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New Arrivals
Viper 520 CD - A500 68020 33 Mhz, with Multi IDE interface, version 3
   roms & software, 8 Mb ram, FPU option. $340.00
Apollo 1260 - A1200 68060 50 Mhz $890.00.
Ram 601 - 1 Mb chip ram plus clock A600 $95.00
Power XL - External High Density 1.76 Floppy $225.00
IDE4 - A600/1200 4 Way Buffered IDE card with IDE fix 97 (Registered) $110.00
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Apollo 2030 - 50 Mhz 68030 for A2000 takes 72 pin Simms $550.00
Zipps 1MbX4 - $25.00 ea.
Aminet 25 - $28.00 Aminet Set 6 $60.00 Amiga Forever V2.0 $105.00
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All ProDAD software - Clarissa, Animage, Adorage, Monument Designer Pro V3.0, plus add on packs. - Amiga 1200 Viper IV - 42 mhz 68030 + 4 Mb. Ram + Clock. DSS8+ - GVP digital sound studio GI105 - 64 Grey scale hand scanner with Touchup4 software with merge, and OCR jr. software. DKB Securecard - For A2/3/4000. prevents anyone booting the Amiga from either floppy or hard disk without the password.
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Welcome back to another instalment of "Editorial Dribble". Last month as you may recall Amiga Inc. announced their roadmap for the future Amiga (well one third of it anyway). Since that momentous outpouring we have heard little of the remaining two thirds that was promised to follow in the coming months and I doubt we will. Maybe I am getting cynical in my old age or a bit weary for waiting for the Amiga saviour to come along.

The main thing all these saviours are lacking is faith and you can’t be a true believer without faith (check your bible). The same faith that drives Amiga users to perserver with outdated hardware and software in the hope that one day a saviour will resurrect our beloved Amiga to its former glory has to permeate the saviour or any endeavour is destined to fail.

If you are thinking I am "one sandwich short of a picnic" it’s probably that your passion for the Amiga is more eroded than mine. During the IRC conference after the Amiga Inc. announcement the question was asked by a user "Does Amiga Inc. understand that Amiga is more that a computer - its a religion?" Of course the reply was "yes", but I doubt that Amiga Inc. has the capacity or desire to deal with such a concept.

In protest against the assimilation of the Amiga into the convergence industry I have decided to leave the remainder of this months editorial blank.
Opera Software Announces Development of Amiga Version

Opera Software has announced the development of an Amiga version of its popular browser. The development will be carried out by the UK-based company Ramjam Consultants Ltd, under the leadership of Tim Corringham.

"We are delighted to be involved in porting Opera to the Amiga. Opera has an Amiga 'feel' to it even under Windows 95, so I'm confident it will make a high-quality Amiga application, and will offer a degree of commonality with Windows 95 that few applications achieve", says Corringham.

Both companies aim at a release date of December 98, just in time for the Christmas shopping season, providing a source of fun and satisfaction for many loyal and die-hard Amiga followers.

Opera for the Amiga is expected to support the same level of functionality as its Windows counterpart, thus putting it at the forefront of browsers on the Amiga platform.

The price for this version is not yet established, but it is planned to keep it in line with the Windows version.

Football 365 is coming home... to the Amiga!

Leading Internet technology company, IMM Studios in partnership with Direct Network Publishing have recently developed a unique and innovative publishing system which forms the heart of a new daily free Internet football magazine named "Football 365".

As well as providing the most up-to-date news available in the footy world, it can even be personalised to your own team preferences through the "Homeground" section. F365 is available on the web, but is also designed to be delivered via E-Mail.

IMM has developed software to automatically unwrap the E-Mail and view it in a web browser for PCs, but now http://uk.amigasoc.org AmigaSoc UK have released an Amiga version of the official viewer for Football 365. So check out the Football 365 web site at www.football365.co.uk

Holger Kruse Receives the AAA Award International 1997

Holger Kruse, creator of well-known Amiga Internet connection software "Miami", received the AAA Award International 1997 at the World of Amiga show in London, UK!

The AAA Award International 1997, consisting of a custom designed crystal glass Boing ball and a fine diploma, was handed over by Petro Tyschtschenko, MD of Amiga International, Inc. who along with Martin Sahlén, director of AAA Awards, performed the presentation. Holger Kruse, voted winner by Amiga users all over the world, expressed his gratitude for receiving this recognition. The ceremony was performed at the Novotel Exhibition Centre, Hammersmith, London.

The motivation, for which Mr. Kruse received the AAA Award International 1997: "For creating Miami, the first TCP/IP stack for..."
EVERY Amiga user. The inexpensive, fast and easy fashion of Miami has helped making the Amiga a true Internet computer with a wave of new applications as a result.

Great Effects Development Announces Professional Filesystem 2

The author of Ami-FileSafe, Michiel Pelt, has reclaimed copyright and has continued development. The product is now in the hands of his company, Great Effects Development. The product will soon be released under the name of PFS2.

PFS2 will be available at the end of June, 1998. Check out their website at www.greed.nl for details or contact Michiel info@greed.nl.

Free upgrade to Tornado3D V1.75 is Available

Version 1.75 of Tornado3D, the most advanced 3D rendering and animation software for Amiga and DraCo computers, adds PowerPC support and many other hi-end features. Registered users can receive the 1.75 update for free, from Tornado3D's Web site: www.tornado3d.com

The "FREE 2.0" special offer has been extended to June, the 30th 1998. The package's serial number is required to fill the update form.

Amiga Yellow Pages.

Launched Sunday 7 June 1998. Amiga Yellow Pages is like any other Web based Yellow Pages but dedicated to the Amiga only.

