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2	Apollo 50 Mhz 68060 A1200	$ 1175.00	***$ 890.00***
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The Melbourne show is coming, so be prepared for some great bargains which will be at the show only, and will not be sold at the same prices once the show is over.

We will mail order, with payment by Amex, Visa, M/card, B/card, Cheque, C.O.D. or direct deposit. *PRICES SUBJECT TO CHANGE WITHOUT NOTICE, E&OE.*

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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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Matthew Dunstall
Jeff Schindler

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

Hi all, it has been a busy month with the show just around the corner. The show is coming along nicely and I must thank a few people for their support. Petro Tyschtschenko, President of Amiga Int. for providing 4 A1200HD as prizes plus 10 copies of the FAB! CD "The Theme of Amiga" performed by the group Annex. Michael Battilana, President of Cloanto for providing 4 copies of the "Amiga Forever" CDRom plus a stack of "Amiga Boing" Computer badges. Jyrki Petsalo of Petsoff Limited Partnership for handing over a Delfina Lite Soundcard, thanks guys. Tammy from Asim Innovations for the following basket of goodies: AsimCDFS v3.9a, MasterISO v2.1, Texture Heaven - double CD, PhotoCD Manager. Dr Greg Perry the man in black from GPSoftware has kindly promised some copies of DirOpus and a few tee shirts. Thank you all for your support of AmigaFest98.

Our usergroups ara getting the show bug as well. The "Canberra Amiga Users Society" will be hosting an internetcafe where newbees can get wet for the first time in the cybersurf. A number of IRC conference and webcams will be online over the two days including seminars on setting up your Amiga. The "North West Amiga User Group" have some plans in the pipeline to be revealed soon. We will be having a free "Amiga Help Desk". Come along are try stumping our all-knowing techeads.

Many of the Amiga dealers are importing stacks of hardware/software for the show, so if you are after a great deal on that 24bit graphics card don't miss the show. By the start of the show we will have a stack of seminars and tutorials covering a variety of subjects. Shouid be something to interest everyone.

To all the persons who emailed me volunteering to help with the show, thank you for your offering your time. If you havan't heard from me yet, don't worry, you will.

See you at the show !

The AAG News

Visual Inspirations Releases Control Tower 2.0

Visual Inspirations is proud to announce the long awaited update to their popular Control Tower software for the Newtek Toaster Flyer. CT is the perfect front end for Nova Design's ImageFX software and helps automate image processing of Flyer Clips.

We have spent the past 6 months working with the folks at OZware to come up with over 350 new functions for the Flyer. Control Tower is the first in a long line of new products to take advantage of these new commands.

Control Tower now has over 300 Macros designed to make Flying just a little bit easier. For those that have the latest version of ImageFX, we have added many new macros to use the new hooks they have included. We have also made good use of tools from ProWave. You can now process a Flyer Clip in ImageFX and have the audio automatically added back in, if you own ProWaves software package.

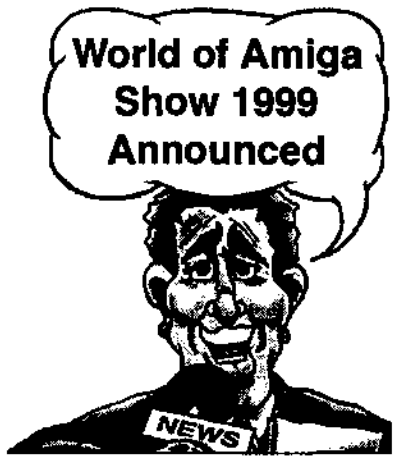
Control Tower has a totally new interface, that opens right on the Flyer screen itself. Complete with graphics and documents on each Macro. We have also updated Flyer Menu to handle over 900 functions. The new version supports Control Tower, OZWares Co-Pilot series, and ProWaves tools all in one pull down menu on the Flyer screen.

Current Control Tower users should contact Visual Inspirations direct, for upgrade information. If you are a registered user, you should receive news through the mail in the next week.

Control Tower is available through all major Amiga dealers in the US and Canada. For more information check out our website at: www.vionline.com/ or direct at:
Visual Inspirations Inc.
809 W. Hollywood
Tampa, FL 33604
(813) 935-6410

World Of Amiga Show 1999 Announced

It has now been confirmed that there will be a UK World Of Amiga show in 1999! Work is well underway on the 1999 show, although the date and venue has yet to be confirmed. There is already a great deal of excitement for the show which will play a major part in the rejuvenation of the Amiga during 1999. As Peter Brameld, Organiser of the World Of Amiga show stated, "We MUST take the Amiga into the Millenium". Linking in with this, and following the untimely closure of CU Amiga, the official web site of the World Of Amiga show has found a new home and is fully operational NOW! The site is being operated



and managed for World of Amiga by Infinite Frontiers, publishers of the new Amiga fanzine, Amiga Energy.

For more information on the show, contact Peter Brameld at p.brameld@ukonline.co.uk
To visit the web site, at www.infinitefrontiers.mcmail.com/

Alive Mediasoft Teams Up with Weird Science Ltd.

To expand our services to non-uk customers we have teamed up with Weird Science Ltd. to enable you to purchase Alive Mediasoft's games using your credit cards.

As from 17th August, Weird Science will be distributing our games in countries outside the UK. This will include games like Blade CD edition and the forthcoming Putty Squad.

Ordering can be done via post, telephone or internet. All ordering details can be found below.

The AAG News

A web page specifically for Alive's games has been created where you can obtain information about each game including screenshots and demos. Ordering couldn't be simpler either - once you've decided which games to have you can order direct over the net using your credit card. And you can rest assured in the knowledge that a secure ordering facility is operated.
ALIVE MEDIASOFT LTD.
Email jenniealive@innotts.co.u

GoldED Studio 5 Available

The development of GoldED Studio 5 has been completed. GoldED Studio 5 is a complete editing environment for AmigaOS 3 computers. It includas the editor GoldED 5, the HTML add-on Webworld, Roget's Thesaurue, the spell checking add-on Joyce and various other tools. It integrates tightly with the StormC compiler by Haage & Partner and SAS/C. The product is released on CD-ROM. Please visit our web site for a detailed description: members.tripod.com/~golded/

FREE GOLD-ED 4.7.3 VERSION RELEASED

Amy Resource Volume 10. full version of GoldED 4 can be found exclusively on tha Amy Resource CD-ROM Volume 10, published by interactive, Italy. It includes 6 MB of add-ons for GoldED 4. For more information, please visit http://www.amyresource.it/ or contact daneion@amyresource.it.
Free Download. Internet user can download a full version of GoldED 4 from our web site (at members.tripod.com/~golded/). It is meant as demonstration for GoldED 5. It doesn't provide all the features of the latest release but you will get a general impression of what you can expect.

Wasted Dreams Demo Now Available

Vulcan Software's 'Wasted Dreams' Amiga CDRom demo is now available for download! Brought to you by the incredible Digital Dreams Entertainment Team.

At last, you can experience a tiny fraction of this awesome Gigantic Alien Speech Adventure by following the developers links from the Vulcan wabsite. WWW.VULCAN.CO.UK/
The 1 or 2 player demo can be downloaded 'as is' while the demo speech files can be downloaded separately (if required). The demo will also be on Aminet in the next few days.

We ara hoping to release the full version of Wasted Dreams in the next few weeks which has over 300Mb of digital speech, 100's of hand drawn locations and 1,000s of rota scoped characters.
As always, Live Long & Prosper!

FinalOffice 1.0

After long negotiations, SoftPartners Incorporated, an Indiana company, has licensed the entire Final Series from Softwood Inc. The license includes Final Writer 97, Final Calc, Final Data, Final Writer for Windows, and the Holiday Cliparts collection. Our initial offering shall be the FinalOffice 1.0 CD that contains all of the above mentioned softwares. Our official website will be operational by Tuesday morning at the following URL: http://www.softpartners.com

Haage&Partner NEWS

PageStream 3.4
Softlogik released PageStream 3.4. Most registered customers will be able to download the update from the Softlogic ftp site.
StormC DSK
StormC DSK (Developer Survival Kit) is the new "All-inclusive" package for AMIGA programmers. It consists of all well-known Storm components in their up-to-date

The AAG News

versions as well as our latest developments for PowerPC and 3D. As a bonus we add the latest beta version of our new 68k emulator for PowerPC. Infos

AmigaWriter available!

