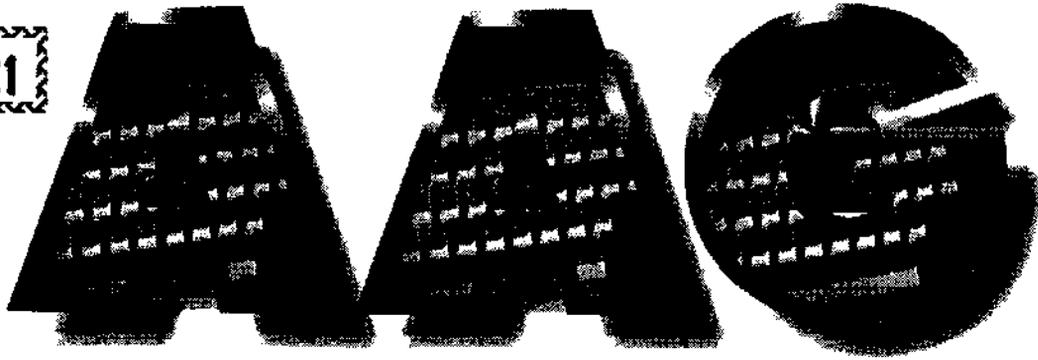


Issue 21

Issue 21



RRP \$3.95

GEORGE and Program

In the Beginning was
CAOS
Part Two

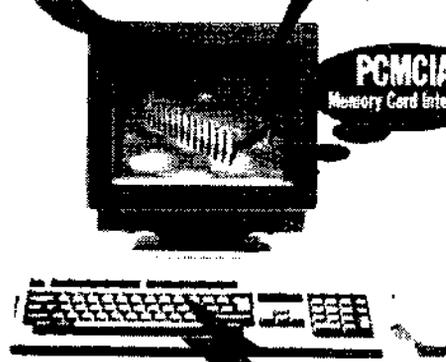
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Editorial
Dribble

CU Amiga
to close
in October

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**CU Amiga
Says "See-You-Later"**

Turn to Page 10 for all the details



Computa Magic

44 Pascoe Vale Rd. Moonee Ponds. Vic. 3039.

Ph. 03 9326-0133 Fax. 03 9370-8352

Email. commagic@magnafield.com.au

We Are Moving

As of beginning of September, Computa Magic will be relocating to.

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Phone 03 9331-5600

Fax 03 9331-5422

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Wednesday 12:00-5:30 Thursday 12:00-5:00

Friday 12:00-7:00 Saturday 9:00-2:00

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New Products

Aminet 26, Power high speed IDE A1200 Tower, A1200 PC keyboard interface, Virtual Karting 2.

Over 200 Amiga Programs on the shelf, as well as Amiga hardware upgrades for all models. The biggest display of Amiga products in Australia.

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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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Tony Horgan
Geoff Minles
Martin Randall

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

Welcome back to another thrilling instalment of "Editorial Dribble". You may recall in last month's episode the slightly eccentric editor fell to his knees with hands clasped asking for help with organizing the AmigaFest89 show. Well the response had been promising, but.

We really need all you Amigans to prise yourself off the keyboard and lend a hand or two. We need a team of around 10 persons to help setup on the Friday night and Saturday morning as well as packup on the Sunday after the show. If you can help please let me know.

During the show we need a crew to help with organizing the seminars, contests and miscellaneous stuff. If you can help in any of the above please contact in on 02 4736-8055 or email to aag@acay.com.au

Amigans unable to attend the show in person will be able to visit via the internet using video conferencing and irc. We need some net-wise Amigans to help with maintaining the AmigaFest98 website and during the show our

network. If this is your bag let me know.

Amiga International are expressing their support by providing four Amiga 1200HD packs as prizes for the show and we will have a stack of other hardware/software goodies to give away.

A number of Amigans who are travelling interstate to be at the show have asked if we can help out with organizing accommodation. So Melbourneans if you have a spare bed/couch let us know and we can pass on the details. Likewise if you need a place to stay over the two days let us know.

I am abit disappointed with the lack of response from the usergroups, hey guys where's that Amiga community spirit? get involved. If you have a good idea for the show let me know about it.

Well its time to wipe the dribble off the monitor and hit the print button. "See you at the show!" !



The Amiga News

ArtEffect Upgrade

Haage & Partner have released a upgrade for ArtEffect 2.6. The new version has locale support for English, Spanish, French, Italian, Portuguese and Czech. Available free on their webpage at www.haage-partner.com/e.htm Haage & Partner are also in the process of moving to a larger location, from Monday, 27th July.

Their new details are:

HAAGE&PARTNER

Computer GmbH

Schloßborner Weg 7

61479 Glashuetten Germany

Phone +49 - 6174 - 96 61 00

Fax +49 - 6174 - 96 61 01

Jforth Overload

Following the official announcement of the release of JForth as freeware, their download site was inundated with requests from Amigans, eager to try out this dynamic programming language most have only read about. Phil Burk "I'm getting swamped, I'm getting a hit a minute" By 11:30, the site had all but stopped feeding the ravenous, hungry hoards that had descended on it. Effectively, the site was dead between 12:00 and 19:00

It took until 19:05 until some relief came when a secondary (ftp) site was announced from Mike Haas.

In less than 2 hours, (at approximately 11:30 (am) Hrs EST (USA)) the Jforth download site was 'deluged' with hundred's of download requests, overwhelming the system. A secondary server has now been brought on-line

The primary site is still :-
www.softsynth.com/jforth

You can also try ftp'ing the secondary site :- [ftp.calweb.com](ftp://calweb.com) directory iusersnh/haas

Mike Haas said "I must say, I was surprised that there were enough downloads to max Phil's site"

Phil Burk " I'm amazed. I never imagined their were this many Amiga-haads (programmers) still out there"

The final 24-hour tally was server logged as 1,649 hits as people continued to try and get on the site.

Siamese Systems Limited Continues Support

Following the events that have been going on, and the changing fortunes of the Amiga market, I wish to reaffirm my companies support for the Amiga platform for as long as we are able. Things are very difficult obviously and the news about CU Amiga is vary bad,

Jforth server overloaded by Amiga users



as both it and Amiga Format have been very supportive of this company in the UK. As you may be aware we are working with Access Innovations to bring the New SiamesePCI Amiga card, or Siamese v4 to the market. Once this product is ready I believe it can rejuvenate the Amiga market into a good niche and take the Amiga OS places it has never been, i.e. Into PC's and Alpha's. I hope that the Amiga community will not fragment and instead keep in touch via the many great web sites including ours ;-) and register their interest in continuing to support the companies that are left in the market place. Please understand, no dealers, no Amiga. Likewise, no Amiga customers and no dealers.

We have also decided to drop the price of Siamese v2.5 to 69.95 pounds (around so that when the new Ariadne card hits the streets very shortly then our software will be cheaper to save you money to go towards the Ethernet card. Also all Siamese software owners will get a discount from their future upgrade to the Siamese PCI card and processor. Stephen Jones



The Amiga News

Siamese Remote V2.1 Fix

Due to a problem with some early versions of the Siamese Remote Amiga v2.1 software, a patch was released a few weeks ago. As it seems to have cured the connection problem experienced on some modern PC serial ports, we have now put this file on the www.siamese.co.uk web site for download. Please go to the support section for the Amiga Siamese products and follow the instructions.

Amiga Help & News Channel

On Friday 31/8/98 the Official Amiga Help and News IRC Channel will be launched in channel #Team*AMiGA on beyondirc.net. The Amiga Community Liason Group (ACLG made up of representatives of the JMS/TA/ICOA/UGN/Ainc) is proud to present the (Ainc) Official Amiga Help Channel. The Amiga Help Team is formed to provide software/hardware and developer support of ANY nature for Amigans worldwide. The channel will also be used for online conferencing with topics ranging from OASYS to the open Amiga system. These conferences will be announced separately. People like: fleecy moss, Dave Haynie, Joe Torre, Dr. Peter Kittel, Ben

Hutchings, Gary Peake, Sam Stickland, Don Cox, Stephane Desrosiers, Carl Sassenrath, Mario Saittim, Flemming Steffensen amongst others has offered the channel support. And I'm sure many more of the prominent Amiga personalities will join the Helpers Crew.

The official amigaUni mailing list

Need to talk? Got something to say, but nowhere to say it? Do you want to talk to other Amiga owners? You need to join the aUML. Aided by my mailing list colleagues Simon "SimD" Dick and Mark "Tecno" Wilson, the list is a public list for anyone subscribed to it to make postings and receive answers. In the last half-month, I counted 100 posts, and the traffic can only increase. To become a part of the aUML, and join people such as myself, Gary Peake, Alan Crandall, and CU Amiga PD.Net reviewer Dave Stroud, just follow these oh so simple, but oh so rewarding instructions:

1. Send an e-mail with a blank subject line to majordomo@amigauniverse.ml.org, with "subscribe auml" in the body. If you are subscribing an address different to the one you're currently using, add that address on the end.



2. Send this mail. You will receive a confirmation mail asking if you are sure you want to join. Follow the instructions in this mail and you will be added to the aUML.
3. Have fun! Upon joining, you will receive a post welcoming you, telling you how to UNsubscribe, and detailing the rules. We look forward to your company and postings.