Everything appears as a classified listing From Amiga International (A) through (b) books (Amiga), Games developers, Hardware Developers, Internet Service Providers etc The big difference, unlike other Web classified pages, is that small companies without their own internet web site can have a large classified display link web.ukonline.co.uk/michael.carrillo

Blittersoft Price Reductions For Mac and PC Emulation Software

Blittersoft announced a new price structure for their emulation software packages for the Amiga.

FUSION Mac emulation is currently at version 3.1 and is accepted as the ultimate Macintosh emulator for the Amiga. Fusion is actively developed and there is a planned upgrade route to a PPC version.

PCx PC emulation is currently at V1.1 and provides the user with the ability to run DOS and Windows 3.1 applications. Check out Blittersoft's webpage for more detail. www.blittersoft.com
Melbourne Amiga Expo
October 96
2 Days
Ausztralian Amiga Cazette

Melbourne
Amiga Expo
AAG
Sydney Show
Bigger
BRIEF DESCRIPTION
The A1400T is basically an A1200 - with the easy expandability of the "big box" Amiga such as the A4000T.

It consists of an A1200 main board, a built in 150watt power supply, an expansion board with 5 zorro II slots & 1 inline video slot, one standard Amiga 880k floppy drive, standard 1200 keyboard in a separate case, and a mouse. The A1200 board has the 3.1 workbench ROM installed, and the A1200 manual and 3.1 workbench manual are included.

INSTALLATION
The A1400T comes in an Infinitiv case which has an extra floppy drive bay, a 3.5" hard drive bay, and 2 5.5" bays included, and more snap on modules are available if this is not enough for your needs. The case can even be expanded in height if you need more 5.5" bays. There is also space at the back for several more 3.5" bays but the actual bays are not included, so you would need to get these separately. All the 3.5" HD bays have removable face-plates at the rear of the case. The face-plate for the second floppy drive is moulded into the front of the case rather than a snap out panel like the 5.5" bays have, so you might have to do some surgery to install a second floppy (such as remove it's face plate).

As the Infinitiv case is very well designed, and all the panels snap in and out. The only problems I encountered were due to the fact that the plastic drive bays are thicker than the metal ones in the 2500, I had to replace the mounting screws for the hard drive and CDROM with slightly longer ones. In my case this was a simple matter of a dig through my junk box, but if you don't have one of these you will need to go buy some appropriate screws.

Of course if you are not comfortable with working on the innards of your computer you will want to have any hardware additions or transfers done by a qualified service man or a knowledgeable friend, but if you have done this kind of thing on a "big box" Amiga before, you will have no trouble with this one.

FIRST IMPRESSIONS
The first thing I noticed when I turned my new system on was how quiet it is. I immediately put my hand over the fan outlet on the power supply, thinking the fan was not working. It was! The fan on my 2500 was quite noisy, and was one of the only things I did not like about that machine.

Since the A2500 I had previously been using had a FPU, MMU, and 4M 32 bit ram which I could not transfer to the A1400T (they are all on the 2620 accelerator card) i
expected some initial loss of performance compared to the A2500. I was surprised to find that everything seemed to run just as fast as before. In fact, some things seemed to go faster! For example, web page graphics seem to load faster, probably because it is easier to remap the pictures to 256 colours than to the 16 I was restricted to with my old ECS system. And a multi-coloured workbench screen goes just as fast as the 8 coloured screen I had used with the 2500. On the 2500, I had tried a 16 colour screen, but this had produced a noticeable slowdown. The A1400T can handle 256 colours with no performance loss!

**REVIEW**

I will not spend a lot of space reviewing the basic A1200 part of the system, as the A1200 has been around for a while, and most people are familiar with it by now. If you have never tried an Amiga with the AGA chipset, I will say that it is a huge improvement, and makes available to you many programs which won’t run without it. The extra Meg of chip ram is also a big improvement over the 1M I had previously.

As far as software compatibility, I have found very few programs that worked on my old system that gave problems on this one. The few I did find problems with were easily corrected with degrader, or by booting in ECS emulation on the Early Startup menu. These were all old PD games.

The Infinitiv tower case itself is a work of art. It is good looking and very easy to work on. It is coloured in what I call “computer off-white”, the same as most peripherals you will find. It matches perfectly with my monitor, printer, modem, and speaker system. It has a nice sculptured look without being overdone. The keyboard case is also more rounded and modern looking than my old 2000 keyboard. I should say here that I never have been a big fan of those industrial grey systems, nor the “bat-wing” style of keyboards. To me, beauty and functionality must go hand in hand, and Infinitiv has hit the mark here! You can also, if you wish, use a PC keyboard, as the system has a built-in adaptor and the plug is the same. Perhaps I am missing something here, but I never understood why you would want to use a PC keyboard. Do they have something that is missing on the Amiga keyboard? Maybe you need to do this if you have a bridge-board, which the A1400T also allows.

The case has a front-mounted power button and power indicator light, and below this a reset button which has a light for your hard drive included. At first I thought this was rather silly, since the reset button does the same warm-reboot as the [Ctrl][Amiga][Amiga] combination, but I have now become spoiled, and use the reset button exclusively. (I do a lot of
Micronik Infinitiv A1400T

programming on my Amiga, so I wind up re-setting much more often than most!

The inside of the case is just as well designed as the outside, all slots are properly aligned, everything snapped apart and together correctly, the power supply has several of the standard size connectors you will need, and all my peripherals fit easily into their intended locations. And all work just as they did before.

Please note that the flicker-fixer I installed in my A1400T is not really necessary, as the OS will allow you to mode-promote your screens to be compatible with a VGA or Multi-synch monitor, but this requires an adaptor to attach the monitor's cable to the standard Amiga monitor port. The adaptor is NOT included with the system, and I already had the flicker-fixer, so I installed it - and it works fine.

