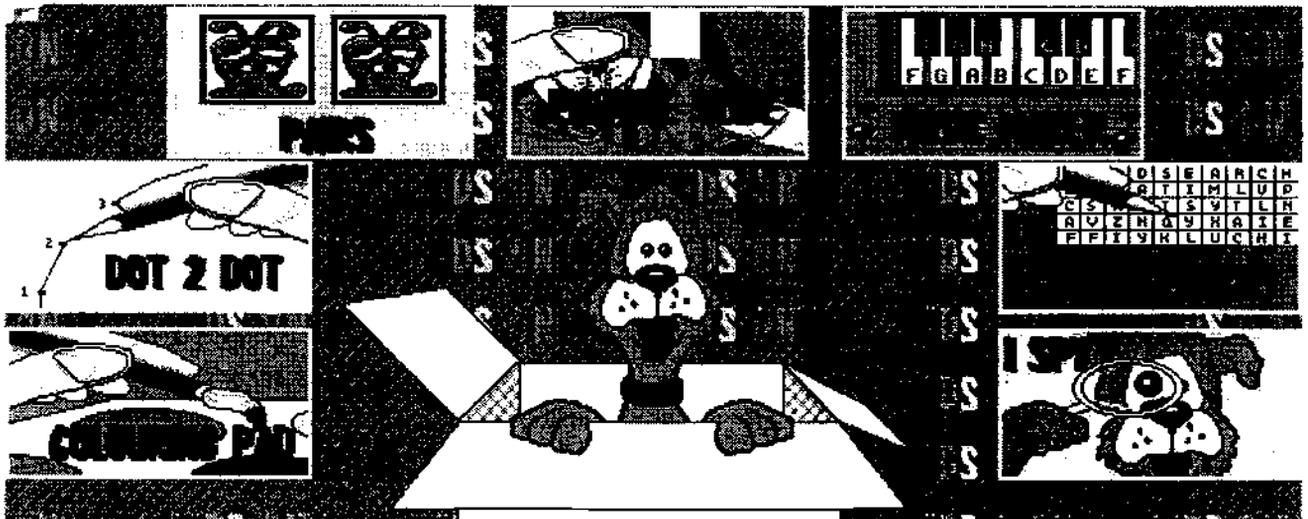
Children may select games from the following (with three levels of difficulty available):

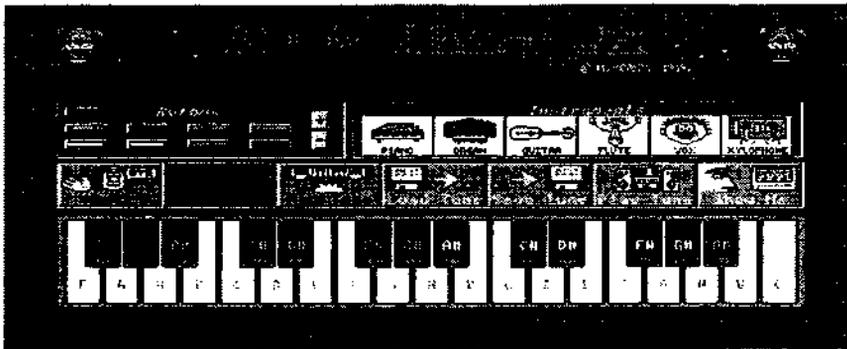
\* Dot 2 Dot: Music rewards the child when the picture has been completed and then the children can "colour" it in using a standard style palette. Cute sound effects occur when parts of the picture are coloured in.

\* Pairs: This memory game

displays cards which are then flipped over in order to match the pairs. Most children are well acquainted with this concept; the only problem in my view being the small size of the cards. A "high score" congratulations type table is also available for children to type in their names.

\* Music Maker: This keyboard features instrument choices of piano, organ, guitar, flute, vox and xylophone. As well as just mucking about on the keyboard, children can have a tune played for them and the "show me" feature instructs children along as they follow the arrows. There is a "load" and "save" tune facility, allowing children to use file melodies.





\* **Picture Slide:** A slide style puzzle (which is quite tricky) challenges young ones to complete the picture as displayed on the right of the puzzle.

\* **Word Search:** Children find words hidden in the grid. Once again I feel the grid is too small as young children are used to reading large print; however a cute feature is the picture of the word found pops up in a box above the word which you must locate.