German version is available now. Translation of the English manual will last about 2-3 weeks. There is also a German demo version on our ftp site. We will provide an English one in some days. Please have a look at this by the end of the week. Thanks for your patience.

VideoFX 2 Demo

Now you can download a demo version of the new video effects program from our FTP server. Download

WarpUP 3.1 released!

The new version of WarpUP runs with BVision/CVision and the new BlizzardPPC libs. Download. There is also a new "BouncePPC" version (MESA) that is twice as fast as the former one (small bug ;-)). Download

Announcement from Scala, Inc.

We are pleased to be able to announce the relaunch of Scala MultiMedia MM400 for Amiga!

We have arranged global distribution of Scala MultiMedia MM400 through Software Hut Inc. and their dealers. This means the full version of Scala MultiMedia MM400 is finally available with a full manual. Listed below are just three of the companies supplying it! This means that users of the recently released CU Amiga version of MM300 can now finally get manuals for their product and upgrade at the same time. So what are you waiting for?

Contact your local dealer now, and get hold of the full MM400 package at the lowest ever price!
UK£ 89.95, US$149.95, Canada$229.95

This is the only MM400 product to be officially licensed, and endorsed by Scala, Inc. so why not give them a call and buy the single best application on the Amiga for video titling, multimedia and stunning on-screen effects!
Software Hut inc.

Technodatabase 98

Technodatabase 98 is the first CD-ROM creation exclusively regarding the Techno movement. We are targeting to produce one new Technodatabase disk a year to keep you up to date on everything Techno has to offer.

In TDB 98 you'll find : Web sites (8 complete websites), hyperguides (Technovision, a Scala technoguide) as well as, more than 200 music modules, graphic & music tools, art painting creations, images, demos and animations.

There are 2 different ways of using TDB 98. The ludic & self explanatory way (technovision, web sites) and the creative way : TDB gives the « e-magination » a chance by offering music creation tools (including exemples) which make Do It Yourself compositions possible. (Electronic Music has been privileged in TDB 98). HTML has been chosen with respect for Platforms pluralism (No Microsoft domination) since all the operating systems understand the HTML.

Long nights of techno experiments, listening and informations would be in perspective for those of you who want to juggle your imagination in the electronic mood TDB 98 sales price is 37$, delivery included, if directly ordered from NONAME. Inside this disk you'll find a special coupon offering a 50% discount price if you recommend TDB to your friends (18$ instead of 37).
e.mail : contact@noname.fr
web
www.noname.fr/village/bartechno/

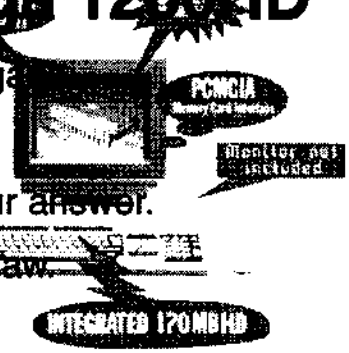
How to WIN one of 4 Amiga 1200HD

Step 1) Guess the identities of the 3 masked Amiga

Step 2) Go to the AmigaFest98 Expo.

Step 3) Fill out the entry form at the show with your answer.

Step 4) Be around on Sunday arvo for the prize draw.



AmigaFest 98

Sponsored by Amiga International

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24 - 25 October
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Sat 9am - 6pm
Sun 9am - 4pm

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Petsoff ltd, Finland

Jeff Schindler The Latest from

It's been a very iong and hot summer here at Amiga, inc. headquarters. We have been busy and working steadiiy to secure Amiga's future. While we have missed the announced target date for our OS partner, we have continued to negotiate, execute contracts, and work on our plans for the next generation Amiga.

I can promise you that we have been working very hard. We are even more excited about the future than ever before, but we are determined to do it right and this takes time.

One evening at home I was reminded how important doing things right is. One of my family's favourite things to do in the evenings is to watch a movie or play interactive adventure games. We all headed out to the nearest store to make a selection. With our wallet in our hand, we all stood in front of an array of games. We selected the Titanic adventure. I proudiy expiained to our chiidren that the Amiga was used in part of the production of the movie Titanic. We aii agreed that this would be a great game iooked forward to seeing what "adventure" awaited us at home. And an "adventure" it was!!

We ail gathered in our home theatre room, in front of the Destination PC/TV, and proceeded to instaii the game. My wife and our four chiidren were excited to play and the "adventure" began.

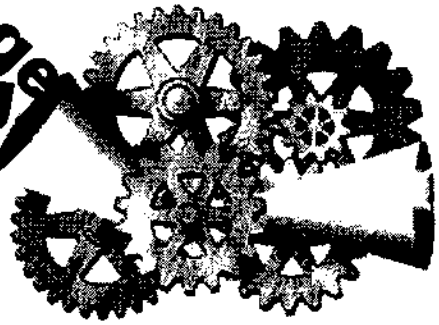
We loaded the game...and it CRASHED! Then we noticed a yeliow insert, titied WARNiNG with a iong iist of instructions. it had us turn off features that would degrade the video and audio quaiity and slow the CD ROM performance. We carefuiiy followed each step (under great protest I would iike to add).

You see, we have a loaded system, with ali the iatest technoiogy, and beiieve me i want to use every bit!! Slowly one by one, our kids left the room. Each of them saying..."let me know when you get it running, Dad". Our 7 year old son James was the only one who sat by earnestly waiting for the Titanic adventure to come alive. What he ended up seeing was ... black screens with a white hourglass and his Dad getting ready to throw the wireiess keyboard through the 32 inch monitor!! After two hours of shutting the machine down and re-booting our adventure was over (before it started). With anger and disappointment, we put the game back into it's box, to return to the store. The only thing that kept going through my mind was "it shouldn't be this way". Just like the Titanic, no matter how massive, nothing is unsinkable!

It reaiiy "sunk" in....why the Amiga is different and why it's so important for us to reach our vision for the future Amiga and get it right. Thanks for your continued support and patience, you make Amiga what it is. Remember, its "adventures" iike this that keep Amiga in our hearts.

Jeff Schindler
Generai Manager
Amiga Inc.

Image Processing & Converting



by Matthew Dunstall

Anyone that has used their Amiga for a while knows that it is one of the best machines in the world for 'playing' around with graphics and animations. Unfortunately, for the average home user that is still only using a 1 or 2 meg Amiga (and there are still quite a lot of them), the amount of options open to you are rather limited.

Welcome to imageStudio, a truly excellent shareware image processing and conversion package for the Amiga. imageStudio is written for the casual graphics user who wishes to convert or manipulate various graphics formats on a modest Amiga system. There are several commercial offerings available, however, the casual home user is paying a lot of money for many facilities and options they will probably never use.

ImageStudio requires the following system to run: Workbench 2.04 or above, about 1 megabyte of free memory and several megabytes of free hard drive space (which can be used as Virtual RAM, no MMU needed, in fact, you can even use a floppy disk as virtual ram!). If you run imageStudio on an AGA machine, it will also use the new display modes and palette routines to improve the quality of the internal viewer images.

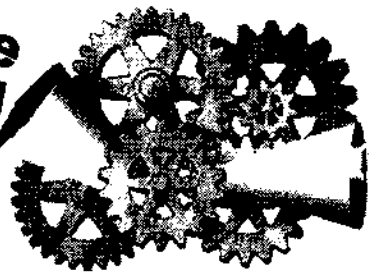
So, what does it actually do? Put basically it lets you play around with and alter graphic pictures. If you've ever used say Art Department Professional (ADPro) or ImageFX etc then you'll know what to expect. For those that haven't here's a brief example of what you might choice to do. Rather than go out and buy an expensive commercial graphics program when all you need is the basic graphic image processing options, you'd load up and run your trusty (but quite powerful) imageStudio.