So, in short, what I now have is the equivalent of adding the AGA chipset to my old system, combined with the benefits of the new case, and the ability to use one of the low-cost A1200 accelerators! This unit is the perfect upgrade path for me. I have long wanted to upgrade my system, but couldn't afford a new A4000 and didn't want to get an A1200 due to the difficulty of expanding it even enough to just duplicate my old A2500.

LIKES
I like EVERYTHING about it (as if you couldn't tell by now!)

DISLIKES
My only (minor) complaint would be the lack of any sort of documentation on the case. Although it is pretty easy to figure out, some brief descriptions and diagrams would have been nice. Perhaps this lack was due to the rush to get these out to the dealers or something similar, as I have one of the first available units. (I ordered it the instant I saw they were available)

CONCLUSIONS
This is truly an excellent product, and I expect they will sell a lot of these. If money is no object, an A4000 is still the ultimate Amiga, but if you are looking for a lower cost option, this is the way to go! And you still have the capability to upgrade as your budget allows. A new, expandable Amiga in a beautiful tower case for less than the cost of a "budget" PC? How could you go wrong?

I take my hat off to Micronik, Infinitiv, and Gateway 2000 for this excellent product, and to Software Hut for their excellent service.
Aminet 25 Winner
Congratulation goes to

Tony Cash
of Rooty Hill NSW

Your copy of "Aminet 25"
is on its way in the mail.

Subscribe to AAG and Win!
The Global Amiga Experience
Each months Re/New subscribers go
in a draw to win a great prize.
(Offer closes 11-88)

AAG Name Contest Winner
Congratulation goes to

Chris Commings
of Randwick NSW
Your copy of "MYST"!
is on its way in the mail.

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)
(Available only to Australian residence)
The old Amiga A500 has been sitting up in the cupboard doing nothing. Let's face it, it has one meg of ram and getting any more is like trying to find hens teeth. You want a hard drive (these are just about as rare) and what's more when you do find them they invariably have problems. If you want a CD Rom drive, then here goes more cash for an expensive SCSI drive. Now you have spent all that cash, you still have the problem of speed - the old girl has about as much grunt as a Volkswagen running on two cylinders.

Along comes a new board, which just may answer all your problems, and give you access to lower priced PC type IDE devices. Called the Viper 520CD you get a pretty plain looking box with a white label, but it's what is inside that counts. Opening up you get a board, a rather thin manual, and some disks.

The manual, although thin is pretty easy to follow, and provides all the information you need to install, as well as explaining what all the connectors and links are for. The manual does seem to put things a little out of order, but the information is all there, including a short list of technical data and a quick rundown on compatibility with other add on peripherals.

So what do you get with the Viper card. Firstly the card contains a 68020 processor clocked at 33 Mhz. (the chip is a -16, so obviously the processor is overclocked). You get a socket for an optional 33 Mhz 68882 PGA style, 8 mb of 32 bit ram, Version 3 Roms, a 2.5" IDE drive interface, with room to mount a 2.5 drive direct on the board, two 3.5" IDE interfaces, allowing for up to 4 IDE devices to be connected. (The 2.5 interface conflicts with one of the 3.5, so you can not use both at once.) The disks in the pack contain the V3.0 Workbench. Add to all this the flexibility to put a separate hard drive LED, a connector to attach the Power Minimagchip to give you 2Mb of chip ram, (This board not yet available here). Finally there is a link to allow you to use the 3.0 roms on the Viper, or the original rom on your A500 motherboard.

Installation is pretty simple for anyone with reasonable dexterity and common sense. There are only two plug in sections, you must remove one CIA chip, and the 68000 processor, then install the CIA into a socket and replace the socket into the motherboard. The Viper then plugs into the 68000 chip.
socket, and here a little patience and care is needed, as the legs to the board are very long to provide clearance for the board.

I attached an old 40 Mb Seagate from my A1200 onto the board, and up it came straight away. The machine showed 8 Mb of fast ram, and booted up pretty smartly with no problems at all. Next step was to run some of the old standards in Sysinfo and AIBB to see what the old girl could really do. The results were pretty good, with the A500 now showing speeds faster than an A1200, and close to the A3000 25 Mhz. Adding an FPU gave more performance as you would expect.

The final test was to add an IDE CD ROM drive to one of the 3.5 interfaces. and run IDE Fix software and Cache CDFS software to the computer. (I did have to hook up a separate power supply to the CD ROM) Hey presto, I now had a working CD rom drive as well.

Maybe it's not the be all and end all of machines, but it now means that a A500 is a workable alternative, and can be used for a lot more than it was before, and is even worth keeping out of the cupboard.

The Viper520 was supplied by Vince at Computa Magic, 44 Pascoe Vale Rd. Moonee Ponds, Vic (03) 9326-0133

### Viper 520 Performance

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**Technical Details VIPER 520 CD**

- Processor 68ECO20 with 33 MHz
- Kickstart ROM Vers. 3.0 on board with 160 ns access.
- 3-x IDE port for 1 x 2.5" internal and 2 x 3.5" external
- With 4 or 8 MB FAST RAM on board.
- PGA socket for 68882 coprocessor (up to 33 MHz)
- Space for one 2.5" harddisk on the card.
- The Viper can be mounted directly under the shield.
- Up to 10 x faster than standard AMIGA 500
- Fully compatible to your A500 software.
- Fully compatible to MINI MEGI 2 MB CHIP MEM adapter.
- Made in Germany.
- Viper 520Cd - Price $340.00
- FPU 68882-33Mhz -price $45.00
- IDIFix 97 software - price $55.00 (registered version)
We at AAG understand the important role Amiga User Groups play in keeping the Amiga alive. Below is a list of user groups we have contacted. If there are any groups we have missed (believe us, there are a few) please contact AAG so we can include them in this list.