\* **Colouring Pad:** A picture of a little girl in a garden is provided for your young one to colour in. I must say, not very inspiring.

\* **I Spy:** A great seaside picture provides the basis of an "I spy" game in which the computer chooses the letters and which item in the seaside picture it is "spying". With this game one needs to activate the "New Game" button in order to begin.

Unfortunately, for the demo version, only one file as a choice is available for each game. In other words, when you select to load a new melody in Music Maker, only one is available and when you select a picture for Picture Slide, only one is available.

Although this game is hard drive installable, as usual my clunky old A2000 with workbench 1 something could not cope.

## MR GREEDY

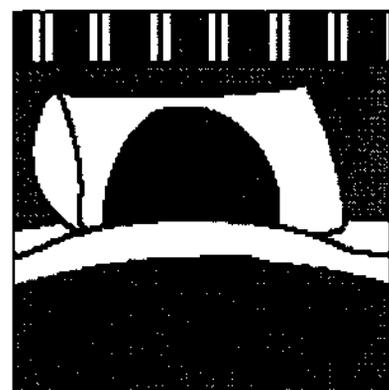
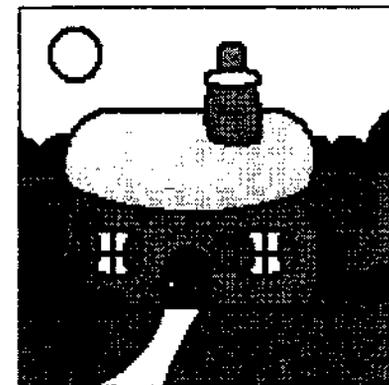
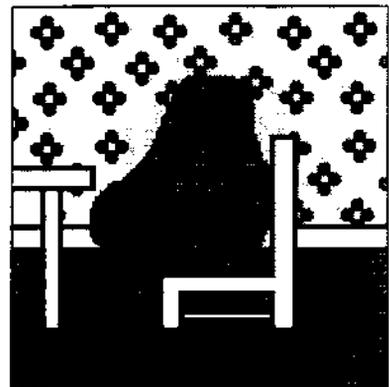
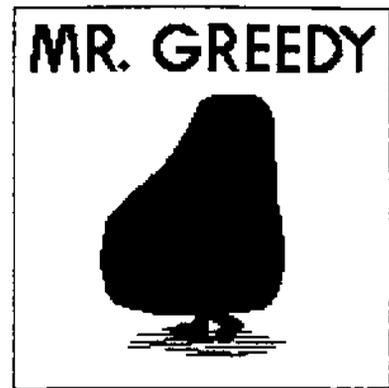
Read-me Animation

This software "book" is a delightful program in which children can read the "Mr Greedy" book from the famous "Mr Men" series of books by Roger Hargreaves.

The story itself is no masterpiece of fiction, however it has the usual successful key elements required to keep children interested. The pictures are simple and colourful; the text is of a suitable length for young children and the storyline itself is amusing with "food for thought" (excuse the pun).

With this animated "book" children can turn the pages, read for themselves the text and view the simple, cute animations of Mr Greedy. A few simple buttons which change from white to grey when activation is required signals children what to do next. My two kid consultants found the book amusing; the younger one more for the animations and the older one who was proud she could read some of the text herself.

There is no "read along" facility as is usually found in animated books, however sometimes this facility can be annoying to young children who may be faster or slower than the computer's pace of highlighting the text. My elder child has learnt to read without the aid of computer books, and as a parent I see no need to invest in such programs.



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# PPC Update

written by Stephan Rusdorf

Following I can report about the CyberStormPPC 060-50 / 604e-200 and available software

## The Board:

It is easy to install. I upgraded from the CyberStorm MK-I and simply exchanged the boards and it worked. Then installed the ppc.library and tested the included demos (e.g. a fractal generator and a Lightwave object viewer) which gives much more speed with the ppc version.