Asimware Innovations Inc. Releases MasterISO v2.1

Asimware is proud to announce the release of MasterISO v2.1. This is a maintenance update for the MasterISO v2 package. In this release, Asimware have added support for the following drives:

- Hi-Vai series
- HP 7110 CD-RW drive
- HP 7200 CD-RW drive
- JVC XR-W2010 CD-R drive
- JVC XR-W2012 CD-R drive
- JVC XR-W2020 CD-R drive
- JVC XR-W2022 CD-R drive
- JVC XR-W2040 CD-RW drive
- JVC XR-W2042 CD-RW drive
- Memorex CRW-620 CD-RW

The AAG News

- Memorex CRW-1622 CD-RW
- Mitsumi CR-2401TS CD-R
- Mitsumi CR-2801TE CD-R
- Panasonic CW-7502 CD-R
- Pinnacle RCD-4X4 CD-R
- Pinnacle RCD-4X12 CD-R
- Pinnacle RCDW-226 CD-RW
- Sony CDU-948 CD-R drive
- Traxdata series of CD-R/RW

Registered users may contact Asimware directly or may obtain this release via their WWW site. www.asimware.com, your MasterISO serial number is required.

Village Tronic Announces New Model of Ariadne Ethernet Card

In about 2 months the new redesign of the Ariadne Ethernet card for the Amiga ZorroII-Bus will be released from Village Tronic. The price is cut down to about \$250. There won't be a parallel port like in the old Ariadne1 but all other features will still be there.

Technical Specifications:

10Mbit
TP/BNC
Flashromable (boot over net!)
There will also be a software that makes access to PCs easy.

Epic Marketing Announces Sequencer One Plus v1.5

Epic Marketing has pleasure in announcing our commitment to creating great music on the Amiga by introducing you to some fantastic NEW software packages. We now have available the latest version of Sequencer One Plus ver. 1.5. This great piece of software is an advanced music recording, editing and replay program, based on the best selling Sequencer One package. It has full midi support and four channel stereo output and many amazing features. We are also stocking The Hit Kit it can create professional sounding drum tracks, bass lines, arpeggio patterns, and even complete pieces of music. We are also stocking Software Technologies Sample Series, a collection of over 200 high quality, 8-BIT digital sound samples of real instruments, vocals, sound effects, and synthesized sounds, sorted into convenient categories. We also have a 3D sound box that really improves the sound quality from your Amiga. To get more information on all these products and see all our other new releases please visit our web site at www.epicmarketing.ltd.net

Internet made easy.
Get connected with
NetConnect v2



NetConnect v2 Finally Available!

NetConnect v2, the easiest and most comprehensive Internet compilation, was finally released this month and should be available from your favourite Amiga dealer. The Amiga Format gold award-winning internet compilation is based around 11 commercial programs, individually worth over \$300. These consist of: AmiTCP-Genesis (brand new TCP/IP stack), Microdot-ii, Voyager, AmiRC, AmFTP, AmTalk, AmTeInet, AmTerm, Natinfo, X-Arc (Winzip style archive management tool) and the Contact Manager (centralised address book that stores all your user information, web site, ftp servers and chat channels). You are given all you will need to and get the most from the internet. By using the new Genesis Wizard, a user should be able connect to the internet in a matter of minutes. Ideal for both an Internet and/or local area network connection. For further information about NetConnect v2, visit www.active-net.co.uk/



Games News

Eternity Announces New Email-Based Fantasy Game

We proudly present our new project. ETERNITY will introduce a new game for Amiga and PC at the Amiga fair in Cologne. You will find us in the ACT/ETERNITY boot. This new kind of strategic-game has both an innovative concept and design. It's named "Tales of Tamar". Basically it's an internet-Fantasy-Game using Email to place your moves for the playing rounds. It's a game like "Kaiser", "Fantasy-Battle", or "Hanse" and combines this kind of game with the Internet. The technology of the game makes it possible to play with a nearly infinite number of players within the world named "Tamar" controlled by the ETERNITY-Server. You may fight against the computer as well as against other players. The game is fully compatible to the PC-Version. Like other Fantasy-Worlds "Tamar" knows other races like orks and elves. The player takes control over his own realm and has to make it big, strong and wealthy. It's possible to make a progression on to emperor. Other races will be played by the computer. For further information about our game you will find on our new homepage: eternity.amiga-software.com/

Alive Mediasoft Announces Putty Squad

Putty Squad is coming to the Amiga! Yes that's right - Putty Squad is finally going to be released courtesy of Alive Mediasoft. This little platform game caused quite a stir in the Amiga community when it was dropped by its creators upon completion of the game. Ever since then, Amiga owners have been crying out for someone to take it on and get it released....well, their waiting is over! Putty Squad is 100% complete. It will be released on disk for the A1200 with a possibility of a CD-ROM version. Putty Squad is hard-drive installable and is compatible with 060 and 030 Amigas. Testing is currently underway on 040 and PPC.

The release date of Putty Squad depends on the response we get from the users. We would be pleased to receive the support of anyone who wants us to release it. A simple e-mail saying "yes - I would like Putty Squad" or whatever will be great, this way we can get a feel for the sort of demand there will be. E-mails should be sent to: stevenalive@innotts.co.uk

New Email-Based
Fantasy Game
"Tales of Tamar"



Napalm Demo Out.

At last, the moment you have all been waiting for, the Napalm demo is available.

Weighing in at quite a hefty 6.5Mb its most certainly not the smallest demo ever released, however, this is such a fine game there is no point not doing the game justice and releasing a tiny demo. So, what do you get to see I hear you asking? Well, you get 10 minutes in which to complete what seems a relatively easy mission, destroy the enemies base. Well, let me tell you now its not that easy and its unlikely you'll complete it in the 10 minutes you are given, however, it does give you a good insight to what a good game this is.

What you have seen of this game so far is nothing, any earlier demos or screenshots should be totally ignored as this game has changed so much since they were released. As I'm sure you know, the game is playable in two resolutions, 320x240 and 640x480. The lower resolution is good enough in itself but the game really shines when you play using the high resolution.



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at the
Show**

**plus a stack of
other Prizes**

CU **AMIGA** M A G A Z I N E



CU Amiga Magazine to close in October

CU Amiga Closure FAQ

**Sorry for the perma-grin.
It's not appropriate to this announcement.**

It is with great regret that I have to inform you that the October 1998 issue of CU Amiga will be the last ever published. CU Amiga Magazine recently dipped into a state of unprofitability, from which it looked unlikely to emerge. The decision to close the magazine was taken by EMAP in light of the magazine's overall financial performance and the lack of prospects for any immediate or short term recovery.

It is ironic that CU Amiga should close as the world's best selling Amiga magazine, but recently its financial returns have started to outweigh its overheads. While it has been customary for costs to be cut in order to stave off the closure of magazines, it was decided that CU Amiga would be laid to rest without suffering the indignities of having half its pages removed and the remainder printed on toilet paper in black and white. Neither will it be sold off to another company to be published on a shoe string and run into the ground.

The CU Amiga editorial team were obviously very sorry to hear the news and would like to pass on their sincere thanks to everyone who has helped make CU Amiga such a success and so much fun to work on over its many years of existence.

Tony Horgan
Editor, CU Amiga Magazine

Q: Why is CU Amiga closing?
A: Because it is no longer making a profit and therefore cannot continue to be published.

Q: How can the best selling Amiga magazine not make a profit when other smaller magazines manage to do it?

A: Smaller magazines have different publishing set-ups, different costs and different distribution channels. Many are run at a slight loss or at break-even by dedicated people as extended hobbies. CU Amiga is published by a major magazine publishing company (EMAP), and as a Publicly Limited Company (PLC) EMAP must show its shareholders that it is making their money work, which means they cannot publish magazines that make a loss. EMAP are a multi billion pound international corporation; they have stuck with the Amiga as long as they could. Much smaller firms left years ago claiming the market was too small for them.

Q: Why are costs not cut in order to save the magazine?

A: That's not what CU Amiga is about. We have always tried to

CU AMIGA MAGAZINE

make CU Amiga a watchword for quality. The editorial staff and our publishers feel it is better to leave on a high note than continually reduce the size of the magazine, remove the disks, reduce staff and investment in the title to keep it going regardless of quality.

Q: Why don't the staff all take a pay cut?

A: Would you? And where would it end?

Q: Why have you lead us to believe the magazine would not close?

A: We have always been honest and said that there would come a time (if things did not pick up) when the magazine would no longer be profitable. No-one knew when that time would be. We have been making money until very recently - this has turned out to be one summer lull too much for us.

Q: Will "CU Amiga" be turned into "CU PC"?

A: No.

Q: I have a subscription. What happens now?

A: You will be refunded for the outstanding issues. Follow this link for details.

Q: Why isn't the magazine sold to a publisher who can make a profit from it?

A: Sacrifices would have to be

made by any publisher that would compromise the magazine so that it would no longer be the CU Amiga you currently know. EMAP have made the decision that they want to close CU on a high rather than sell the name on to let another publisher exploit.

Q: Will CU Amiga return when the new Super Amiga is released?

A: We hope so, although we cannot make any promises on that one. That decision will be in the hands of our (ex) publisher (EMAP).

Q: Can I take this opportunity to thank the team for their dedication to the magazine and the Amiga community?

A: Of course you can. Thank you.

Q: And what about us?

A: Well, there's always Amiga Format (as far as we know at this point anyway). Nick and Ben will look after you. We really are very sorry to have to leave you like this. We would all love to go on working on the magazine well into the future but it's just not possible. One way or another we'll be around when the Super Amiga surfaces, even though it most likely won't be a Class of 98 style reunion of the whole team under the old banner.