New South Wales

Amiga Creative Enthusiasts
Location: Illawarra Yacht Club
Frequency: 4th Wednesday of the month
Contact: Brian Gale (Secretary)
Phone: 042 752 493
Mail: 16 Cowper St, Port Kembla 2505

Amiga Graphic Artists Special Interest Group
Unit 13, 63 Flora St, Kirrawee 2232
Frequency: 4th Sunday of the month
Time: 01:00pm
Membership: Free
Contact: Michael Williamson (President)
Phone: 02 9545 4572
Email: wllie@ar.com.au
Mail: Unit 13, 63 Flora St, Kirrawee 2232

Commodore Hornsby User Group Inc.
Location: St Leo's College, Woolcott Ave, Warroong
Frequency: 4th Wednesday of the month
Time: 07:30pm
Membership: $5 (Joining), $24 (Annual)
Contact: Ian Sim (Secretary)
Phone: (02) 9458 3395
Email: Ian@compassnet.com.au
PO Box 1578, Hornsby Northgate 2077

East Coast Amiga Inc.
Location: Nagara Park Public School Library
Frequency: 3rd and 4th Friday of the month
Time: 08:00pm
Contact: Tony O'tierman (President)
Phone: 02 9995 9319
Mail: PO Box 344, Gosford, 2250

Muckleford Combined Computer Group
Location: Red Cross Hall
Frequency: 4th Tuesday of the month
Time: 07:30pm
Membership: $5 (Joining), $10 (Annual)
Contact: Wanye Milled (President)
Phone: 055 41 1024
Mail: PO Box 648, Muckleford, 2333

Mutual Amiga Computer Enthusiasts
Location: Beresfield Bowling Club
Frequency: 1st and 3rd Wednesday of the month
Time: 08:00pm
Membership: $10 (Annual)
Contact: Ken Woodward (President)

Southern Sydney Commodore User Group
Location: Scout Hall, Cronnel St, Penshurst (behind the Penshurst RSL)
Frequency: Every 2nd Monday
Time: 08:00pm
Membership: $20 (Annual)
Contact: Steven Peters (President)
Phone: 02 9928 5117
Mail: PO Box 217, Bowraly Hills, 2209

Tuggerah Lakes Computer Users Group Inc.
Location: Berkeley Vale Public School
Frequency: 1st and 3rd Thursday of the month
Time: 07:00pm
Membership: $7 (Joining), $18 (Annual)
Contact: Daniel Keenan (President)
Phone: 043 52 1987
Fax: 043 32 1087
Mail: PO Box 659, Toukley 2263

Australian Capital Territory

Canberra Amiga User's Society (CAUS)
Location: Woden Town Centre Library
Frequency: 3rd Thursday of the month
Time: 07:30pm
Contact: Alex Cameron (Secretary)
Phone: 06 286 2966
Home Page: www.splrhoom.au-com/eaml/CAUS.html
PO Box 566, Canberra City, ACT 2601

Victoria

Amiga Users Group of Victoria
Location: Moorabbin Arts Centre Complex, 975 Nepean Highway,
Moorabbin (cnr of South Rd, near the station)
Frequency: 3rd Tuesday of the month
Time: 07:30pm
Membership: Free
Contact: Randall Lasi
Phone: 03 5792 3835
Email: suicyde@eck.net.au
Home Page: http://eck.net.au/~suicyde

North West Amiga User Group
Location: Moonee Ponds Community Center
Frequency: 1st and 3rd Wednesday of the month
Time: 09:00am
Membership: $25 (Annual)
Contact: Gregory Thomas
Phone: 03 353 6786
Email: gth@nines.hs.miv.edu.au
Home Page: N/A
Having Trouble Finding Amiga Products?

Check Out Our Internet Site!

You'll find lists of the products we carry (hardware, software, accessories, plus more) as well as details of repairs, upgrades, and various other services we offer. Also online are listings of second hand bargains and various other discounted clearance items.

An increasingly popular facility is our online "Customers' Classifieds" section (this lists private goods our customers are selling), and also our "Wanted" area (we use this section to help us find the products you're looking for). We're delighted to currently offer both of these great services FREE of charge!

Now you can 'stop by' and see what's new at Synapse Computers whenever it suits you, whether you're in the next suburb or on the other side of the planet! No longer is there any need to worry about the time of day, or the call costs.

In case you don't already have Internet access, please let us know and we'd be happy to add you to our mailing list and keep you updated through post with periodical mail-outs. (By the way, we can assist you in getting your Amiga connected to the internet - If you're curious, please ask us for more details!)

http://www.uq.net.au/~zzjason

Queensland

Rockhampton Amiga User’s Group
Location: Cresent Lagoon School
Frequency: 1st Saturday of the month
Time: 01:30pm
Membership: $20 (Annual)
Contact: Robyn Phinn
Phone: 079 260 043
Email: laseplahh@harveysarn.com.au
Mail: PO Box 649, Muswerbrook, 2333

Bundaberg Commodore & Amiga Computer User Group
Location: 14 Miles St, Bundaberg 4670
Frequency: 1st Sunday of the month
Time: 12:30pm to 04:30pm
Membership: $24 (Annual), $1 (Attendance)
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Phone: 071 529 215
Email: bdston@130.acn.com.au
Mail: 14 Miles St, Bundaberg 4670

Western Australia

Albany Amiga User Group
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Jeff Schindler General Manager of Amiga Inc. took time out from his busy schedule to clarify Amiga Inc.'s future direction and answer some of the questions that have arose from the "World of Amiga" show held recently in London.

Are you abandoning the Amiga?
No, we are focusing our efforts on the development of the next generation architecture and operating system. We are working with third parties to create an open architecture necessary to bring the Amiga back for the future.

Isn't the new Amiga really just a PC with Amiga slapped into it?
While it is true that the next generation of Amiga will use the x.86 platform as a development system, this is meant to be used as a bridge to take the Amiga to version 5.0. Amiga 5.0 is a brand new Amiga, using the most evolutionary and revolutionary technology of software and hardware architectures.