Okay, let's say you have a picture you've gotten either from a friend, off the Internet or from an Aminet CD or wherever. Now, our sample picture is a 256 coloured picture in JPeg format which is larger than 640x512 (ie. we have to scroll around the screen just to be able to see everything). You want to change this into say a standard Amiga IFF image but you also wish to reduce the size of it by half plus turn it into a Grey coloured pictured, but you only have a 2 meg Amiga.

Run imageStudio and select the Prefs option in the pull down menu (all menus and options are clearly explained in the Amigaguide docs that are included with the program). Within the Prefs options is one called "File Location For Virtual Ram". Simply click on this and give the program a path as to where you want the small memory files to be written (once you quit the program these small files are deleted). I'd suggest that you create a blank directory on your hard drive and direct the program to this location (something like VMEM for instance is easy to remember). Or if you're a little small on hard drive space you can even use a floppy disk! Just select say DF0: or DF1: etc and make sure you have a blank formatted disk inserted, you'll get the equivalent of about 880K of RAM, yes it's slower than the hard drive option and the real thing, but it DOES work and works well.

Now, once you've setup your Prefs simply save them so you don't need to do it each time you run ImageStudio. Now it's simply a matter of loading our oversized JPeg picture. Once the picture is loaded you now simply go to the pull down menu "PROCESS/Scale", select the new Horizontal and Vertical sizes you want your picture to be (whether larger or smaller) using the sliders (or you can type the exact dimensions in to it if you know exactly what you want) and then

Image Processing & Converting



click Ok. That's it for the re-sizing part!

imageStudio will now resize and re-adjust your picture to the new sizes that you want it to be. Plus it'll do an extremely good job of it. Once finished your new picture will be redisplayed on the screen at its new size. As we also want to convert the image to a grey scale picture, we now go to the pull down menu titled "TOOLS/Show Effect". Out of the various options availabie simpiy seiect "GREYSCALE" and then click on Appiy. Once again off it goes happily converting your picture from a 256 coloured image into a Grey coloured one.

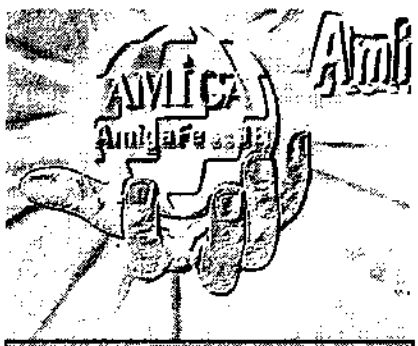
Once completed you'll now have a picture on screen that is half the size of the original plus Grey instead of coloured. Now to convert it from a JPeg image to an IFF image. This is one of the simplest steps. Simply go to the "PROJECT/Save" pull down menu and re-save the picture, but instead of saving it as a JPeg, select IFF instead from the various options that appear. To save on possible mistakes or if you're not completely happy with your new picture size etc do make sure that you re-save your new picture as a different nama rather writing over your original image. Now click on Save and ImageStudio will automaticaily re-save your new picture for you but as an iFF format rather than the originai JPeg.

As you have probabiy guessed, there is more than just the ability to turn something from colour into grey or to re-save as an IFF format. You're absoiuteiy correct. ImageStudio has quite a comprehensive range of things you can do to a picture. Keep in mind here that you can also do various combinations of effects as weii to create some very interesting images. For instance, change something to a grey scaled image, then flip the image side ways and give it a shadowed effect. Then save it as a GIF image twice the size of the original. Or perhaps cut down a 256 coloured picture down to 64 colours with a dithered effect and re-size the picture and yet have it come out iooking almost like the original.

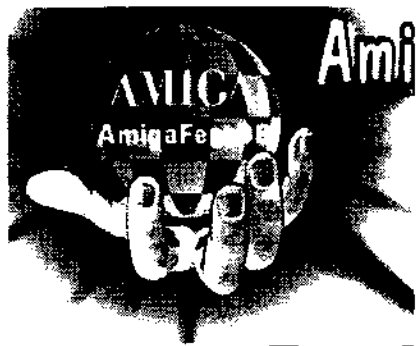
To give you an idea of the power and flexibility of imageStudio, here's a run down of some of its various features:

- Full 24-bit image buffers, with optimizations for colour-mapped (palette based) images.
- Up to 100 levels of undo / redo.
- User configurable virtual memory (No MMU needed!).
- Fully featured, easy to use, ARexx interface.
- Fully font sensitive, style guide compliant, user interface.
- Fully CyberGraphX compatibility for both the viewers and the preview window.
- Modular loaders and savers.
- User saveable preferences.
- Operations applicable to the whole image or a selected region.
- Up to 256 greyshade preview window (with optional dither).
- Zoom on preview window.
- Internal/extemal viewers.
- Loading/saving/manipulating of AGA image formats (e.g. 256 colours, HAM8) on non-AGA machines!
- Maximum image size of 32000 x 32000.
- Copy/paste to/from the system clipboard.
- Runs on ALL Workbench 2.04+ Amiga's - utilises AGA chipset if available.
- Online AmigaGuide help, as well as ASCII, TeX and PostScript documentation.
- Multi-level help error requesters.
- Public screen.
- Requires no third party libraries or utilities.

Chisel Effect



Emboss Effect



Negitive Effect

The various options and combinations are really only limited by what you want to achieve. Given the fact that ImageStudio is a shareware program but has the appearance and usability of a full commercial offering it is an extremely attractive program.

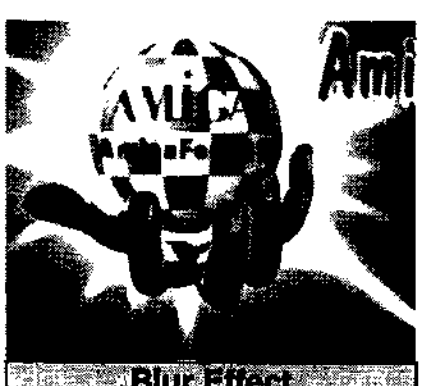
Don't forget the very convenient and powerful ability to use virtual RAM on either a hard drive or floppy disk so you can easily work with 5-10-20 meg images (only limited by the amount of free hard drive space you have available, does NOT require an MMU), this feature alone makes it a very attractive program for the home user that doesn't have a lot of spare memory available but would still like to achieve impressive results while playing around with pictures.

Imports (Loads As...):
IFF-ILBM formats (Standard palette based, HAM6, HAM8, extra half bright, ILBM24), BMP, Datatypes (with Workbench3.0 and above, this alone gives you the ability to load virtually any graphic format), GIF (conforming to GIF87a or GIF89a), IFF-DEEP, JPEG (conforming to JFIF standard), PCX, PNM (PBM, PGM, PPM, ASCII and binary), QRT (DKB, POV), SGI, Targa, TIFF, VMEM (internal virtual memory format).

Exports (Saves As...):
IFF-ILBM formats (Standard palette basad, HAM6, HAM8, extra half bright, ILBM24), BMP, EPS, GIF (conforming to GIF87a or GIF89a), IFF-DEEP, JPEG (conforming to JFIF standard), PCX, PNM (PBM, PGM, PPM, ASCII and binary), QRT (DKB, POV), SGI, Targa, TIFF, VMEM (internal virtual memory format).

In summing up, if you want to play around with pictures but don't have a lot in the way of memory, or even if you simply don't need all the capabilities and the expense of a full commercial graphics program, do check out ImageStudio as a very worthwhile substitute (I actually have ADPro and yet I still do the bulk of my graphic manipulation via ImageStudio), it really is that good. You can find it through the various Aminet disks plus it is also often on various Amiga magazine CD cover disks.

Matthew Dunstall



Blur Effect

Randomize Effect

Slash Effect

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Email gordon@ozramp.net.au

PowerUP

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Part 3 "The Final Bit" !

In the Beginning was CAOS

In the beginning was CAOS
by Andy Finkel.
Copyright 1988 by Andy Finkel, Commodore-Amiga, Inc.