Q: So is it time to pack the Amiga away for good?

A: No! Keep on keeping on and we'll see you soon in happier times. We have been a point of contact for the Amiga community, but we are not the Amiga, just a magazine about it. New products will go on being available, and your old ones will work just as well without CU Amiga in the newsagents.

Q: How do I contact you about anything?

A: Please do not email any of our personal mail accounts with your comments or queries. We anticipate a lot of mail coming in over this, and we still have one more issue to produce - flooding our mailboxes will make this harder. You can send us email on goodbye@cu-amiga.co.uk - we will welcome your comments and will be printing a selection of them in the last (October cover dated) issue. The general@cu-amiga.co.uk address and the goodbye@cu-amiga.co.uk addresses will remain for a little while yet, and while we cannot promise answers in the future, someone will be looking in on those accounts. Obviously our normal section related mail (Q&A, backchat) will not be dealt with any more. Please do not mail us with technical queries in the future, there will be no-one to answer them.



Wordworth 7 Micro Review

by Michael Czajka

Wordworth is the Amiga's favourite word processor. Now it's just moved from version 6 to version 7. I was so impressed with v6 that I didn't dawdle and hot-footed it down to my local computer shop and handed over \$60 for the upgrade CD.

Major improvements are:

- *improved RTF (Rich Text Format)
- *automatic spell checking.
- *pop-up menus

RTF

RTF can be considered as ASCII (American Standard for Computer Information Interchange) with the lot i.e. ASCII is a text only format that can be read by any computer. Unfortunately ASCII files don't have any formatting information! RTF is ASCII with most of the formatting information left in: font name, font size, font style, justification, paragraph indents, tabs, footers, headers, endnotes and more.

Have you ever tried to export or import a document from one program to another? Found that your program doesn't have an export/import feature or if it does then it lacks an appropriate export/import module? Found that what you get on screen is not what you started with? If you use more than one Word Processor (WP) or any of the other computer platforms (Mac & IBM primarily) and want to move files from computer to computer or WP to

WP Wordworth 7's improved RTF is of interest. Unfortunately the "What's new" section was silent on exactly what the improvements were.

Automatic Spell Checking

Correct your mistakes as you type. WORDWORTH draws a little red squiggly line under the problem word to alert you to a problem. This is a great feature.

Pop-up menus

Double click the right mouse button to get context sensitive menus. Not bad! Unfortunately it seems that when this option is used the main menus become slightly confused and you can have trouble dragging them down. I've turned the pop-up menus off to avoid this.

Wordworth combines many of the best features of a word processor and a desk top publisher. It has a wonderful on-line help section in the menus. I wish more programs had a section this informative.

There are very few bad things you can say about Wordworth. It didn't handle scanned pictures very well. It refused to display a few formats. It did eventually accept jpegs but, printed them poorly. I think it may have been experiencing problems with large graphics file sizes. This has been a problem with both Final Writer and Wordworth for as long as I can remember.

How much?

If you too would like a full version of Wordworth 7 it will set you back \$90. However even better value is WW6 which can be purchased for around \$120 as part of the Digita Office suite (Datastore2, Organiser2 and MoneyMatters 4).

* Datastore is now my favourite database because of its ease of use! I do the North West Amiga User Group membership on it.

* Organiser is one of those programs I never imagined to be useful until I used it. I love the Address book section in particular. Wonderful value for money! If you squeeze your local dealer you should be able to get them to bundle the WW7 upgrade (\$60) with the office pack for a favourable amount.

Where do I get it?

At the moment the only dealer I'm aware of is importing WW7 is Vince at Computa Magic. Alternatively ordering direct from the UK over the phone using your Visa card is becoming a common occurrence for many Amigans. Visa is cheaper and faster than a Bank cheque or postal order. Digita can be reached on +44-1-395 270 273 or e-mail support@digita.demon.co.uk. Remember VISA numbers may not be securely transmitted over the internet unless your using some kind of encryption system.



STFax

STFax 3.0 Professional

STFax Professional is new commercial fax and voice mail program for the Amiga containing the advanced features you would find within commercial PC fax/voice software. Use your Amiga as a digital answer machine, create a fax on demand service (ideal for small businesses. Allows your customers to contact you at any time and use fax on demand to remotely download facsimile information about your products!) and create advanced voice control scripts. Ever wondered who companies manage to create their voice based operator system? You can do this at home! Ideal for a small business: Press one on

your keypad to leave a message, press two call an operator, press three to list available faxes.

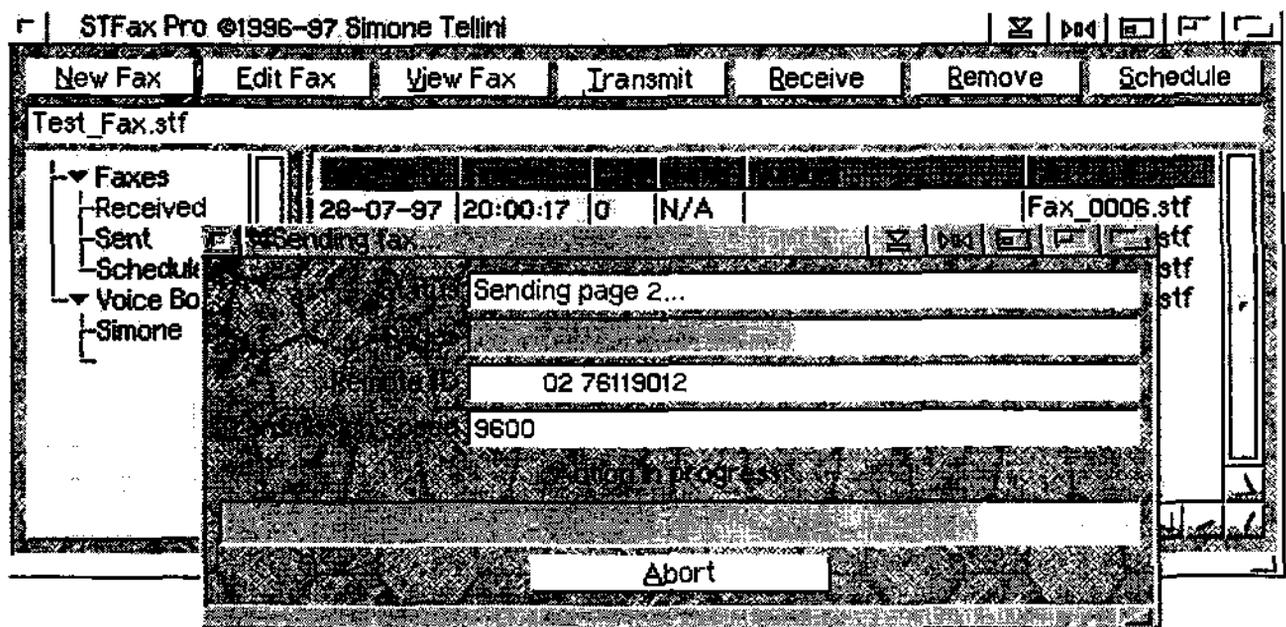
Full Fax Features:

- Support for all fax/modem classes (1, 2, 2.0) Phone book (store all your fax and telephone numbers)
- Scheduler (store fax messages to send at specified times)
- Reports (quickly see when a fax was sent and received)
- Datatypes support for image conversion
- Printer driver to redirect all print-outs to a fax file (print from Wordworth, Pagestream, Final Writer, a text editor etc.)
- Viewer for viewing outgoing/incoming fax messages
- Fax forward (forward faxes to

another machine)

Advanced Voice Features:

- Use your Amiga as an answer machine (digital messages, unlimited storage space!)
- Multiple-User - assign voiceboxes to individual users. A family could have a voicebox per member and receive their own voice messages.
- Advanced voice scripting - create your own voice network/fax on demand service
- Use your modem as a telephone (make and receive calls via STFax Pro and your modem) Remote access (listen to your messages



Byte One Computers

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

PowerUP

BlizzPPC 160MHz/060/SCSI	\$1499
BlizzPPC 200MHz/060/SCSI	\$1699
BlizzPPC 240MHz/060/SCSI	\$1899
BlizzPPC with 040	\$ Call
CyberstormPPC 233/060/UW	\$ Call

Cyberstorm MkIII 060	\$1325
A1240 with FPU/MMU	\$ 395
SCSI Kit for above	\$ 179
Catweasel MkII Z2	\$ 249
Catweasel MkII A1200	\$ 179
Buddha Z2	\$ 145
External Scandoubler	\$ 199
External Flicker Fixer	\$ 275
Ariadne Ethernet	\$ 399
68882 FPU PGA	\$ 79
Blizzard SCSI IV Kit	\$ 219

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BlizzardPPC 2604 for A2000's
Call for Pricing

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Foundation	\$ Call
Genetic Species	\$ Call
TurboPrint 6	\$ 115
STFax Pro 3.2	\$ 115
Storm C V3.0 Pro	\$ 299
StormWIZARD	\$ 199
Storm C V3.0 PowerPC Module	\$ 299
Art Effect V2.5	\$ 299
Art Effect PowerUP Effects	\$ 75
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STFax