Why didn't you choose PowerPC for the next generation Amiga platform?
The Motorola roadmap does not match our vision for the future that we have targeted for the Amiga. The Amiga Classic line will continue to support PPC as an accelerator to the current systems.

So do I just throw away all of my Amiga applications and start over?
No. The Amiga 4.0 will support most of your existing applications through software emulation. We are working with another third party hardware vendor to develop a hardware add-on (Amiga Classic Card) that will make the bridge system backwards compatible.

Are you really abandoning the Amiga OS and licensing another OS?
We are NOT abandoning the Amiga OS. We are investigating the option of leveraging a state of the art kernel of another OS to speed the development process and decrease our time to market the next generations of the Amiga OS.

Summary
We are focusing our energy on bringing the Amiga technology and the community into the 21st century, ahead of the pack. We will target our efforts on the operating system and an open architecture necessary to truly be a leader in the multimedia, digital convergence marketplace.
How to make a serial buffer

The buffer as described here is suitable for use with a standard null modem cable. You can either use it with one or both computers. Alternatively, you may wish to use a single buffer in the middle of your cable, or for very long runs, you may wish to use several buffers along the length of your cable. This is easily accomplished by building several buffer circuits and using suitable connectors to join them. However, this is beyond the scope of this project, and you will have to design this by yourself.

Parts needed (for 1 buffer)
1x DB25 Female
1x DB25 Male
1x DB25 cover
3x LM393 voltage comparator ICs
3x 8 pin DIL sockets
8 way cable.
A scrap of veroboard.
A suitable box.

(1) This is assuming you are using a standard null modem cable. If you are not, then you will need a connector that matches the sort used. Also, you will need to know what connections are made within that cable.

(2) You may wish to make both leads flying, in which case you will need 2 covers.

(3) You may wish to use 2xMC3302 or 1xMC3302 and 1xLM393 ICs instead. In this case, you will need to know the pin connections of these chips, and have the ability to modify the circuit given.

(4) The serial port on the A1200 can only supply 20mA of current, and the A1000 has no -12V connection at all on the serial port, so you may need to derive power from the video port. Other Amigas should be able to supply enough power via the serial port, A1200s with an uprated PSU should also be fine. If you are already using your video port, and deriving power from the serial port proves insufficient, then you will need to make an alternative power supply. This is beyond the scope of this article, however.

Construction.
The circuit diagram is shown in the pictures above. I recommend that the male DB25 connector is fixed to the side of the box, whilst the female one is connected to a flying lead to enable easier connection to the computer. Please note that it is very important that the power supply pins are ONLY connected to the power inputs of the comparators, and that NO POWER RAILS ARE LINKED. You MUST NOT join the power rails from two different sources (i.e. two different computers) and it is inadvisable to connect power rails from different ports together either. It is also important that the outputs of the comparators are only connected to those pins that are inputs, and the output pins on the computers are only connected to the comparator inputs. If the external power option is needed, then I advise that you connect a flying lead for the connector. You MUST ONLY connect power from one source however. If you use a power source other than the serial port, you need to connect the system earth (pin 7) to the earth of your supply, but you MUST NOT connect the power pins.

Final note.
When you have finished making your buffer, connect it to your amiga, and connect the null modem cable to the buffer. MAKE SURE THE AMIGA IS SWITCHED OFF WHEN YOU ARE PLUGGING IT IN! If, when you turn your amiga on the display is not as it should be, POWER OFF AT ONCE! Check the circuit for shorts between rails and broken tracks.
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INK K I T INTERACTIVE
All About MIDI

MIDI is a simple interface that allows your computer, in this case an Amiga, to talk to a keyboard. MIDI utilizes dangerous switching voltages which are hard for a computer to handle. The swing between on and off is -12 to 12VDC. This was most likely implemented since older computers had to worry more about interpretation and interference from radio sources. MIDI, as it stands, is a fairly crude, one-way communication line with individual inputs and outputs. Because it doesn't follow single line bidirectional protocols a certain interface must be used to help more modern computers to use the technology. With this simple box you can use MIDI for around $20 (including cabling).

I have included VERY clear schematics and a nice foil pattern should you want to make yourself a printed circuit board.

Constructing the PCB

Now this is a very simple circuit to make. If you feel like printing a PCB read this section for complete details. The next page has 3 separate images a component side of the board, a foil side of the board, and a building diagram.

These are all accurate and work. If you are printing a PCB, copy the "foil side" diagram to a piece of photocopier-safe transparency and follow the normal etching process. Once your PCB is etched and drilled begin to solder the components to the board (I find starting with diodes is best; then resistors next and sensitive components such as transistors and IC's last.) You will notice a discrepancy, there is no trace on the PCB for the connection of pins 4 and 5 of the DB25 connector. The reason for this is I just bridged the two pins at the DB-25 connector instead of bringing wires down to the PCB. All the connectors are numbered accordingly to the diagram so connection of the connectors is a snap. Now you are ready to mount the PCB in an enclosure.

The Enclosure

To design a nice enclosure I recommend getting a nice, prefabricated, square plastic box with a lid. The measurements as mentioned before are 55 mm by 84 mm. For my project I used a Radio Shack experimenter box. All you need to do is drill a couple of holes into one end and make a rectangular cut in the cabinet to mount the connectors. The BOTTOM of the DB-25 connector should be 6mm off of the table in order to align with the amiga's serial port. Drill pilot holes for the screws and use self-tapping screws for the appropriate size of your particular connectors around a 4/40 screw should suffice. Once the circuit is securely in place
connect your midi patch cables and power up your miggy :) Enjoy.

Testing
This circuit has been tested on an Amiga 1200 and an Amiga 500. I assume it will work on all standard amigas.