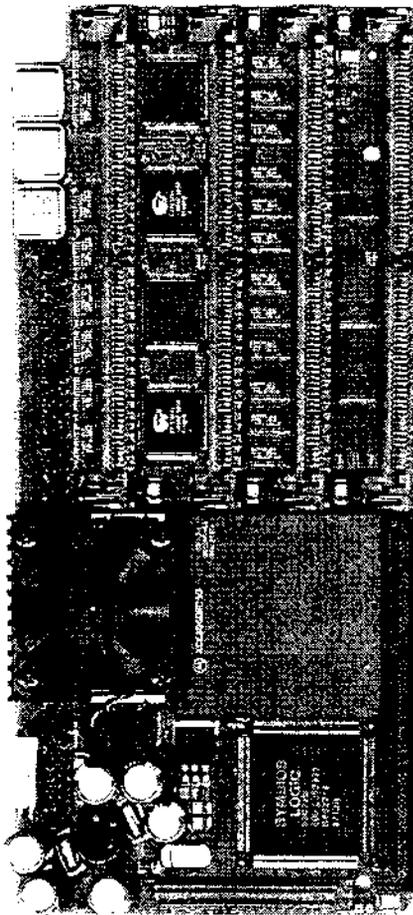
## SCSI:

With the first batch of CyberStormPPC board there were some problems with the scsi-device but now it works perfectly. With my Seagate Cheetah it makes about 14MB per second. Unfortunately there is no adaptor or cable included which gives easy access to the used SCSI-II devices. I had to buy a SCSI III-II adaptor a UW SCSI cable with 4 connectors to get it to work (for \$85 all up).

## Software:

By the way there are some more tools available in the aminet archive. For instance there is a MPEG audio encoder (music) which is 2.5 times faster than with the 060. Some picture viewers that can show jpegs very fast. Also there is a PPC support for Turboprint V6. This speeds up the calculation when printing (approx. 1.5 times I would say) and there are some native effect modules for Arteffect. Also some MPEG Audio decoders/players available but this is also on 060 fast enough.

IsisPPC is a MPEG Video Player which is capable of playing video cds in realtime with audio but not with 25fps but with 20fps. I think this is not a problem of the ppc board but of the CV64 or the Zorro3 bus. Maybe the author will make some optimizations. I mailed him already.



Some packers are also available for the ppc. LHA is under construction. I have contact with the author and he sent me some beta releases. When packing a big file it is already twice as fast than

with the 060. When handling many small files it has some problems, but he is working to solve this.

There is also a Doom clone for the ppc which give 640x480 with 14fps against the 8fps of the 060. Quake for ppc from Clickboom is ready to launch. I will buy it when it is available.

OpenGL is under construction from Phase5, but a second version for StormC from Haage&Partner is already available. But this one only works with StormC.

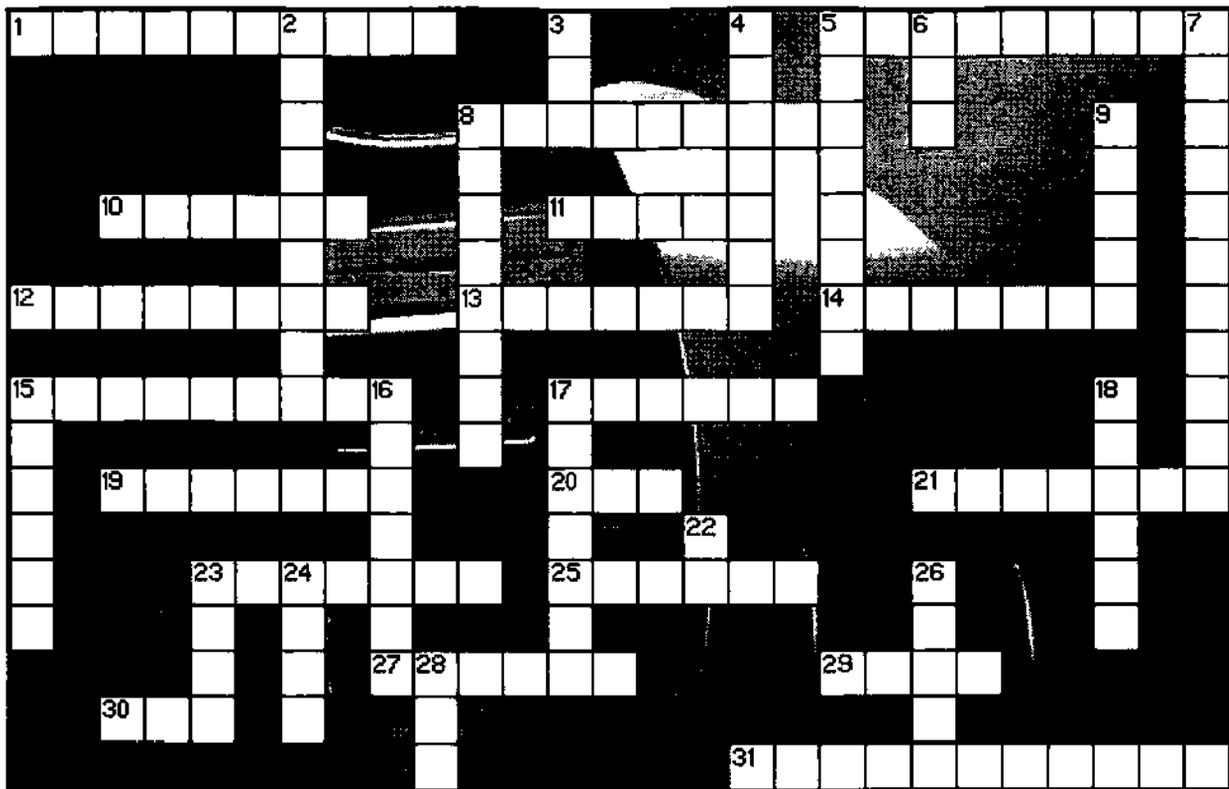
There is a big fight between Phase5 and H&P which ppc-system software is better. That is not good for the developer and also for the user because you can't use both packages and so you must decide. But it depends on which software you want to use and which package this one requires. If you want to use software which uses the one, and other software which uses the other package, you have a problem! I hope you understand the problem?