There are three types of file operations: high level (safe, simple) file access, low-level file operations, which work directly on the file control block (the higher level functions devolve into calls on these low level routines), and support/maintenance operations (i.e. utilities). Naturally, all file functions are called through the CAOS library interface. Descriptor-based file operations are the easiest means to access the file system. You Open a file using a name (and path), and in return get a descriptor, which you use for all subsequent file operations. The functions are Open, Close, Read, Write, Seek, EOF (test for EOF), Size (return the size of the file in bytes), Truncate (i miss this one), Update (write out all dirty buffers to the device associated with the file), Name (return a pointer to the file name), Options, Lock (prevent simultaneous access), Unlock (unlock a previously Locked file), LastError, and Control (miscellaneous file access control).

The high-level file access methods described above are based on a lower level file control block access method. Functions using the file control block are: MapFile (go from a descriptor to a control block), OpenFile (given a name, return a file control block), CloseFile, ReadFile, WriteFile, and Update. By the way, it was considered possible that the low-level access to files would be removed if all operations were possible using high level calls. Essentially the programs would be quite similar to the ones we have now (except, of course, Unix-like syntax would have been used). We'd have Link, SoftLink, Remove, Rename, FileInfo, SearchDir, CurrentDir, ChangeDir, MakeDir, and so on.

As with AmigaDOS, CAOS supports volumes to logically map disks, partitions, devices, file networks, and structured memory. Volumes can be accessed when they are online. Disk and network volumes go online once their volume ID structure has been read and verified. (For floppy disks, this happens automatically when the disk is inserted.) When access to a volume is ended, the volume becomes either absent, offline, or critical (as in, You Must Replace Volume...) CAOS maintains volume identification information, like name (up to 40 characters), description, time stamp and write protection status. By using the "special" type of file, it is possible to get direct access to a volume. In the case of a floppy, the special file would give the same type of access (but in a file-system standard manner) as if the trackdisk.device were used directly.

This then is a quick overview of CAOS. Let's say it was available now ... What would we have gained? Personally, I think the main thing would have been a much more integrated system. From these specs you can see that AmigaDOS is really as powerful as CAOS was intended to be. The problem is that AmigaDOS is different from the rest of the Operating System. CAOS would have used the same type of data structures as the OS, the same type of stack, the same languages (C and assembler), and would have made understanding the system easier.

This article was found in the online magazine ViewPort, Oct 1993 issue.

Carl Sassenrath made the following comment about CAOS at the AmiWest IRC conference:

CAOS was contracted out, for the most part, to a company that felt Unix was a better choice and didn't buy into my design. They became history when they started using their Sun development systems for other projects, not the Amiga higher level OS functions.

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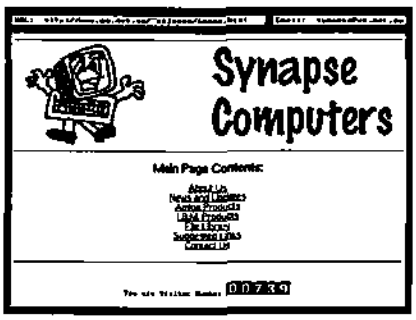

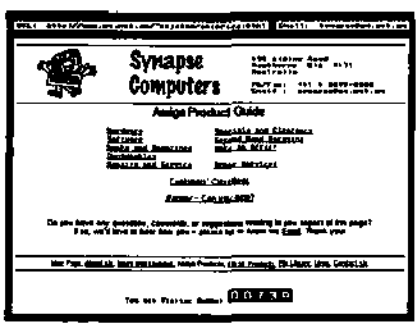

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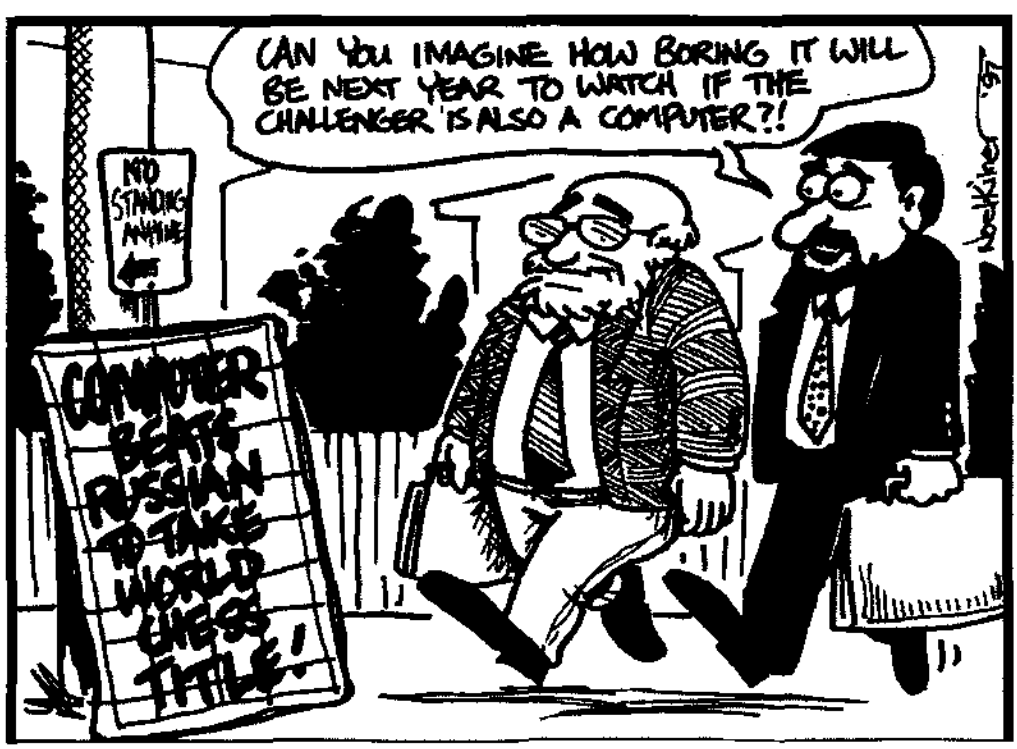

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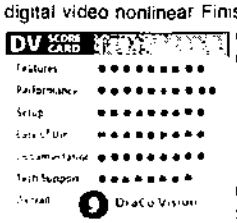

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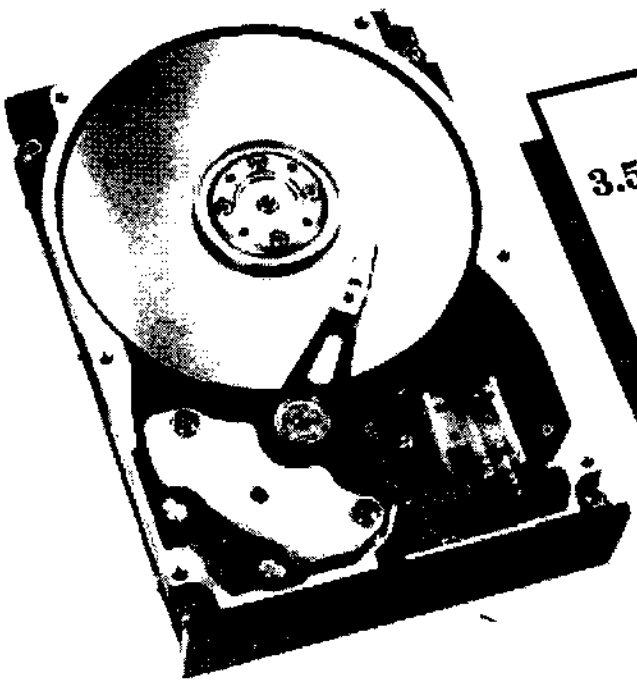