Should you feel a burning desire to contact me, if you have problems or if you would like to send me money you can reach me at E-Mail: wi511@victoria.tc.ca

PCB Lay-out

MIDI Jacks

Serial Port

building diagram
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The Amiga at the present uses the Motorola 68000 CISC (Complex Instruction Set Chip) series at the heart of the system. The Amiga Operating System (AmigaOS, Workbench or AmigaDOS) requires this processor as all the programs and OS routines are compiled for that particular chip.

The Amiga has a number of models and each has its own processor, as time has progressed since the A1000, newer models featured faster processors:

<table>
<thead>
<tr>
<th>Model</th>
<th>Chip Set</th>
<th>OS</th>
<th>Processor</th>
<th>MHz</th>
</tr>
</thead>
<tbody>
<tr>
<td>A1000</td>
<td>OCS</td>
<td>1.x</td>
<td>68000</td>
<td>7</td>
</tr>
<tr>
<td>A2000</td>
<td>OCS</td>
<td>1.x</td>
<td>68000</td>
<td>7</td>
</tr>
<tr>
<td>A1500</td>
<td>OCS</td>
<td>1.x</td>
<td>68000</td>
<td>7</td>
</tr>
<tr>
<td>A500</td>
<td>OCS</td>
<td>1.x</td>
<td>68000</td>
<td>7</td>
</tr>
<tr>
<td>A500+</td>
<td>ECS</td>
<td>2.x</td>
<td>68000</td>
<td>7</td>
</tr>
<tr>
<td>A3000</td>
<td>ECS</td>
<td>2.x</td>
<td>68030</td>
<td>16/25</td>
</tr>
<tr>
<td>A3000T</td>
<td>ECS</td>
<td>2.x</td>
<td>68030</td>
<td>16/25</td>
</tr>
<tr>
<td>A600</td>
<td>ECS</td>
<td>2.x</td>
<td>68000</td>
<td>7</td>
</tr>
<tr>
<td>A4000/040</td>
<td>AGA</td>
<td>3.x</td>
<td>68040</td>
<td>25</td>
</tr>
<tr>
<td>A4000/030</td>
<td>AGA</td>
<td>3.x</td>
<td>680EC30</td>
<td>25</td>
</tr>
<tr>
<td>A1200</td>
<td>AGA</td>
<td>3.x</td>
<td>680EC20</td>
<td>14</td>
</tr>
<tr>
<td>CD^32</td>
<td>AGA</td>
<td>3.x</td>
<td>680EC20</td>
<td>14</td>
</tr>
<tr>
<td>A4000T/040</td>
<td>AGA</td>
<td>3.x</td>
<td>68040</td>
<td>25</td>
</tr>
<tr>
<td>A4000T/060</td>
<td>AGA</td>
<td>3.x</td>
<td>68060</td>
<td>50</td>
</tr>
<tr>
<td>BoXeR</td>
<td>AGA</td>
<td>3.x</td>
<td>68040/060</td>
<td>50/40/50</td>
</tr>
<tr>
<td>DCE A5000</td>
<td>AGA</td>
<td>3.x</td>
<td>68030-060</td>
<td>50?</td>
</tr>
</tbody>
</table>

The faster processor the Amiga can have is the 68060 which is at least 40 times faster than the original 68000.

Although the clock speed hasn't increased that much, the speed has been increased through the use of 32-bit architecture rather than 16-bit, the use of larger and faster caches, inclusion of FPU (Floating Point Units) and MMU (Memory Management Units) onto the chip itself and better memory and instruction processing.

For the Amiga to improve a new processor is to be used. For example, when Motorola finished developing the 68000 range, they designed the PowerPC processor. The PowerPC is a RISC or Reduced Instruction Set Chip which means that it has fewer complex instructions than CISC chips, it has more registers and it can do those instructions much much faster at higher and higher speeds.

For the Amiga to use such a processor requires two things:

1. Programs to be written and compiled for that processor. 2. The Operating System has to support and even rewritten in PowerPC code to make full use of the PowerPC chip.

There are three operating systems in use that are written for the PowerPC and they are:

- MacOS (System 7, 8)
- Windows NT 3.x (now discontinued)
- BeOS

We have yet to see a version of AmigaOS for the PowerPC. Haage & Partner are developing pOS for the Amiga and that may appear for the PowerPC.
For the Amiga to grow and expand, some Amiga companies have produced Accelerator cards which replace your old processor with a faster version.

Currently, the AGA machines and the A600 have the best support for accelerators. Accelerators for the older OCS/ECS Amigas are no longer being produced as they are less common and not considered worth while supporting.

There are currently five major makes of Accelerators:
Blizzard & Cyberstorm by Phase 5
Apollo, Magnum, Viper

There are some other makes but they are less common these days and unlikely to be sold anymore. This is NOT a complete list as some older cards may have been left out.

**A500 Accelerators**

**ICD ADSpeed**

68020 14MHz Accelerator.

**Viper 520CD**

Has a 33Mhz 68020 EC processor with room for 33Mhz FPU, space for a 2.5" IDE hard disk, 2 x 40 pin CD ROM socket and 8MB of RAM on board. Includes 3.0 ROM and software.

**Solid State Leisure A5000**

Includes a 16.67 68020 processor which uses 256x4 DRAMs (total of 4 1MB chips ie 5MB). Doesn't autoconfig or use DMA.

**Supra 28 Turbo**

Uses a 28MHz 68HC000 processor with high speed static RAM cache. Fits on the side expansion slot. Also, compatible with A2000.

**GVP A530**

Includes a 40MHz 68EC030 processor with room for FPU and uses GVP SIMMS. Includes a on/off switch with turns off the 030/RAM and HD for backward compatibility. Up to 16/32 MB RAM.