Continued
from page 13

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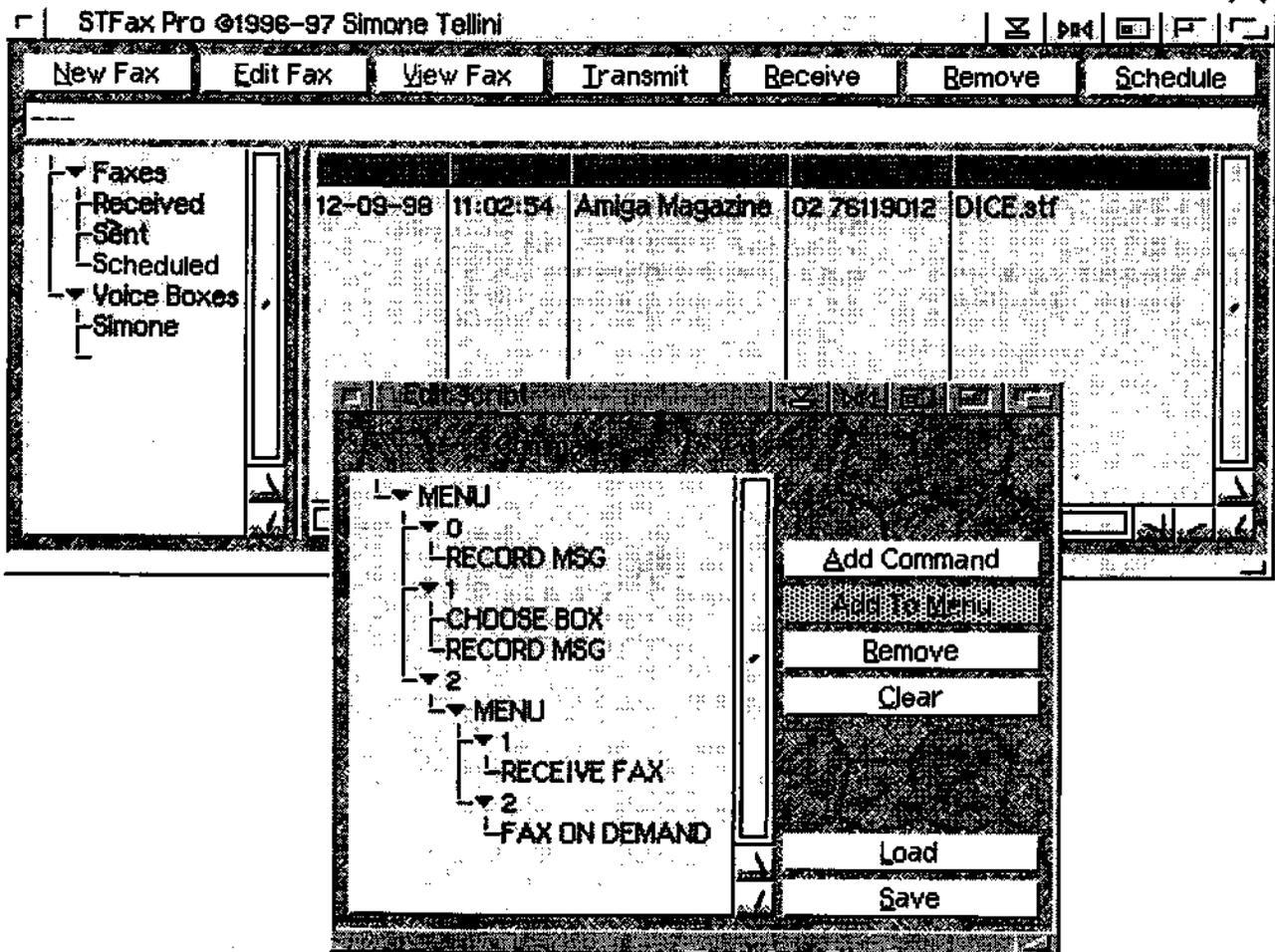
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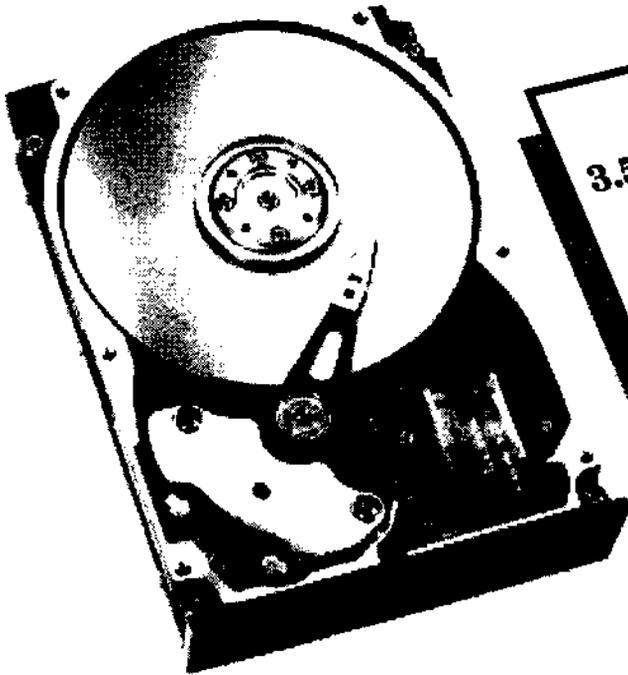
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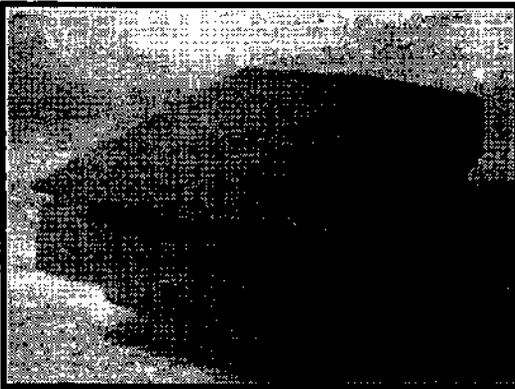
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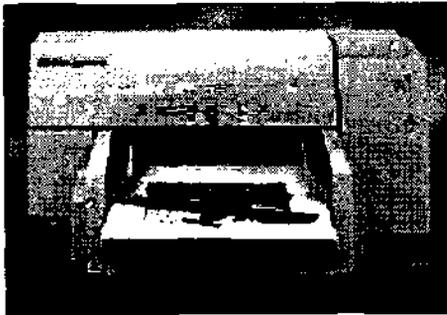
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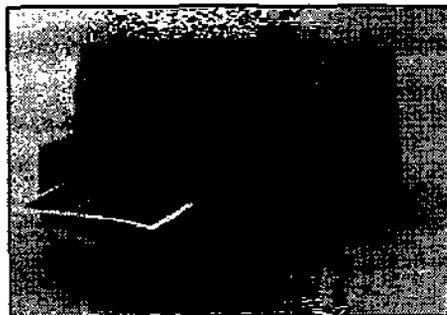
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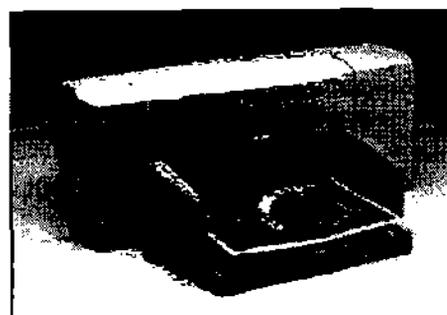
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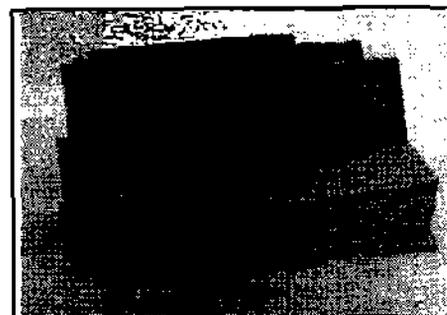
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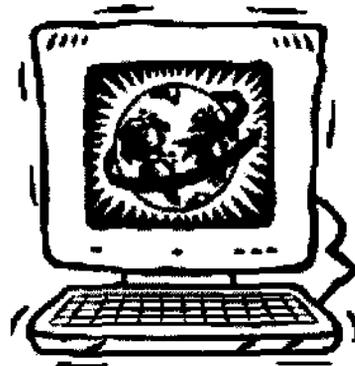


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JFORTH

by Martin Randall

May the
Forth be with
you... Always

JForth released as Freeware
*May the Forth be with
you...Always !!! Martin Randall*

Upgraded to OS3.1

With great thanks to the primary authors, Mike Haas and Phil Burk who have magnanimously decided to release this product as freeware, the Amiga now has another arrow in it's quiver.

What is it ?

JForth is a programming language that allows you to interact with your Amiga. When you are programming in JForth, you are "inside" the language. You can access any data structure, test any routine, or use any development tool, right from the keyboard.

This direct communication with the computer can improve your productivity, giving you additional time to improve the quality of your software products.

JForth is based on the 1983 standard Forth language. Forth was first conceived by Charles Moore when he wanted a new language for controlling telescopes.

He developed a language based on a dictionary of words. This dictionary can be extended by writing new words based on the old ones. Since Mr. Moore's

original version, Forth has been translated to almost every type of computer from the biggest mainframes to the smallest microcomputers.