So that's all for now, I hope I answered some questions.

Stephan Rusdorf  
(Developer of ESCUtil The EPSON Stylus COLDUR Utility for the Amiga)

PowerPC (in the Amiga) - smaller, cooler, faster!





**ACROSS**

- 1 Amiga people can feel like this at times
- 5 Icon frequently used in children's software to depict "return to main menu"
- 8 Ed Dribble Feb 98 says you should do this to yourself in Tip Five
- 10 Popular children's game whereby picture "cards" have to be matched
- 11 Popular PC game coming soon to Amiga
- 12 We are yet to see an Amiga which is like this
- 13 PD imitation game of Tetris (March 98 AAG)
- 14 Do this to the tonnes of paper mentioned in the previous Amy-X-Words
- 15 Vulgar but cute animated TV show (SBS) worked into popular PC game "Quake II"
- 17 Name to describe platform which accommodates Windows software and Intel CPU
- 19 U.K. country which will be hosting the Amiga Computer Show where the new Amiga plans will be announced
- 20 LIQUID CRYSTAL DISPLAY
- 21 Home computers are supposed to be getting easier but more and more people are paying to do these
- 23 Free to air television will go this way in 2001
- 25 Company name of Uropa2 designers (March 98 AAG)
- 27 The name of the PowerUP PPC developers
- 29 These fly when you hear outrageous predictions
- 30 Extremely over-priced item essential for home printer use
- 31 This word is bandied about in the IT world too liberally

**DOWN**

- 2 Living in this country means we are free from many diseases, but also free of IT choices enjoyed by many elsewhere
- 3 Be careful to avoid REPETITIVE STRAIN INJURY
- 4 AAG needs more of these
- 5 These peripherals will enhance your computer listening pleasure
- 6 The name of the Siamese system developers
- 7 Hear these (or then perhaps purchase) these via the internet
- 8 Term used to describe partial functionality in a piece of software for demo purposes
- 9 An IBM style architecture PC is known as such
- 15 A technique (and tool) used in computer repair
- 16 Great animated children's program reviewed in March 98 AAG
- 17 We're still waiting for the full length movie of this well-known clay animation figure and his dog
- 18 This piece of software turns your Amiga into a piece of fruit (March 98 AAG)
- 22 Initials used to describe anything to do with computers and chip based products
- 23 Many compute nerd's rooms are kept this way
- 24 "New" term to describe those who are nerds by choice
- 26 Famous animated/live action movie rabbit's name (March 98 AAG)
- 28 This type of counter records web page visitor numbers



# The AMOS Report

Brought to you by Mushroom PD Software

Everyone knows that AGA in AMOS is currently not available directly. This section will hopefully tell and show you how you can achieve it, and the various extensions which you can use to get there. Lets start with a small piece of info on the history of AGA AMOS.

The first AGA graphics to be incorporated into any AMOS listings, were simple hacks which altered values in the copper, to give the impression of an AGA screen. The only back-draw to this method, was you couldn't really display any AGA graphics, but you could display an AGA copper in the background only.