**Derringer 030**

Uses a 25MHZ 68030 processor with optional 25/50Mhz FPU and upto 32MB of RAM using one 32 bit SIMM.

**Progressive Peripherals A500/040**

This includes a 25Mhz 68040 processor with 4 or 8 MB 32-bit ZIP Fast RAM. Requires KS/WB 2.0 to work.

**A600 Accelerators**

**Viper 630**

Has a 33Mhz 68030 processor and FPU. One SIMM slot for upto 32MB of RAM.

**A1200 accelerators**

**Blizzard 1204 or 1220/4**

Has a 28MHz 68020 processor with optional FPU and upto 8MB RAM.

**M-Tec T1230/28 RTC**

Hasa 28MHz 68020 processor with 1 SIMM Slot, optional FPU and SCSI-II card.

**Viper 620**

68020 14Mhz accelerator fitted over the 68000, allows for 4MB SIMM RAM.

**Apollo 68030**

Has a 25, 33 or 50MHz 68030 processor and room for a FPU. One SIMM slot for upto 64MB of Memory.

**Blizzard 1230-II**

Has a 68030 40 or 50MHz processor, optional FPU, upto 64MB RAM in 2 SIMM slots and optional SCSI-II card.

**Blizzard 1230-IV**

Has a 50MHz 68030 processor and room for a FPU. One SIMM slot for upto 128MB of Memory. Inbuilt MMU. Optional SCSI II card with 2nd SIMM slot.

**CSA 12-Gauge**

Includes a 68030 50MHz processor with max of 32MB of RAM. Optional non-DMA SCSI card.

*Australian Amiga Gazette June 98*
GVP 1230-II
Uses a 40/50MHz 68030 with 2 SIMM slots for GVP RAM only, 32MB RAM. Optional SCSI card.

Magnum 68030
Has a 40MHz 68030 processor and room for FPU. Upto 32MB of RAM can be added and there is an optional SCSI II card.

Microblotics MBX1230
Has a 33MHz 68030 processor with one SIMM slot for upto 128MB RAM, optional SCSI card. (Not autoconfiguing)

Paravision MBX
Uses a 28/33/50MHz 68030 with one SIMM slot for upto 32MB RAM. SCSI option. (Not autoconfiguring)

Viper MkII
Has a 40MHz 68030 EC processor and room for a FPU. One or two SIMM slots for upto 64MB of Memory. No MMU.

Apollo 68040
Has a 25 or 40MHz 68040 processor. One SIMM slot for upto 32MB RAM. Optional 2nd SIMM (32MB) and SCSI II card.

Blizzard 1240/TERC
Has a 68040 but due to heat problems it was designed for Towered A1200s.

DKB 1240 Cobra
Has a 40MHz 68040 with one SIMM slot for upto 128MB RAM. Optional SCSI-II card.

Magnum 68040
Has a 25 or 40MHz 68040 processor. Upto 32MB of RAM and optional SCSI II card.

Apollo 1260
Uses a 50/66MHz 68060.

Blizzard 1260
Uses a 50MHz 68060. Includes SCSI interface

Magnum 68060
Has a 50/66MHz 68060. Upto 32MB of RAM. Optional SCSI-II interface.

A2000/1500 Accelerators
2030 Turbo
Has a 25 or 50Mhz 68030 with optional SCSI card.

Derringer 030
Uses a 25MHZ 68030 processor with optional 25/50Mhz FPU and upto 32MB of RAM using one 32 bit SIMM (Compatible with A1000).

Fusion Forty
Includes a 40MHz 68040 processor with 2 SIMM Sockets for upto 4 SIMMS each allowing upto 128MB of RAM. RAM doesn't autoconfigure.

DKB Wildfire
Uses a 50MHz 68060 and includes SCSI, PCI bus, Ethernet and RAM Slots.

Accelerators for A3000
NB: Some A4000 accelerator cards can be used in the A3000!

GVP G-Force
Uses a 28MHz 68040 with upto 8MB of RAM using GVP SIMMS. Requires 2.04 ROM and Setpatch 38.31 or higher.

PPI Mercury 68040
Uses a 28 or 35MHz 68040 processor with upto 32MB of RAM. Requires 2.04 ROM.
WarpEngine 3040
Uses a 40MHz 68040 processor with SCSI-II controller and RAM expansion upto 64MB RAM.

Warp Engine
Has a 28,33 or 40MHz 68040 processor. Has 4 SIMM slots for upto 128MB of memory. Includes fast SCSI II host adaptor. Will fit in a A3000T

Zeus 68040
Includes a 68040 processor with SCSI-II controller using upto 64MB of RAM. Runs at 28 or 33MHz. Can use 1x8 or 4x8 SIMMs in groups of four.

Cyberstorm II/III
Uses a 50MHz 68060 with 4 SIMM slots for upto 128MB of RAM. Includes SCSI.

GVP T-Rexx 060
68060 Accelerator

A4000
Accelerators (PowerPC)
All of these are dual-processor boards and come with 68040 or 68060 to run the OS functions.

Cyberstorm PPC
Includes PowerPC 604e at 180/200MHz with Ultra Wide SCSI-III interface.

68000
16-bit processor (bus is 16 bit, registers are 32bit internally), can address up 9MB RAM. Runs at 7MHz.

68010
Faster version of 68000 at 14MHz. Very few differences between it and the 68000.

68020
New 32-bit wide processor running at 14MHz. Has 256 bytes instruction Caches to speed up instruction flow. Allows a co-processor such as the 68881 or 68882 FPU units. MMU also comes on a separate chip. The 68EC020 in the A1200 is a separate (rather than the full 32bit) addressing range.

68030
32-bit processor running from 16 to 50MHz. Has Data and instruction caches and includes Burst mode (reaps consecutive bytes very fast). 68030 can use 68881/68882 FPU co-processors. Includes MMU on some versions esp. the 33, 50MHz, the EC versions do not have a MMU.