Since a minimal Forth system can be implemented in just a few kilobytes of memory, it is often used in very small embedded computer systems for process control and robotics. Forth, however, is equally appropriate for larger, more advanced, computers like the Amiga. Forth is a very flexible language and can be adapted to larger computers without losing the flavour of the original language. JForth is an implementation of Forth designed specifically for the Commodore Amiga.

JForth uses a 32-bit stack and compiles directly to 68000 machine code. This makes JForth faster than most Forths. JForth also provides an extensive set of tools for accessing the special features of the Amiga. You can call any Amiga Library routine by name and reference any Amiga structure using constructs similar to 'C'. JForth also has some special toolboxes that support simple graphics, Intuition menus, IFF files, and other Amiga features. These toolboxes can be used directly to simplify your Amiga programming. Source code for all these toolboxes is

provided so you can customize them if needed or study them as examples of Amiga programming. JForth also provides over a dozen small sample programs for those, like me, who learn best by example.

JForth also allows you to do things that are unique in the Forth experience, the most dramatic being CLONE. This exceptional utility allows you to create a totally independent, standalone version of your program of minimal size.

Amiga Library Calls - JForth provides a system for easily calling any Amiga Library routine by name. It will figure out what 68000 registers the parameters go into and build the appropriate code. Thus you can simply pass parameters on the stack in the order described in the Amiga documentation. A number of toolboxes have been written for supporting specific parts of the Amiga Library including EZMENUS, Graphics, the Serial Device, ANSi codes, and much more.

Amiga Structure Support - JForth provides the equivalent to all of the ".h" include files from 'C'. These ".j" files define all of the necessary structures and constants for passing information to the Amiga Library routines.

Structures can be dumped interactively with all members shown by name and value for debugging by using DST. Upgraded to OS3.11

ARexx Support - ARexx is a language that helps various applications communicate with each other. A spreadsheet program, for example, could communicate with a database program. These tools help you write ARexx compatible programs.

Assembler - JForth support two 68000 assemblers, one with Reverse Polish Notation (RPN) and one with Motorola like syntax. The RPN assembler can be used to create macros but the Motorola assembler is easier to read. There is also a Disassembler.

We provide a WYSIWYG SCREEN editor called SCRED. (We recommend the use of normal text files with JForth).

Debugger - JForth provides a source level debugger that allows you to single step through your code. At every step you can see what is on the stack. You can also examine the return stack, dump memory, set breakpoints, control execution, or even enter Forth commands.

Floating Point - JForth support both the single precision Fast Floating Point and the IEEE double precision. These words conform to the Forth Vendors Group Standard.

IFF Support - JForth provides general purpose tools for reading and writing IFF files. It also

provides a toolbox specifically for ILBM graphics files. This allows you to use pictures, brushes, anims and animbrushes from a paint program, or other source, in your programs. JForth also provides tools for animation and presentation such as, blit, wipe, fade in, fade out, etc. Powerful graphics and animation programs can be created using these tools.

Local Variables - Local variables can simplify the definition of complex words by eliminating much of the stack manipulation. Local variables are fast self fetching variables that allow reentrant recursive code to be written. Using regular VARIABLES can make a word non reentrant.

Modules - JForth's precompiled modules provide a method for rapidly accessing code that is used during compilation. This includes the Assemblers and Disassembler, and the Amiga include files. These modules are dynamically linked into the dictionary when needed. This way, they do not take up space in your normal dictionary, yet are instantly available.

Multi-Standard - This system allows you to switch easily between JForth and the major standards - FIG , '79 , and '83. This is handy for compiling code written using other Forths. An ANSI compatible module is being worked on.

ODE - ODE is an Object Oriented Development Environment similar in concept to SmallTalk. It allows you to define

classes of intelligent data structures, then create as many copies of these data structures as needed. This technique can simplify programming immensely by making it easier to write reusable code.

Textra - Textra is a powerful, yet easy to use, multi-window text editor designed for programmers. It uses the mouse to select text and allows Cut, Copy and Paste, operations between its windows. It also incorporates ARexx hooks that allows you to use provided macros (.textre files) for text processing (or write your own). Textra can communicate with JForth such that you can compile directly from the editor. If an error is encountered while compiling, Textra will highlight the error so that you can fix it quickly.

Tutorials - Beginner, intermediate and advanced guiding you through the basics of the system.

Miscellaneous debugger tools - Showhunks for analysing Amiga binary files Graphics toolkits Anims and animbrushes ...and so much more !!!

Don't forget to print out the excellent manual. Not only does it give you invaluable information on the many tools provided, but there is also an excellent 3-stege tutorial

Join the JForth mailing list !!! to subscribe send mail to MDaemon@ChaosSolutions.com

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In the Beginning was **CAOS**

Part Two

By Andy Finkel

The very first issue of Amiga Transactor - spun off from the original Transactor - featured an article by Andy Finkel, then the Software Manager at Commodore-Amiga. Fortunately, the article survived, although Amiga Transactor didn't. It's interesting to contrast the state of AmigaDOS then and now, especially in comparison to the CAOS specs. Thanks to Andy - and an intrepid Amiga owner who typed in the text and sent it to Andy - ViewPort is able to reprint that article in its entirety. So set the WayBack machine for 1988, and read on...

Continued from last month.

I mentioned the package files in the above list. What exactly are they? Simply this: a package file is a method used to describe the load and run time memory environment for an application by giving the user a way of binding application program and data files in an easy to manage form. This is something we lost when we went to AmigaDOS, and it's something I think we should look at putting in. Another important task (sorry) that CAOS was intended to perform was memory management. Looking at the current OS one may note that Exec has a rich set of primitives for dealing with memory. CAOS added some additional functionality that AmigaDOS doesn't have (and some that it does).

CAOS basically provided well-managed regions of memory. Within this region of memory, the CAOS memory manager would reign supreme (somewhat like grabbing a portion of memory with the Exec AllocEntry call). CAOS would then manage the memory within that sub-region, allocating sections for code, data, program stack, and so on. Obviously, fragmentation could set in. Since

scatter-loading was not (at the time of the spec I'm using) part of the CAOS design, the CAOS memory manager needed a way to cope with fragmentation. If a sub-region became fragmented, CAOS would attempt to perform a compaction and garbage collection of regions. First, it would delete sub-regions as volunteer overlay candidates. If this failed to regain enough memory, sub-regions with no users (libraries and devices with accessor counts of zero, for instance) would be deleted. If this failed, a special entry point would be called for relocatable and unloadable subregions. If this failed, the user would be treated to a Guru (or an out of memory requester)

When a program needed to manage memory within the CAOS-allocated subregions, the program would think of memory in terms of segments. Segments could be marked as relocatable or fixed, permanent or reusable. The CAOS memory manager would attempt to compact relocatable segments and delete reusable segments when memory got tight. Non-relocatable segments would be kept together at either the top or bottom of a region, to avoid catastrophic failure of the

relocation/compaction algorithm of the memory manager. Segments also could undergo a crude form of swapping: they could be read in from or written out to a preallocated disk file. Believe it or not, the AmigaDOS SegList gives almost as much functionality. Except for the relocation type of segment and the associated memory manager, you can pretty much play these same games with SegLists.

Now we get to the hard stuff - the file system. This is the area that should differ most from AmigaDOS. Providing a file system is the most important goal of a disk operating system. CAOS used a file concept just like AmigaDOS - a file being an abstract data object, with a set of access methods, that appears to the user to be a consistent data stream regardless of its underlying storage form. Many, many computer systems have happened on this concept.

CAOS supported four types of files: ordinary files, directory files, image files, and special files. An ordinary file is used for data



In the Beginning was CAOS

Part Two Continued

storage. The data can be anything - ASCII, binary, whatever. There is no system-imposed structure on the contents of an ordinary file. Ordinary files are typed as well, to aid CAOS and the user in understanding the files' content. An ordinary file might be typed as containing special graphic information, text, program code or program data, for instance. In the case of an ordinary file of text type, the only limit imposed is that no text line shall be longer than 512 bytes.

A directory is a file used to map file names to actual data. They are treated differently from ordinary files in that there is a system-imposed structure for their contents, and they are protected against overwriting. A directory may contain the name of another directory file, and so on - a tree file system is supported.

Image files provide a symbolic method of binding to system internal data objects. CAOS would use these files to give file system-style access to internal system objects like libraries, devices, interrupt chains, etc. This would have allowed a standard high-level method of dealing with these low-level objects. The file system would have acted as a symbolic address space.

Image files were considered an 'option' - special pseudo-device files might have been used instead. I really like the concept,

though. It's one of the clever things I wish we had with the current DOS. (Fortunately, I think I've got a way to retro-fit this onto AmigaDOS.) Special files are treated just like ordinary files, but don't generally represent an interface to a storage device. They are used to provide standard access to I/O devices. CAOS allows file names of up to 30 characters. A path can be specified using the '/' character. Both absolute (from the volume root) and relative (to the current directory) paths are supported. The reserved file name '.' refers to the current directory. The reserved file name '..' refers to the parent of the specified or current directory. A path (including file name) couldn't be longer than 255 characters. CAOS supports both hard and soft links. A hard link is just a pointer to the internal data structure of a file (actually, a directory under CAOS would be an array of hard links). A soft link references a file by using the file name and doing text substitution. (For example, if the file system was asked by a user program to Open a file called "library", which was actually a soft link to "/exec/lib/library", the file system should substitute the name "/exec/lib/library" before doing the Open.)