There were a couple of attempts at an AGA extension, and the ones which were released were not very good at all, as all they really could do, was display AGA pictures by reducing their palettes etc. There wasn't a single extension at this time, which could claim to be a true AGA extension.

Then came along the GUI extension. It is written by Pietro Ghizzoni and is the first, easily manipulable extension that not only offers the best OS application programming for AMOSPro - but will also let you program AGA graphics for the very first time in the history of AMOS. Here is a note from Pietro himself on the subject of AGA and the GUI extension.

*"Well... what I achieved with the GUI Extension is the first real AGA support, no Copper hacks and so on. Due to its total OS respect the GUI Extension can obtain the best from the system.. this mean it supports AGA, Graphics Card, Advanced Screen Mode like the HighGfx modes. Now a CyberGFX 24bit screen with 16M of colours can be easily handled in Amos."*

*"Most of the GUI gfx commands are faster than the Amos equivalent, so you can create cool and fast WB application."*

*"The GUI Extension v1.63 is the first approach to AGA. Now the phase 1 is completed... I've a full working AGA environment for the GUI Ext... the next phase is the 'Power Up'... a lots of new gfx commands and facilities for a advanced AGA use."*

*"What i hope to achieve with the GUI Ext in the future*

*- Amos Screen promotion display a Amos screen in the WB*

*- a new fast animation system. Since the AGA introduce some High definition screenmode, we need a powerful animation system for creating a fast and smooth animation... this mean XFA (eXtra Fast Animation) support. Actually only some commercial software supports this standard... but in the near future the Amos users can use it tool*

*- extended TCP/IP commands set for a faster access"*

At this time, there are 2 other extensions underway which will try and bring AGA into AMOS. The longest in the works has been the JADE extension, which has been subject to many rumours saying that it will not be released. The original programmers claimed several months ago that they were writing an AGA extension, before a long period of silence. All we have seen of their extension so far, is a list of commands which they wish to include, and more recently an advert to the AMOS mailing list requesting beta testers when a test version is released. No one has submitted to me any kind of demo, even though they claim the extension is just being debugged, and the main part is completed.

The other AGA extension being written, will be called the Game extension, written by Peter Cahill. I have seen one example of this extension, and from what I have seen, it will look very nice when it is completed. Peter did send me a small file of what he hopes to include in the extension, but I have misplaced it at this time

The GUI Extension is available from Aminet in dev/amos and whats more, it is freeware, which means there are absolutely no restrictions whatsoever.



# THE BEST OF PUBLIC DOMAIN

BY DANIEL

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## Convert

Convert is a small program that enables you to convert ascii text files between the Amiga, Mac and PC computer platforms.

The program centres around the small GUI. Simply select the source and destination platforms from which to do the conversion from. You will then be prompted to select the source file and a name for the destination file. Then you choose between a small and large buffer.

Convert is not by any means spectacular, and in fact most modern word processors will accommodate for not only converting files from one platform to the other but also from one file type to the other. The advantage of convert is that it will perform the conversion faster and you won't have to load those large programs just to do something like this. Convert might be simple but its principal is to be faster than other alternatives. The speed and convenience that Convert offers is a blessing for people like myself who have to soldier on with slow machines.

Requirements: OS2.0, MUI,  
Programmed By: Sean Russell  
Available From: Aminet archives

## Magic Colours

This is a small program that fixes the colour of Magic Workbench colour icons, so that they don't look distorted and have that awful purple colour. The problem with these icons lies mainly with the way that these icons address the colour pens. Magic Colours simply corrects the problem by correcting the colour pens addressing.

Magic colour comes with a guide file, which contains a description of what causes the problem and what Magic colour does to solve it. Installation is as easy as dragging the application icon to your start-up drawer. There is no preferences screen or any settings that need to be set, so once the program is installed, you need never worry about it again.

Requirements: OS3.0  
Programmed By: Vulker Rudolph  
Available From: Aminet archives

## Xtruder

Last time I reviewed a virus checker I elected VirusChecker 7.17 to be the better virus checker. With so many good virus checkers out there it's hard to choose the best one, especially as they are continually changing and improving on their previous versions.