68040
32-bit processor with in built FPU and MMU for maximum speed efficiency. Includes two 4K caches for even faster speeds. Clocks at either 25 or 40Mhz. Includes Copyback mode which allows cache memory to be written back to main memory (causes problems with self-modifying code). NB: There is a LC version with no built in FPU unit (mainly occurs on Macs). The FPU has fewer instructions than the 68882 chip and the missing instructions have to be emulated in software.

68060
Similar to 68040 with built in FPU and MMU but has two 8k Caches. Clocks at either 50 or 66Mhz. Last in the 68000 series. Unlike the 68040 which can get very hot, the 68060 uses 3.3V and runs much cooler. Has to emulate some of the 'missing' 64 bit instructions that were present in earlier processors.

PPC 603/604
RISC based processor with speeds of 60MHz to 300MHz+. Some can access Gigabytes of memory. Not compatible with 680x0 at instruction level but with the correct software can emulate the 680x0 at 640 speeds.
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TextEngine 5.0 is a Public Domain raw text word processor designed with simplicity and speed in mind, while still boasting a number of powerful and handy features that you would normally only expect to get with a larger commercial word processor.

The program is small in size, which makes it ideal for editing text files and using it with programs such as YAM to do your email. It may also be useful as an interface editor to your favourite language compilers that either do not have their own interface or are not very usable.

The GUI design of TextEngine is sleek, modern and functional which allows for quick and easy movement throughout your document. The menus are well set out, and the overall feeling of TextEngine is that there is lots of space. TextEngine is font sensitive and because it works on your Workbench screen it adapts itself to your Workbench settings, thus eliminating the need to set up the user interface.

The feature list of TextEngine is impressive. The length of your document is only limited by the amount of memory that you have. To extend on the editing abilities of TextEngine it retains the essential cut, copy and paste features. There is a good find and replace feature, and a word count option so that you can tell exactly how long your document is. The program also supports the Appwindow feature of Workbench which means that you can load a file simply by dragging the icon of the file onto the TextEngine AppIcon.

The program contains a 36,000 word dictionary which I found to be very useful. Words are suggested automatically and the list of alternative words is quite extensive. If a word does not appear in the dictionary you have the option to enter and save any custom words to the dictionary such as names and addresses. Impressively there is a function edit suite which will let you enter some short-cut keys.

The excellent spell checker that automatically suggests a replacement from a list of extensive alternatives.

There is a simple printer settings feature which lets you ensure that the printouts are WYSIWYG.
Quite impressive so far however the program does have two disappointments. The first being that you cannot change the font. I was hoping to be able to at least use the bitmap fonts from my Workbench. The second disappointment is that when you format your text the formatting does not apply to the text. Instead it appears as a code by the side of the formatted text. If a line is to be bolded and underlined the text will contain a BU code in front of the text. This subtracts from the overall appearance of the document.

Included in the archive, you will get the program, ready to install to the destination of your choice, and an Amiga guide file that sufficiently covers the feature list and use of TextEngine.

Aside from the two major flaws of the program I can still say that the program is quite good. The spelling checker is excellent and the feature list is nothing short of impressive. The program is easy to use and I did not once have to consult the sufficient guide file for reference on how to do something. The function edit suite is good and is something that you don’t even expect to get in a commercial package.

Requirements: Any Amiga
Programmed by:
Nicholas Harvey

The Amiga’s primary source of development has always been in the programming language C. The Amiga’s operating system was developed in C and so too are a lot of the applications that you use. This is because C is one of the most powerful programming languages available. It’s powerful because it allows you to do things that can’t be done with other programming languages. Unfortunately C can be difficult to program in, and sometimes developing even a simple application using C can take a long time. This is even more evident when the application operates using a GUI.

To make the arduous task of developing a GUI for a C application, an easier and faster method of development known as a CASE tool (Computer Aided Software Engineering) was introduced.

Basically a CASE tool is a program that assists you in the development of a computer application by automating some or all of the tasks involved in developing an application. In the case of GadToolsBox the process of designing and developing a GUI is automated. By comparison to coding your screens the old fashioned way GadToolsBox is much faster and easier, and will be sure to eliminate the frustration that can be associated with the development of screens.

GadToolsBox works a lot like a drawing package. You have a canvas on which you draw your screen by using the selection of tools that you have available;

An example of a simple screen that I did in literally two minutes. Saved as C code it was several pages of intense code.
this being a text box, radio button, sliders, and other gadgets that you see in your everyday use of the Amiga's Workbench. As you draw your screen by placing objects onto it, the CASE tool will turn that object into C code.

On occasions you may be required to enter some further information. An example of such an occasion may be a menu which will require you to enter the items that you wish to appear in that menu. If you place a button onto the screen you will of course need to fill in the name of button. Pay careful attention to the name given as the name will be reflected in the code.

Correct naming procedures are advised.

After you have designed your interface you can then save it to one of the three languages of your choice. Foremost is the ability to save it as C source code, Assembler or Oberon. The saved file will be created as text so that you can import it into your C compiler’s editor for compiling, and the rest of development of your application.

Other notable features of GadToolsBox include the ability to create a screen using all Workbench screen modes, environment preferences, source code output preferences, multiple windows, and font adaptable code.

Anyone who has done some sort of development on the Amiga, be it for their own use, public domain or commercial will know how difficult it is to program in C and especially how slow and difficult it can be to develop an application that uses a GUI. GadToolsBox will most certainly eliminate this difficult task of coding a GUI in C and slash your development time by more than half. GadToolsBox is a superb program and one of those that will have you wondering how you ever did without it.

Requirements: N/A
Programmed by: Jan Van De Baard
Available From: Aminet & other PD sites

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Writers Wanted

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Our Thanks this month goto

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