CAOS maintained useful file information, like a description field (up to 255 characters of information for reference purposes), creation time, update

time, link count, permissions (read, write, execute, locked), type (directory, printable, non-printable, and so on), user ID, size, and blocks allocated to the file. Image and special files might not maintain all of the information; defaults - you know, lies - are returned when an application program interrogates the file system about one of these files. Files may be opened for read, write, or append operations. Block and character operation may be supported. You can also seek to any particular byte in an ordinary file. Image and special files disallow this, though.

System directories, like / (the root), /dev, and /Exec are special directories where the system generally keeps its special files, image files and so on. Let's go right to the proposed limits on the CAOS file system (always a popular means of comparison). Maximum file size is one megabyte; maximum name size is 30 characters. Maximum path size (including name) is 255 characters (but may have been increased to 512 with enough demand). Maximum number of files would have been one quarter of the number of blocks (about 440 on a floppy); maximum number of open files would have been 16 per process, and the maximum length of softlink text substitution would have been the same length as a path.

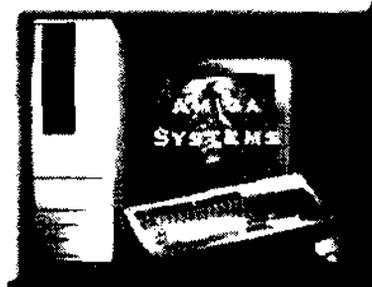
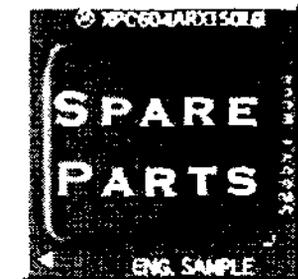
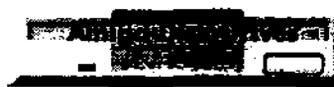
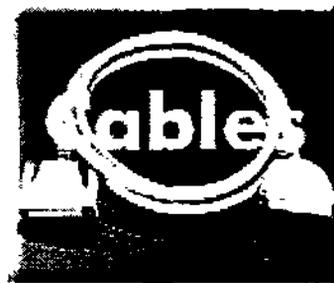
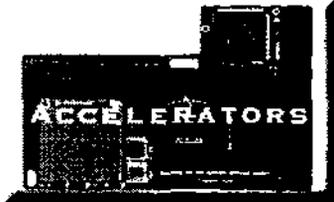
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SOUNDPROBE II

BY GEOFF MINLES

Since my review of SoundProbe a few months ago, I have had the opportunity to check out the latest upgrade - SoundProbeII and as the saying goes, 'the best just got better'.

DEPRESSED!!!

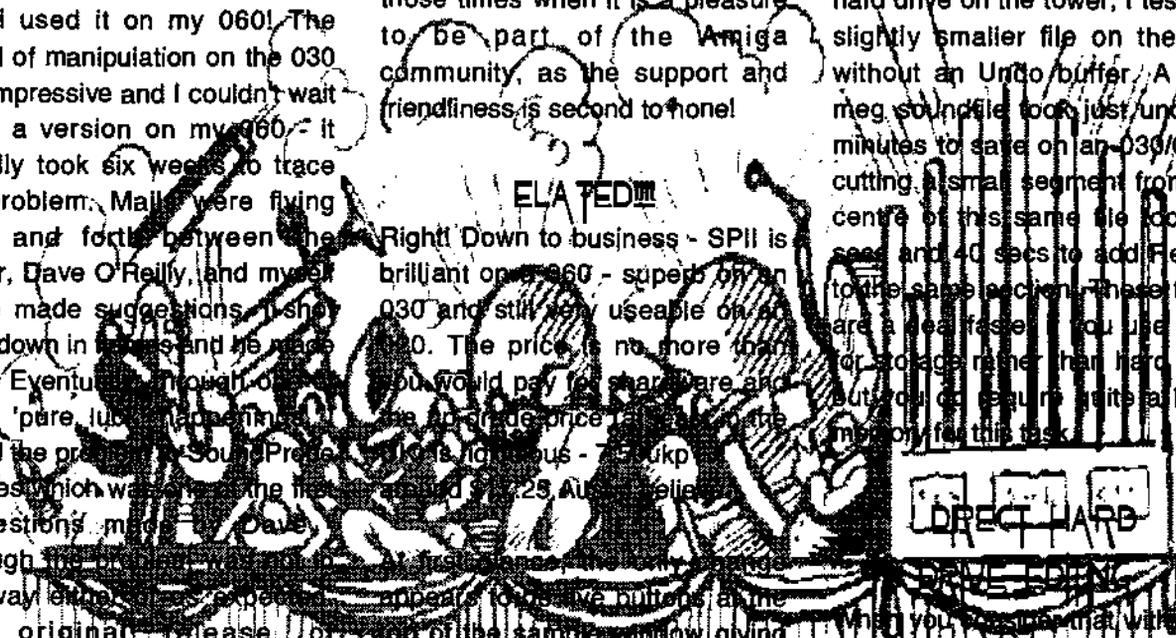
As a 'downer', the version of SPII which I received worked fine on my 030 but crashed every single time I used it on my 060! The speed of manipulation on the 030 was impressive and I couldn't wait to try a version on my 060. - It actually took six weeks to trace the problem. Mails were flying back and forth between the author, Dave O'Reilly, and myself as he made suggestions (I shot them down in places and he made more). Eventually, through one of those 'pure luck' happenings, I traced the problem to SoundProbe libraries which was following his suggestions, minus Dave's, although the problem was in any way either his or expected. The original release of Soundprobe sent to me by the distributors was actually a pre-release version sent by mistake. This version installed the SP libraries to the system libs drawer from where it accessed them. Shortly after, I received the proper release version which actually sets up it's own assigns as it is run and uses libraries in the program drawer rather than the system libs. Fortunately, the libraries already

installed were virtually the same as the new versions so the software ran correctly. It was only after I received SoundProbeII with a completely NEW set of libraries that I had problems but I am pleased to say that this has now been rectified and I must compliment Dave D'Reilly for his persistence in helping get to the bottom of things. This is one of those times when it is a pleasure to be part of the Amiga community, as the support and friendliness is second to none!

ELATED!!!

Right! Down to business - SPII is brilliant on a 060 - superb on an 030 and still very useable on a 020. The price is no more than you would pay for shareware and the upgrade price is a real steal. It's a 100% bonus - 750kpb and \$25 Aussie dollars. When you see the software appear, you'll give buttons, a name to the sample window giving you the opportunity to change the Graph type, options for each of three different types of graph, a complete set of display options to change virtually EVERY setting within the sample window, completely redesign the colour palette and last but not least, a Redraw button for the waveform. From my last time using it for intensive manipulation of video

soundtracks, the speed has improved a great deal. In my review of SPI, I recommended turning off the UNDD function when dealing with large files but, providing you aren't in a rush, you can ignore this with this later version although obviously it is a lot faster with Undo switched off. Whilst waiting for a 23 meg file to Mix with a smaller one direct from hard drive on the tower, I tested a slightly smaller file on the 030 without an Undo buffer. A 15.5 meg soundfile took just under 2 minutes to save on an 030/050 - cutting a small segment from the centre of this same file took 20 secs and 40 secs to add a verb to the same section. These times are a real fiasco. You use RAM for storage rather than hard drive but you do require quite a bit of memory for this task.



When you realise that with a file being edited directly from HD, the software has to find the relevant bit by skimming through it (all these files appear to be recorded sequentially), finding the exact range before actually being able to act upon it is quite some task. SoundprobeII is a great improvement in this area and, for me at least, now makes it more worthwhile making a soundtrack for video on the Amiga by cutting/

pasting and 'effecting' than using my multitrack tape recorder with just the same end effect - plus I can actually SEE the length and volume of the settings which are obviously impossible on a tape deck.

SETTINGS.

Again the configuration of SoundProbe is something you could easily get lost in so the easiest way to start is to load a pre-configuration file from the Settings menu which covers Aura, Clarity, Megalosound. Should you require Generic parallel sampler, PCMCIA, MegamixMaster you can choose these through the Hardware Settings requester or there is an option for AH! Save these settings once you have tried them out.

For those not familiar with AH! it is a bit of software which sits on your machine and allows you to take channel sound through which you can output you prefer to it (sound card or the internal Amiga chip) using an AH! card or one is available.

Once set, any other software which has AH! support just sends its output to AH! and AH! sends it on to your chosen card (or chip). It is the sound equivalent to re-targettable graphics and should you change the way your sound is sent out from the Amiga i.e. change from the built in Paula chipset to a Zorro soundcard, you just change AH! prefs to point to the card and all your software

output will automatically be re-routed to the card.

Most settings requesters are available from the Settings menu with a choice of seven individual requesters but each one of these requesters has a cycle button which will take you through ALL the other settings in turn. Once these are set, by loading a default setting for instance, most will not require changing for normal sampling work. Just one important setting is missing from the above requesters and that is the choice of the TYPE of recording you wish to do. Simply put, you can record direct to hard drive or into RAM and changing these settings is simplicity itself. The Audio I/O control from the Menu bar shows a list of the types available and as loaded from the default settings, it will be set for RAM - to change this just click on 'Set Clarity', 'Flux' and the file will be transferred from RAM to hard drive with a progress bar showing when the task is complete and you can now edit the recording as normal.

Also in this version is AH! support for those of you able to take advantage - most probably scripts will shortly start appearing on Aminet. I shall be keeping an eye out for these as I know as much about Arexx as I do about nuclear physics.