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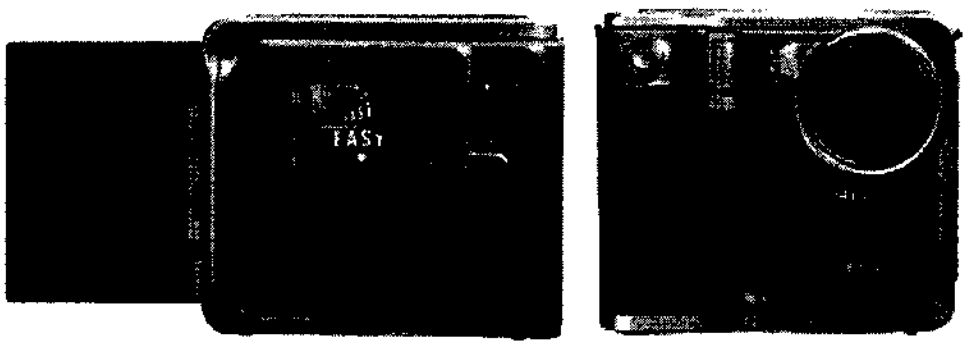

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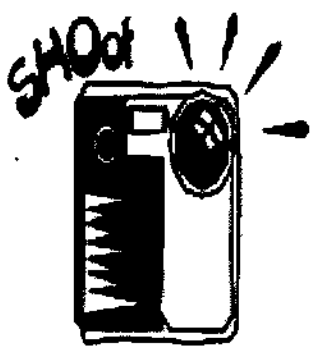

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A1200 KEYBOARD HACK

BY SEAN CURTIN

I've noticed a number of people asking about putting an external keyboard on their 1200's. Unfortunately, the only replies they got said it couldn't be done, or that it would be very difficult. Neither of these is true. Electronically, the keyboard interface is pretty much the same as it always has been. The only real obstacles are physical; Thus I decided to make an attempt, and recently managed to pull it off. What follows is an account of what I did along with a few suggestions. Be sure to read it through all the way before breaking out the tools...

It's been working well so far (I'm typing this on my good old A1000 keyboard hooked up to my 1200 right now.) The result is that I can have both an internal and external keyboard hooked up simultaneously without interference. In fact, they complement one another. You can actually press shift on one keyboard and 's' on the other and get a capital 'S'! Those old 6570 keyboard controllers are quite robust, seemingly in contrast to the on board one in the 1200.

Needless to say, doing this modification required some very delicate work. The internal keyboard micro has to be physically taken off-line in order to connect an external keyboard or keyboards. This isn't like the 500 where all you had to do to hook up an external was to patch into the KCLK and KDAT lines, tap +5 and Ground from somewhere and you were done. The 6570's took care of all the handshaking automatically.

Unfortunately, the 1200's keyboard micro doesn't work that way. Hooking up another keyboard in parallel with it's clock + data lines just hangs both of them. (My guess is that the output isn't open-collector like it is on the externals, (there's no reason for it to be) so when you have an external hooked up, the internal can't drive its 0's low enough.)

Anyway, I just decided to do away with the internal controller altogether.

Um...let me just say this... I'm not really writing this post in the form of a full blown hardware hack. This is more of a "Here's what I did. If you'd like to give it a shot, here's what you need to know." sort of thing. I'm not going to go into disassembly instructions or anything like that. I will make the standard disclaimer, though: If you try this and you blow up your machine, don't come crying to me.

There are some quite tiny spots that have to be soldered and/or desoldered, so patience, a steady hand, and a reasonably sharp soldering iron are a definite necessity. If there's enough support for turning this into a full article I'll throw something together. Schematically, it's quite simple, but the tiny joints do make it a little more difficult.

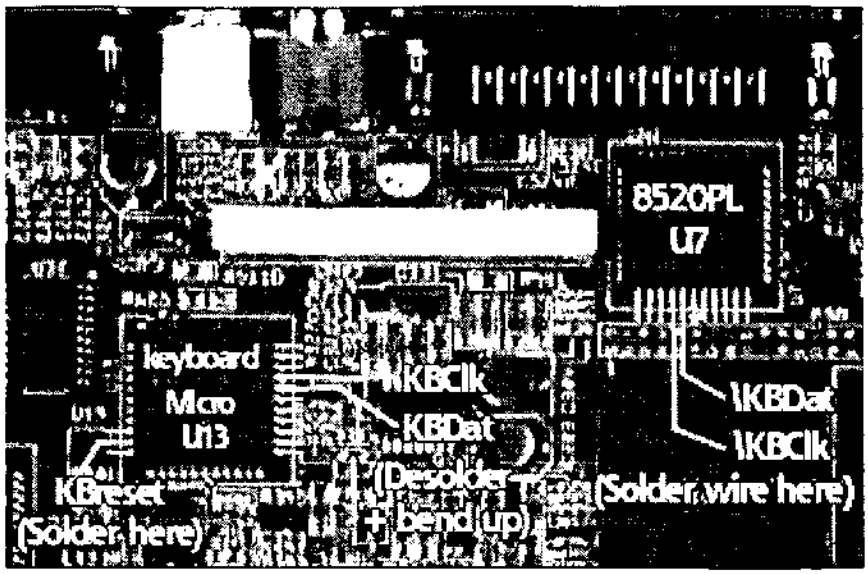
Okay, with that out of the way here are the gooey details. The two chips we'll be dealing with are U13 (The keyboard micro) and U7 (The keyboard/parallel 8520). Try to keep your soldering iron and any other potentially destructive tools away from the other chips. ;^) The KBClk and KBDat pins on the keyboard micro need to be heated and bent up away from the motherboard. I touched the top of the pin with the iron, let it heat for a second and then, with a razor-knife wedged behind the pin, twisted, lifting the pin away from the board. There's not much solder holding these down, so it shouldn't take too much force. Once the pin was free, I straightened it up with a pair of needle-nose pliers and went on to the next one.

Fortunately, both pins are right next to each other and the keyboard micro (and the 8520) are surface-mounted PLCC's and not true SMD's. These are the only two pins that need to be desoldered. The rest of this hack just involves soldering wires in.

• NOTE: I've heard from at least two people that their internal micros did not need to be taken offline for the external to work. All I know is that on mine it had to be

*disconnected. Your Mileage May Vary, however, so you may want to try skipping this step, do the rest, and see if it works.**

Get your hands on the smallest insulated wire you can find (>24 awg), and solder wires to the KBClk, KBDat and _KBReset lines as shown in the diagram. The number of pins on the chips should be accurate. they are 44 pin PLCC's, with 11 pins on each side. The ^ denotes the pin 1 dot on the chips.



As you can see, power is easily tapped from the floppy cable. You should use somewhat larger wires for this. Thus, when you're done you should have five wires coming out of your machine: KBClk, KBDat, _KBReset, +5, and Gnd. You will also have a non-functional internal key board. If you want, however, you can take these wires (except _KBReset) and hook them up to a 5 pin DIN and attach a 2000/3000 keyboard, or a phone plug and connect a 1000 keyboard. There is a catch, however. You will not be able to reset from the external keyboard. 1000s, 2000s, 3000s, and 4000s have internal circuitry which interprets 500 milliseconds of KBClk low as a "reset" pulse, and pulls the _KBReset line intarnally (This is according to the Hardware Manual). So unless you fabricate a circuit that does this (see below), you'll need to reset from the native keyboard. (This function should still work. Actually, If you're going to do it this way, there's no need to solder the extra wire for _KBReset.)

Now, the A500 keyboard is slightly different. It has no case but it will generate a _KBReset signal. Remember how I said you could have two kbd's simultaneously? Well, all you have to do is hook up your external as described, and string your wires along (including _KBReset) to the 500 keyboard. What's more, the 500 keyboard is a near-exact fit replacement for the 1200 one (and with full sized Left-Shift and Return keys!). In order to do this I had to desolder the LEDs on the 500 kbd altogether and then remove the ones from the 1200's "LED board", hot glue them individually to their positions, bend the leads down flat, and wire them up again. Also, the support on the top part of the wedge-shaped floppy bracket has to be sawed off to make room for the encoder board. It works, though, and theoretically I should even be able to fit the RF shield back on.