When searching for a virus checker, your best bet would be to look through the Aminet archives. There's lots there and the majority of them will do the job of seeking and destroying any viruses that you may have. Which you choose to do the job will depend on your preferences, though always make sure you get the most recent version. A suggestion is to have a look at several of them and decide which one you like the best.

For round two of reviewing a virus checker I have chosen Xtruder. The first thing that grabbed my attention was the size and completeness of the program. Xtruder has a large emphasis on giving the user a lot of information. There are categorised lists of all the known viruses that Xtruder can take care of. The list even displays crunchers, patches and file type viruses comprising of bootblock, file virus. You can display system information, at a detailed level showing libraries, devices, resources, ports, seamaphores and tasks. This makes XTruder one of the most informative virus checkers out there.

Xtruder will allow you to check individual devices and files for viruses, and you can log the result of this to a user definable report which is a good idea.

## THE BEST OF THE AMIGA

particularly if you perform the check while not at the computer. You can simply read the report after to see what Xtruder did. Once comfortable with Xtruder, I found it to be quite user friendly. One feature I liked was the ability to check archives, which is actually quite a good idea, as this is one way that people could hide unsuspecting viruses.

The Xtruder archive comes with the usual standard of quality that you would expect from a program like this. A simple installer script will do the job of putting the program onto your hard drive and a comprehensive, well written and presented guide file is also present. There are a number of user settings ranging from the GUI, start-up, and file checking being the most significant. You can also install a number of bootblocks and view the bootblocks of existing disks. The only disappointment that I found with Xtruder was that I was not able to select a whole partition at a time to perform a virus check on. The history function will detail information on each of the files that you checked. This includes the number of files scanned, the time taken and of course the number of viruses found, if any.

Overall Xtruder is comprehensively large and once you get the hang of it, easy to use. Most people would be able to work out how to use Xtruder without consulting the guide file. Whether you choose a new version of Viruschecker or XTruder, I can say that both can be entrusted to do the task of

seeking and destroying your viruses quite competently.

Requirements: N/A  
Programmed By: Martin Wulffeld  
Available From: Aminet archives

### Amigantt 4.0

Project management has turned into an important part of business and particularly software development. Some people are employed to do nothing but manage projects using software such as Microsoft Project.

Primarily Amigantt lets you document the task, duration and resources involved in a project along a time line using a method known as a gant chart. Some of the features of Amigantt include an intuition based interface with drop down menus. The gant chart also has a number of features, the foremost being able to define 500 tasks, therefore large projects can be accommodated for. Each task can be displayed in units ranging from day, week or month. A Milestone task can also be defined to identify reaching certain points in a project. Up to 10 resources can be added to each task. You can print out the gant chart for a hard copy of the gant chart.

Amigantt consists of a single file which can be placed any where you desire. Amigantt will run on any Amiga, though some libraries may need to be present for it to work. A text file will have to suffice as user documentation.

The layout of the program is neat and tidy, and foremost it was not cluttered like some programs. This is what makes the program easier to use. There is an Arexx port for some added power.

Using Amigantt is a bit tricky at first, and may take a little time to get used to. Before you can view the gant chart you must first create a new project and enter each task that you have. Each task requires a start and end date, description, duration and the dependencies. Once this is done you will see the gant chart being formed. You can view the pert chart alternative to the task as well. If the chart is difficult to understand you can add some colour so that for example the critical path is easier to identify. Options are available that enable you to edit and delete a task, and for convenience you can sort the tasks in order by critical path, starting or ending date.

Amigantt functions well and is easy to use once you get the hang of it. Amigantt has excellent potential and it's a shame that no newer versions have been released for some time now. I am confident that a new version with some added features and functionality would easily be comparable to the large commercial versions available on other computer platforms.

Requirements: N/A  
Programmed By: Martin Wulffeld  
Available From: Aminet archives

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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

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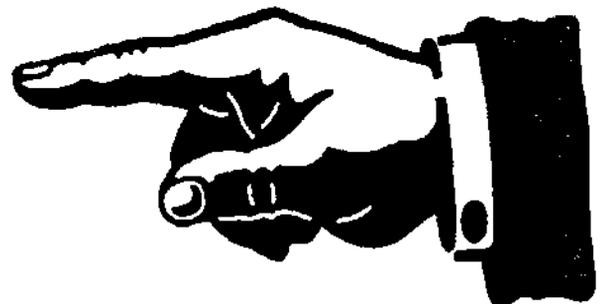


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