Shortly after I started to write this article, the postman delivered a small packet to me containing version 2.11 of SoundProbe which, as well as one or two fixes, also

contains access to Arexx through a menu item and support for Surround Sound tool So it just got better again even before it had finished getting better!!! I have no idea as to how long it will be before this version hits the shops but I would check out www.york.ac.uk/~djor100/sprobe.htm if you have access to the Internet as upgrade patches have been posted here before. Just make sure you have SP!! first of course.

Using SoundProbe is quite easy if you have played around with sample editing software before - all the effects are under ermmmm... an Effects menu as are Process, under - guess what? Process! Simple single menu items are available for DeNoise and DeCrackle for those samples lifted from noisy sources and, should you wish to fade in or fade out these are also single menu items which act on ranges within the sample window. For instance, if you wish to fade in at the beginning, drag the mouse over the necessary part of the sample window (the markings on the waveform sample window are in bars) which draws a box around the wave. Select Process/Volume/FadeIn - you get asked if you are sure and then it's done. Same for FadeOut and several other effects although quite a lot of them have further parameters which can be changed to suit your requirements - the default settings are fine in all the cases I've tried.



SOUNDPROBE II CONTINUED

MESSNG.

it is possible to mix samples together at varying volume levels and in different places - If that sounds a little complex, let me explain one effect I tried out for a video I was working on. I needed a track of 1 minute 38 seconds in duration of general people noises but it had to finish with the banging of a gavel and then room silence. This consisted of three separate samples:-

- 1) General noise
- 2) General noise fading down but with room ambience in the silence
- 3) The gavel banging.

All three samples were loaded in separate windows - the general noise one was cut down to 1m 38secs by simply dragging a box over the extra and Erase from the

Edit menu. The second general noise sample was one where the sounds actually decreased after someone called for silence. By cutting out everything except for the decrease in conversation, this left ten seconds with the sound fading out in the last five. The gavel banging had virtually no conversation behind it and was comparatively soft so I had to increase the volume - it is possible again to increase or decrease volume with a single menu item to Double or Half but there is a Volume requester (from the same Menu item) which allows you to add, say, 50% which is what I did. The length of this sample is 5 secs.

So, we have three samples now - general noise for 1m 38secs / noise for 5secs followed by a further 5secs fading / and a gavel.

In sample 1, fade out the last ten seconds of the sample by dragging a Range box over the ten seconds and select Process/Volume/FadeOut. Make sure you leave the Range selected.

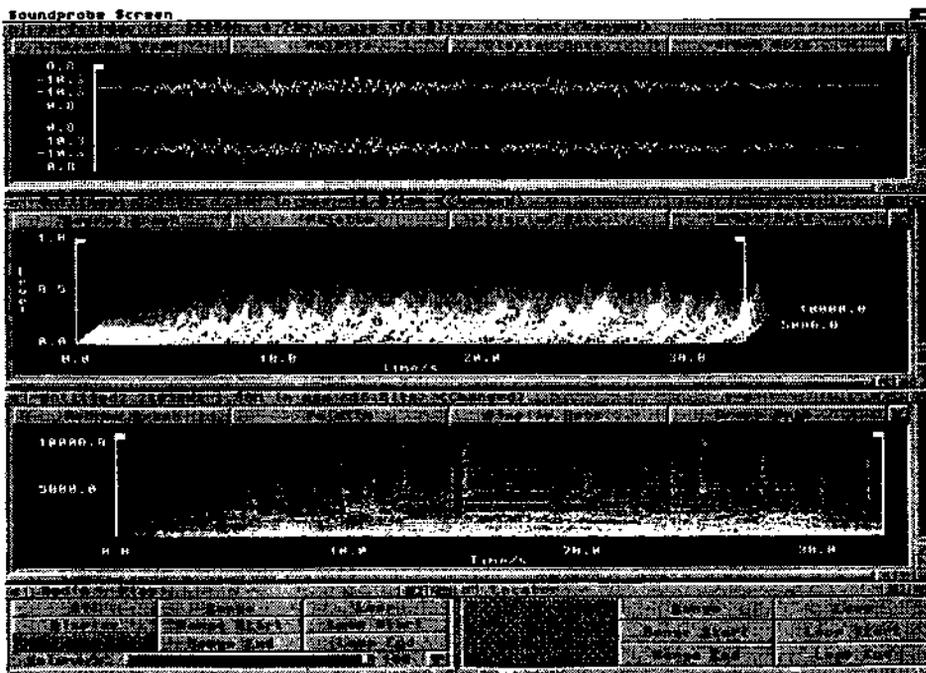
Select the whole of sample 2 by dragging a Range box and then Copy it using the Edit Menu.

Click on the window of Sample 1 to select it as the Destination. From the Process Menu bring up the Mix requester and set the Source and Destination sliders to 100%, make sure the Limiter and Max Level tickboxes are off, change the Operator to ADD and click on Mix.

The two samples are now combined with sample 1 fading out at the same time as the overlaid sample two fades to background noise.

Drag a Range box around the whole of sample 3 and Copy as in the earlier example - now drag a 5 second Range box over sample 1 FINISHING ten seconds from the end. It is possible to drag a Range box from right to left as well as the 'normal' way.

Bring up the Mix operator as above and the settings should be just as you left them - click MIX and it's complete.



DREAM ON

I've tried messing around with other effects and it is possible to create a 'dream type' sound effect in around 30 secs on SP!! in the same way as the above example.

Using a single sample, say a short music clip, select 15 secs at the end of the sample in a Range box, Copy it and using the Copy Buffer to New Project, this will open a new window containing the buffer. Range the whole sample and Fade IN - select Echo/ Tube from the Effects menu and you should have a strange sounding sample! Select Edit/ Copy.

Go back to sample 1 and Fade Out the Range you have selected. Now Mix as above and listen to the sound as it changes from a normal music clip to a hollow, dream-like effect.

ALTERNATIVES.

There is also a Project Mixer in the Display menu which will allow you to take make up a list of samples open and mix them at varying levels and varying places with themselves or new projects using all the samples, ranges of samples or user settings for length and offset.....

I hope I'm making myself clear.....

It is possible to open dozens (is there a metric equivalent of a dozen I wonder???) of sample windows which can soon cover the tool windows - so a Projects Window can be opened to handle them all!!! From within this Window you can Open/ Delete/

Load/ Save/ Remove and Hide sample windows. The sample windows themselves all have a size gadget on them as well as a vertical Zoom so re-arranging them is quite easy. I should mention that ALL the windows including the tools are floating so you can position them anywhere you like. When quitting, the positions are saved so the tools windows open in the same place next time you use SP.

RECORDN.

With anything less than an 060, it is wise to sample at around 22050 cycles as, although SP works at 44100, it does tend to tie your machine up and this makes it impossible to click-stop with the mouse. Once recording has been completed, however, you can increase the cycle rate to higher than your recorded rates to make them compatible with other samples. Recording can be started AND stopped with a noise level setting from within the Sampler window but default is to click on Record - what else? Turning on the System button within Sampler allows your machine to multitask but on a vanilla A1200, let the machine have it's own way - it can use all the power it can get!

AND FINALLY...

Sound sampling and manipulation can be (and SHOULD be) fun - there are countless effects and settings that can be added to samples in Soundprobe, including a 128 Band Graphic Equalizer, enough to run a proficient home recording studio - or you could just

use it for making up soundtracks for videos like what I do. (I play as well though...)

With quite a lot of the effects it is also possible to manipulate a sound source in real-time - feed in the sound from the News, add an effect and play it back through an amp. It's probably about the only time you'll get a laugh from the News these days!

Some of the settings are so complex you do need to be an engineer to understand them at first but, playing around on a fairly fast machine or using shorter samples can quite quickly give you a good idea of the resulting effect.

But for simple fun, cutting and pasting with the odd effect can be very rewarding and as far as all the extra effects and processes are concerned, just because they are there doesn't mean you HAVE to use them - pick out the ones you enjoy the results of and use those.

In short, Soundprobell is well worth the money of either the full version or an upgrade if you already have version One - I can only criticise it for one thing - there's too much in it!!!!

Geoff Milnes.



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FontMachine

The very name of the program explains its functions: FontMachine is a machine to make fonts! With FontMachine you can easily create any type of colour font: you simply have to enhance an already existing font with shadows, shades and textures. FontMachine works in real time: it always gives an immediate answer to your action and shows the real image of the colour font you are creating. FontMachine creates fonts in Amiga standard ColorFont format which can be used with any program for AMIGA.

FontMachine has been created with the collaboration and suggestions of several video professionals looking for quality and originality of titles. Video professionals wish to maintain and improve the quality of their productions, relying on more and more perfect tools and giving new solutions to the problems concerning titles.

For this reason, the most important feature in titles for TV,

weddings and sport is the type of characters. It is obvious that a colour font is not only destined to be used in videos. It can also be used to create World Wide Web pages of internet in HTML, Desk Top Publishing, documents, advertising, manuals, etc.