Okay, so you may not like the beige-coloured keys of the 500 keyboard sticking out of your shiny whita 1200 case. The simple solution is to swap the 500 keyboard's beige keycaps for your defunct 1200 keyboard's white ones. They should be the same in every respect except colour. There is, however, another alternative. Your original 1200 keyboard may be compatible with the 500 keyboard's encoder board. Encoder boards that are compatible have a slot for one large ribbon cable to fit in. Incompatible encoder boards have slots for two small ribbon cables. If compatible, all you have to do is unplug the ribbon from the 500 keyboard itself, unscrew the little circuit board in the upper-right corner (tha encodar board) and remove it along with its plastic bottom-shield. You can then plug the ribbon from your 1200 kbd into the socket, and wire the encoder board up as you would with the true 500 keyboard. This is the setup I had originally. Now, since the ribbon comes out of the middle-back of the 1200 keyboard,

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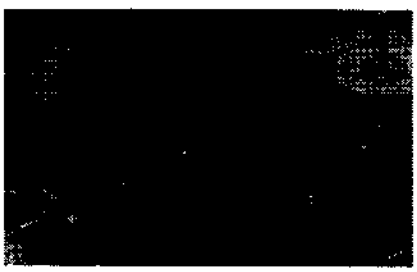

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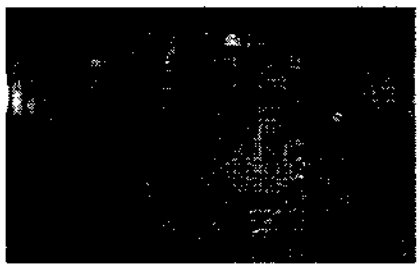

400 crew members decided to remain on the planet whilst 100 made the long trip back to Earth to inform them of the amazing find. 3 minutes after ExplorerFX2 launched from Agillera you fled from the ship in a shuttle craft just moments before it exploded into a million fragments.

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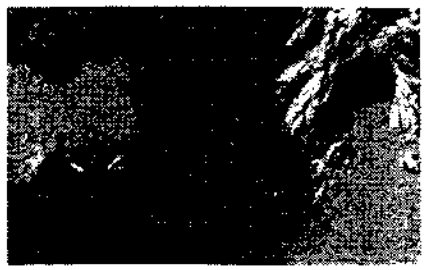

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Rumor Control from Bill McEwen, Head of MArketing, Amiga In

Rumor Control from Bill McEwen, Head of Marketing - August 26,1998

Greetings:
I want to thank all of you who have contacted me in the last couple of days about some new rumors that are spreading through our community. As I have mentioned before if you have any questions please do not hesitate in contacting any of us listed at the end of this message. Here are the rumors that are circulating this week:

1. The new Amiga will be based on the Intel Merced chip.
WRONG! I want to make this perfectly clear. The next generation of Amiga machines that run OS 5.0 will typically be media-processor based. The last time I checked Intel didn't have one of these.

2. Fleecy and I are dating.
I will answer this one later.

3. The BeOS is the OS partner, and they are what everyone should develop to.
WRONG! Please do not jump at every rumor. As mentioned before, Be is ONE of the OS partners that we are considering. There are at least 6 others that are on the list. We have narrowed the contenders, and we hope to have all of this wrapped up soon.

4. Amiga has no plans for the high end of the platform, and will not have any support for NewTek.
WRONG! Keys to our success are the ability of the next generation Amiga architecture to be scaleable and work well as a home computer and the high end with the Toaster and Flyer.

5. Amiga does not care about the QuickPak situation, and does not care about the 4000 shortage.
WRONG! We are doing all that we can in helping this process come to a close. The legal problems are between QuickPak and Hembach. These legal problems started before Gateway ever purchased Amiga. We hope and pray that this can be resolved quickly also.

6. Jeff and I are dating.
WRONG! It would make Fleecy jealous.

7. OS 3.5 is back and in development.
We are currently evaluating the market needs for an OS upgrade before OS 5.0 ships. No decision has been made. As soon as we have all of our information gathered, we will make the final decision and let everyone know.

8. Amiga Classic is only for those machines compatible with OS 4.0.
WRONG! The Amiga Classic line is for the applications and hardware that currently run OS 3.1. If it runs 3.1 then it is in the Classic series.

9. The new Amiga architecture will not be compatible with the current Amiga applications.
We plan to have hardware and software compatibility for the developer platform and software emulation for OS 5.0.
I hope that this helps in dispelling some of the rumors. I am sure that there are more, and once I receive a rumor from more than a few people, we will get the answers up as quickly as possible. Thank you again, and I look forward to seeing many of you in Columbus, and then Cologne.
Keeping the faith,

Bill McEwen
Head of Marketing, Amiga, Inc

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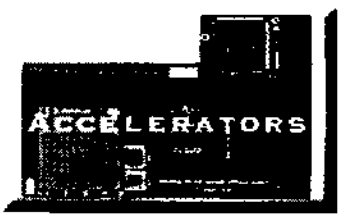

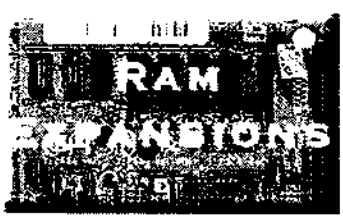

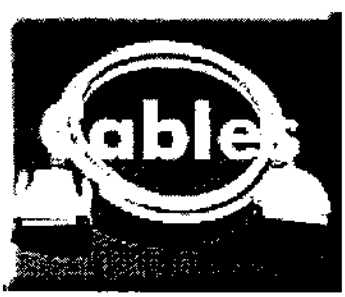

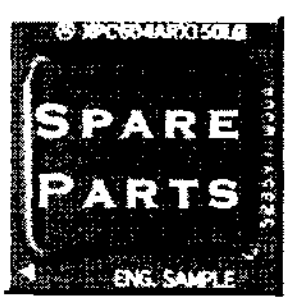

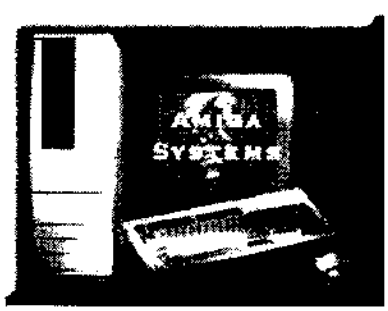

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Beginners Internet _ What Will It Do For Me?

By Matthew Dunstall

Beginners Internet... What WILL It Do For Me?

So, you've got yourself an Amiga and you keep hearing about all this 'Internet Stuff', but, being somewhat of a beginner you think "What the heck, this 'Net thing doesn't interest me, I've got no use for it, just a way for people to waste their money, right?"

If you're like many people, you'll quite likely think along these lines yourself or perhaps you are interested but simply aren't sure how to go about it? In either case I think you may be quite surprised how easy it can be plus just how much true value and use you can obtain from the Internet.

First, many people don't really understand what the Internet is and after reading all the magazines and articles around they are often more confused than ever. Talk to anyone that's somewhat computer literate and you'll often start to have all kinds of strange and exotic words thrown at you, ie. ISP Address, Usenet, Telnet, IRC, Baud Rate, Gophers, ISDN, TCP Stack and the list goes on and on!

After a few minutes of this most home users will start to glaze over and tune out (you know who you are). The simple fact of the matter is that the average home user doesn't really care about how the Internet started or exactly how it all works, "Just get me onto the thing and then let me play around, that's all I want to do, stop confusing me!".

Probably one of the first things for a beginner to do is to understand the very basics of what the Internet is (the trick is just in the way you think of it). You'll find heaps of terms and explanations around, but personally I find the simplest way to think of the Internet is simply as a combination of the worlds largest public library and encyclopaedia. That's it! Don't go confusing the issue any further. A slightly different way to think of it is as though you've hooked up a cable to a friends computer next door to you that has the worlds biggest hard drive in it and you're accessing all of his stuff from your computer via the cable. You're checking out his text files, playing games and music, copying over pictures and animations, doing article searches for things you're interested in etc

The fact that you may actually be jumping all around the world as you're doing all of this is really rather irrelevant, keep it simple and don't let the big picture confuse and intimidate you. After awhile you will gradually get to know some terms, things in general will gradually become clearer for you simply via continued use, just don't rush it. Now, you have a simple visual idea of what the Internet is (a BIG public library, remember?), this is all fine and good, but what are some of the things that I can actually do on the Internet? Let's have bit of a run down of just a few things you can do...