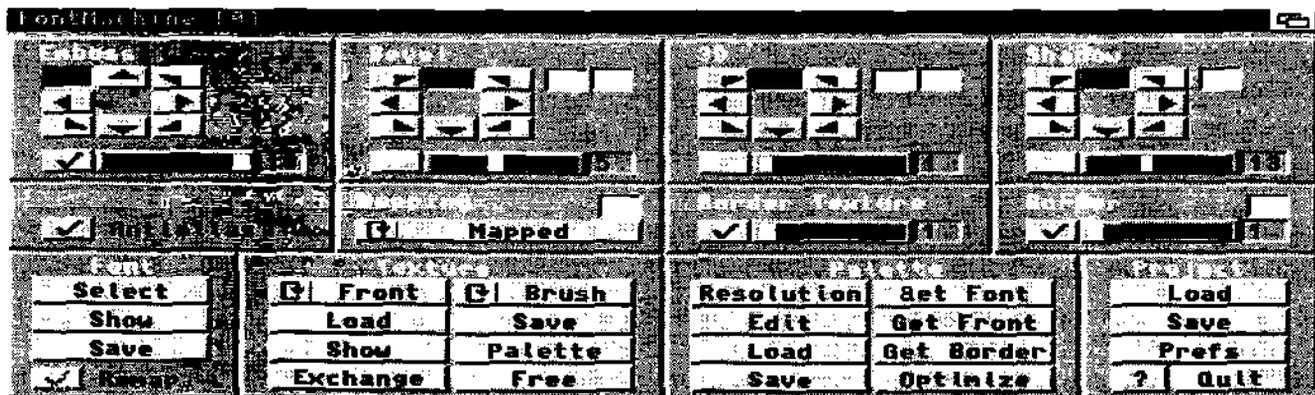
As usual, AMIGA offers additional opportunities to its users thanks to the built-in support for colour fonts. Famous firms, like KARA Computer Graphics, have seized the opportunity of supplying AMIGA users with several series of high quality fonts ready to be used. The great success of these fonts (how many times, watching TV, we have exclaimed: "Oh, these are the KARA's fonts!!!") has led to a lack of originality in professional videos. In order to have always different fonts, the most willing users can rely on some good programs and create colour fonts manually.

Nevertheless, not all users are ready to draw every single character of a complete set by hand: it is easy to get discouraged!!! It is for all those reasons that we

have created FontMachine which, thanks to the new version, has reached such a level of professionalism to be even more productive, efficient and reliable than its predecessor.

New for version 3:

The whole program has been vastly improved and extended in order to achieve better performances and gain compatibility to the new RTG graphic standards. FM3 is now perfectly compatible with CyberGFX and DraCO. The user interface had been refined and slightly modified to make it easy to control the new features of the program. A new incredible FM3 feature is the possibility to import animated textures in the standard AnimBrush format and render animated texts as Anim5 anims. Additionally, Pattern and Plasma textures has been extended as multiple frame objects. An example: loading a Plasma or a Pattern in a 32 colours screen, creates a texture with an identical number of frames (32).



FontMachine

Each frame represents a step in the cycling palette of the texture, so it's really simple to create "moving" plasmas or rotating patterns. With the help of an extended set of AREXX commands and specific AREXX scripts it is really fast and easy to make animated text. Users can

now select their preferred AREXX script from an intuitive and helpful AREXX window. To make things even more easy, the AREXX interface of FontMachine now supports localization and on-line help. FM3 now supports automatic texture centring for each glyph of the font and the font preview

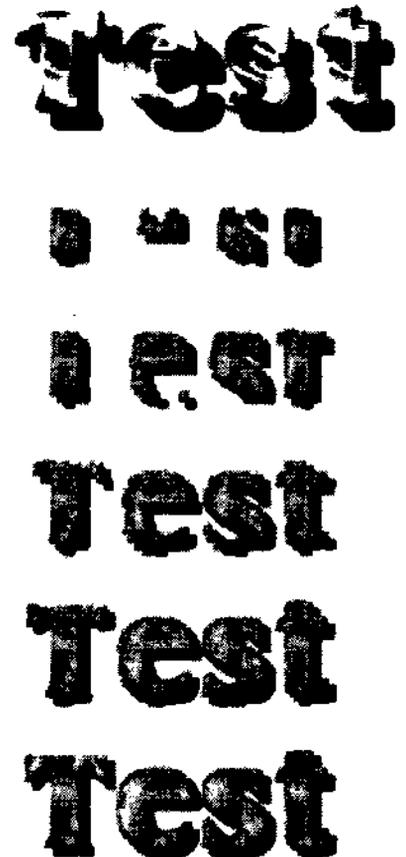
window now respects the font metric. We've made some changes and optimizations in the behaviour of FM3 (free space check before saving a font, ability to change the font name, safety checks, etc.) in order to get more flexibility from the program itself and to give users the maximum comfort.

Here is a list of the features of FontMachine:

- Support for fonts in AmigaFont, ColorFont, Agfa Intellifont formats
- Creation of fonts in AMIGA ColorFont format up to 256 colours
- Emboss effects with programmable direction and size
- Bevel effects with programmable direction and size
- 3D effects with programmable direction, colours and size
- Shadow effects with programmable direction, colours and size
- Border effects with programmable direction and size
- Anti-aliasing to eliminate jagged contours
- Front textures (programmable or casual texture portion)
- Border textures (programmable or casual texture portion)
- Support for IFF-ILBM or DataType (under OS3.xx) format textures
 - Creation of programmable Plasma textures
 - Creation of programmable Pattern textures
 - Automatic re-computation of the colours of textures
 - Ability to modify the palette of the font created
 - Ability to save and load any preset style
 - Asynchronous updating of the font preview window
- WYSIWYG approach: what you see is what you get
- Ability to save only part of the set of characters of a font
 - Automatic reduction of the colours of a Colorfont
- Ability to customize the sets of palette and create any colour-shading
- Ability to manage the sets of palette with Plasma and Pattern textures
 - "Copy" and "Paste" functions with sets of palette for textures
 - File of preset mathematical textures
 - Saving of textures in IFF-ILBM format
 - Optimization of the palette of textures
 - Optimization of the palette of a ColorFont
 - Automatic re-mapping of the colours of attributes
- Ability to interface with external programs by means of AREXX

System Requirements:

FontMachine runs on any Amiga (or Draco) with 2Mb+ of memory, AmigaOS 2.04 or better. A HD is required. Price: around \$129
Upgrades: \$60 from version 1.x/2.x to 3.0



Amiga Easy Writer

Writing, processing and designing of text will always be a standard task for computers. The same goes with the Amiga. Although there are more and more voice recognition systems being used only typing the text with the keyboard will be skipped. Layouting, correcting and printing will continue to need the features of an excellent word processor.

The concept of EW is based on boxes. Those boxes can have any contents. Platform independent standards AmigaWriter will be the first word processor developed on Amiga that uses concepts and technologies of standard text systems from other platforms. The flexible expandability of a typical Amiga application will also be used in AmigaWriter and allows to extend the functionality of it externally. Commercial-, shareware- and freeware-developers will add new loaders and savers for different text and image formats and expand AmigaWriter with features being superior to the standard applications on other platforms.

Ease of use

It will be incredibly easy with AmigaWriter to do easy tasks like selecting a new font or defining the actual screen resolution. You won't have to search in badly designed requesters, no big mouse movements necessary to select paragraph formats. Working together with experienced users we worked out a superb graphic user interface concept that our developers implemented

consequently. Things like WYSIWYG when editing notes - be they at the end of the actual page, chapter or document - will be standard, of course. Boxes are very flexible. The colour of the border and the background can also be set.

You are able to adjust the screen geometry. The interface makes proper and consequent use of the Amiga multitasking ability. So nearly every requester is non-modal, that means you can leave it open while working on the document or with other requesters and preferences windows. You can see this especially in the paragraph format dialog. You can set tabulators by typing their values into a requester or by clicking into the horizontal ruler of the document while the requester is open. Not everywhere you will have both ways at the same time. Fast loading and saving of documents also is a feature that is mostly only seen on Amiga.

Full paragraph control

The paragraph requester will satisfy (nearly) all your wishes. Special features are: Connected chapter and page format and huge amount of options to set tabulators. You can create a paragraph format and set a chapter format for it. That eases formatting of floating text greatly. By applying the paragraph format you can not only change font settings and text alignment but also the look of the actual chapter. There is no easier automation

than this one. The paragraph formats are the basis for many powerful functions.

Page formats and chapter management

With AmigaWriter you can create more than one page format - a feature not seen on many word processors. A page format can even be linked to a paragraph. You can use this for the chapters of a book to set different layout and text formatting options for them. You can set a page format in the paragraph format for beginning a chapter that can be different from the page format used for the list of contents.

Open for different image formats

Embedding and printing graphics is no longer a unique feature of desktop publishing programs, too. AmigaWriter uses a flexible import interface. It can load graphics in the IFF and JPEG formats. But it is also able to use AmigaOS datatypes. So you can place pictures of the most exotic format in the text. You will get used to AmigaWriter immediately! You can learn to use it very easily. When you are used to work with other word processors you will have no problems at all. The flexible page numbering makes is good for any type of documents.

Price: currently not available
German version will be released in mid August, English version will be available early September 98.



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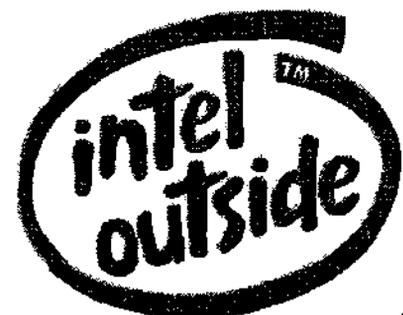
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