Latest Software

- Download the latest demos of commercial software.
- The Aminet contains over 4 gigabytes of software and is updated daily. You can download as much as you want whenever you want.
- Beta-test forthcoming software and download program patches.
- Access the tens of millions of files on the Internet covering a vast magnitude of different subjects. You like say 'The X-Files'? Why not surf some X-Files web sites and download images, sounds, information!

Latest News

- News available 24 hours a day, 365 days a year!
- Latest news available 'realtime' as it's happening anywhere in the world!
- Receive news and information direct from companies - press releases, mailing lists, special online offers.
- Debate news and rumours via newsgroups.
- Thousands upon thousands of topics, including the latest Amiga news, latest news about Gateway, new Amigas, Game reviews etc

Play Games Online !

- Play multi-player online games 'realtime' such as Foundation and Quake. Test your skills against other players live over the Internet!
- Download the latest game demos - Internet users are the first to hear and see the latest games developments and even beta-test forthcoming titles! Offer the programmers your ideas and opinions!
- Take part in Multi User Dungeons via Telnet - online multi-player adventures.

Unlimited Information!

- Thousands of different subjects - whatever you like, you'll find information, stories, files and much more. Everything from Science, Art, Entertainment, Religion, Money, Food, Music, Literature and the list goes on and on.
- Thousands and thousands of web sites to surf all over the world!
- Professional companies online - many companies have web sites where you can read further information about their products and order items online (often saving you money). You can pay for tickets online, book a restaurant, find the latest weather etc.

Instant Worldwide Business!

- Running a business online can help you find contacts while you converse in your own language (the 'standard' Internet language is English).
- Sales via the Internet - take orders from your own web site!
- You can do virtually all your business and personal banking over secure lines with practically any bank in the world while sitting at home on your computer.
- Immediate or quick decisions. Agreements and contracts can be agreed or altered almost immediately via the Internet.
- A wealth of online talent! Need a programmer, musician or artist? Just ask on the Internet and ask for some examples to ba emailed!

Chat Online!

- Send e-mail to your friends (and organisations) - emails take seconds to arrive anywhere in the world! You can even 'attach' files, pictures, music, programs etc to your emails! Email can be sent, received and read 24 hours a day, 365 days a year!
- Chat 'realtime' to friends and colleagues via the IRC (Internet Relay Chat) or chat channels for the cost of a local call to your Internet provider! Why not have an online conference with relatives from different countries all over the world? Again, all for the cost of a local call!

Beginners Internet - What Will It Do For Me?

Okay, you're now convinced, you want to get onto the Internet with your Amiga, what now? Well, basically you need to locate an Internet Service Provider (ISP) that you can subscribe to. It's this service that lets you get onto the Internet. Local papers, computer shops and the like should give you a few different ones to check out.

It's now a matter of comparing the various prices between the various service providers you've located and selecting the one that best suits your budget and needs. As a tip it's probably a good idea not to subscribe to a provider first up for more than 3 months in one go as it's always possible you won't be satisfied with their service.

As you're going to be hooking up to the Internet via your Amiga, you can be pretty confident of the fact that you're going to have to provide your own software. Most providers only supply software for Windows and occasionally Macs. Note you'll also need an Amiga running at least WB3.0+ and preferably an AGA or Graphics card equipped machine (although you can quite easily use an ECS machine like the A2000, A3000 etc so long as its WB3.0+, you just won't have all the full coloured graphics available).

Now, strange as it may seem, when it comes to software for the Internet, there's not just one piece that you use and that's it. For a start, most people think of the Internet as the World Wide Web (WWW) only. You know, click on some highlighted text or graphics and go to another site etc (very similar in use to say Multiview or Amigaguide). The fact is that this is just one aspect of the 'Net. When you hear about things like Chat lines and newsgroups etc, they are not accessing them using a web browser, although they are on the Internet! Confusing? Yes, a little but not too much. Think of it as though the WWW is like Workbench (ie. graphic oriented where you click on pictures and text etc), the other uses like Chat rooms, Newsgroups etc are similar to using a Shell or CLI window (ie, you type things in instead).

Because of this reason you tend to require more than one type of program to allow you access to the various sides of the Internet depending on what you wish to do. Some programs do have more than one ability and a number of them link together and are designed to be used alongside one another. No one particular program though does it all!

The simplest way to obtain the various bits of software you're going to need is to simply contact one of the many Amiga suppliers advertised in AAG and tell them you want to get onto the Internet, they will then be able to steer you into the right direction (one piece of software that gets very good reviews for internet beginners is 'NetConnect V2'), a collection of all the programs you need all on one CD disk and especially designed with the beginner in mind. Well worth checking out if you're a beginner or even if you want to get virtually all the bits and pieces you need in one go.

I hope that after reading through this article you've now got little bit more of an idea of just what the Internet is and what it can do for you. Give it a go, you just maybe pleasantly surprised!

Matthew Dunstall

Continued from page 21

A1200 KEYBOARD HACK

you have to put the controller board in that same vicinity. It's up to you how to mount it, but what i did was to first off trash the RF shield. (REAL hackers don't need no steenkin' RF shield) Then I hot-glued the plastic shield to the bottom of the encoder board, and hot-glued this by the lower left corner to the top of the hard drive. The other end rests on the floppy cable, and tension from the keyboard ribbon folded under the keyboard keeps the whole thing steady.

Here's a quick recap:

* Desolder the clock and data pins coming from the onboard A1200 keyboard microcontroller. (This is probably the hardest part of this whole thing.)

* Solder the KBClk, KBDat, _KBReset, +5, and Gnd. lines to the locations described in the diagram. (A magnifier lamp is useful for this.)

* Hook the KBDat, KBClk, +5, and Gnd. lines up to some sort of external keyboard connector, and use the dead internal to reset, OR

* Hook the KBDat, KBClk, +5, and Gnd. lines up to some sort of external keyboard connector and run the wires along to their corresponding locations on a 500 keyboard INCLUDING _KBReset, OR

* Hook the KBDat, KBClk, +5, and Gnd. lines up to some sort of external keyboard connector and run the wires along to their corresponding locations on a 500 keyboard's encoder board INCLUDING _KBReset and then plug your 1200 keyboard's ribbon cable into the encoder board.

* Seal up, fasten down, make sure there are no solder bridges, shorts, etc.

* Power up and enjoy!

That's pretty much it. As I said, this isn't a full tutorial, so I'm leaving the mechanical considerations up to the reader. If you have any other suggestions for improvement let me know, or feel free to add them in yourself. Start a credits list if you so desire.

Some final thoughts:

* I wouldn't worry too much about power supply overloading. I've got 2 floppys, 2 keyboards, a hard drive, a DataFlyer SCSI+ SCSI controller, and a MicroBotics 50Mhz 1230XA with '881 and 8 megs and my stock supply hasn't complained yet.

* You could also use a DPDT switch to switch between internal and external keyboards. One side goes to KBClk and KBDat on the internal micro, the other side goes to the same lines from the external, and the middle goes to the pins on the 8520. The keyboards should be able to deal with being switched in or out in midstream. (I have not actually tried this one, but don't see why it wouldn't work, as it's effectively the same thing as unplugging one keyboard and plugging in another one.) The Hardware Manual says the keyboards were designed to handle hot connects/disconnects.

* No, IBM keyboards are electrically totally different. You would need a microprocessor driven interface to make the translation. There is a (fairly involved) hack on Aminet in /hard/hack to do this.

* If you hook everything up and get a pulsing stream of "'s, you've got the clock and data lines backwards. Switch them around.

* If you're installing your 1200 in a tower and your tower has a Reset button on it, you can hook the _KBResat line and Ground upto the button and reset that way.

Enjoy...
Sean Curtin.
(smc8516@ultb.isc.rit.edu)

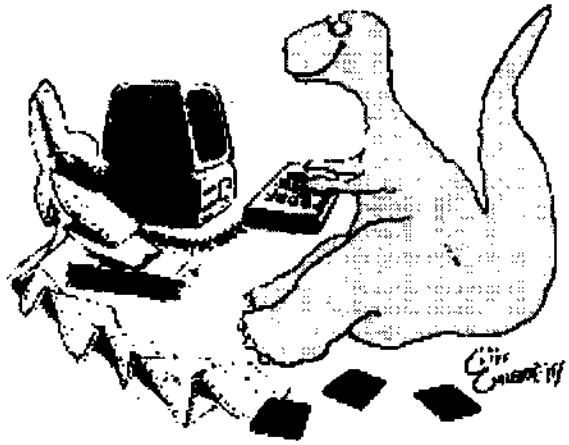
How to WIN one of 4 Amiga 1200HD

Step 1) Guess the identities of the 3 masked Amiga

Step 2) Go to the AmigaFest98 Expo.

Step 3) Fill out the entry form at the show with your answer.

Step 4) Be around on Sunday arvo for the prize draw.



Frequently Asked Questions

by Matthew Dunstall

The Amiga FAQ's!

Like most Amiga users, over the years I've often had many Amiga FAQ's (Frequently Asked Questions, what did you think I meant?). Now, while the Amiga community on the whole is very well taken care of with FAQ articles, unfortunately there are occasions when certain things are missed or more commonly simply over looked. It's not all that uncommon for a reviewer of a certain piece of hardware or software to occasionally forget to mention something that could be quite important to the home user. When writing any article it's often very simple to get caught up in what you're writing and simply forget about one or two key points.

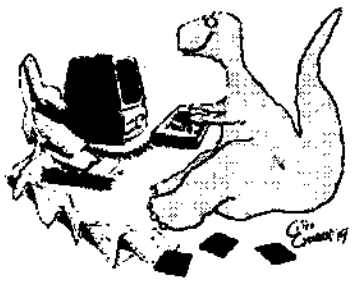
As such here's just a few Amiga FAQs I've discovered over the last couple of years that you may find helpful. It's by no means the be all and end all in FAQ articles, it's simply meant to help fill in the gaps on a few little bits and pieces that have been forgotten about or over looked at one time or another. This articles intention is to help out new users and those users that aren't new but are still only beginners. I hope you find at least some of it helpful.

CatWeasel II

Recently there's been a number of write ups on this excellent piece of hardware. Put simply it allows you to attach various IDE devices to your Amiga as well as actual IBM High Density floppy disk drives and use them as Amiga drives! A very inexpensive way of getting a HD floppy drive, right? Yes and No! Although an excellent piece of hardware there are a couple of draw backs that have not been mentioned in the various articles I've come across. First, if you want to hook up more than just a floppy drive to it, then I'd say go for it. If however all you really want is the addition of a High Density drive, think carefully about your needs!

Did you know that these floppy drives are NOT bootable? That's right, if you had ideas of using it as a HD floppy drive in DF0, then forget it (as I've known a few people that had wanted to do this). Why can't you boot from one? Simple really, to enable the drive you need to run a small patch program first. Kind of like when running say CrossDOS or any other hardware that has to be mounted first before the Amiga will recognise it. Because of this, if you attempt to boot from a drive nothing will happen as you haven't as yet 'turned it on'.

"But I only want it as a second floppy drive, not as DF0." Fine, this will work (once you've run the patch software), but it is far from perfect and could still cause you problems. The price (depending on the exchange rate) of the card in Australian dollars will set you back anything from about $180.00 - $250.00 (depending on the version you get, ie. A1200 or a Zorro based one), don't forget though that you also have to add on the cost of an actual HD floppy drive from somewhere. On average a cheap IBM HD floppy drive will set you back another $20 - $25 for a reasonable drive.



Frequently Asked Questions

Your cost is now up around $200 - $270 for the use of one HD floppy drive that you can't boot from!

In case you think I'm against this card, I'm not! If you want more than one HD drive hooked up, or some other IDE devices connected as well and you aren't worried about not being able to boot from the floppy, then this is definitely an excellent way to go. If however all you want is a HD floppy drive that you'd like the ability to boot from should you ever need it (even if it's hooked up as a second drive such as DF1 etc) then you're probably better off going another way.

Considering the cost you're going to be up for, you might as well simply purchase an actual Amiga High Density drive and be done with it. Such a drive will cost you app. $225 for an external unit. This will give you a full HD floppy without any further mucking around. Take note that there are a couple of units around that do need you to run a patch program to use the HD side of them. There are also a couple around that DON'T need any patch software at all! Make sure you ask your supplier this question so you're not disappointed later on.

Summing up, if all you want is a High Density floppy drive without the hassle of not being able to boot from it and you don't want to have to run patch software, then you're probably better off buying an actual Amiga HD drive. If on the other hand you want more than just one HD drive or you'd also like to hook up a few other items to the card as well, then get the CatWeasel. In either case do think carefully about what you actually want.

Squirrel PCMCIA SCSI Adaptor

Something many people aren't actually aware of is that items connected via the Squirrel PCMCIA SCSI card are NOT bootable (read the actual manual if you don't believe me)! If all you have hooked up to your A1200 or A600 is an external CD-ROM then this probably won't bother you too much as all said and done there aren't many CDs you need to bother about booting from.

If however you plan on adding a SCSI hard drive or even a Zip drive and you plan to boot from it, then you're going to be disappointed. Now, having said it's not bootable, there IS a way you can boot from such drives but it is a bit awkward. Your Squirrel software will in most cases have in the install options part the ability to make a Boot Disk for you. This simply creates a standard bootable floppy disk on it which also has the relevant patch software that is needed so your Amiga can see the drives present via the Squirrel (it's not an Auto Mounting adaptor as opposed to most of the SCSI accelerator add on cards you can get).

This simply means it needs software run first before it can recognise any drives hooked up to the PCMCIA adaptor. The boot disk will load the software needed so the drives can be recognised and then re-direct the Amiga to the actual drives. Not elegant and far from ideal, but it'll work in most cases if you really need it to.

So, if you don't yet have a SCSI add on for your A1200, and you plan on wanting to connect up a big SCSI Hard Drive or CD-ROM that you want to boot from, you're better of using an accelerator SCSI add on rather than the non bootable PCMCIA adaptor (which is also considerably slower than the SCSI addon used in most of the accelerator cards).

What about 1200/4000 Monitors?

Monitors can be classified after the horizontal scan frequency they require. TVs, as well as Commodores 1084 monitor (and the Philips etc), need frequencies around 15 kHz. VGA/SVGA need app. 31 kHz. Multisync monitors

Frequently Asked Questions

can take many frequencies. In short: You can use any monitor you want with an A1200/A4000. BUT:

if you use a regular VGA/SVGA monitor, you can only use a few display modes (like DblPAL, DblNTSC and/or Productivity). For example, (320|640) x (256|512|1024) for DblPAL. This is great for Workbench and all "serious" utilities (DTP etc), but don't expect any games to work... they don't use your preferences, just take over the machine and assume a 15 kHz monitor (which you won't see on a monitor that can't 'sync down' to 15khz). Also, you cannot utilise the "Early Startup Control" screen (you know, hold down the mouse buttons and then disable cache, drives etc), which also requires a 15 kHz monitor. Furthermore, VGA monitors don't have speakers. And the VGA-type modes don't support Genlocks. But for a lot of "serious" work, a VGA monitor is quite adequate.

A Multisync gives you the best of both worlds. The 1940 and 1942 monitors from Commodore are quite okay, although rather cumbersome to use... The h/v size and offset must be set manually each time you switch display modes. The 1960 monitor doesn't have this problem, but it's a bit more expensive. For a VGA/SVGA or Multisync monitor, you'd need a little shiny box which gives you the standard 15-pin "D" connector. It costs around $15 (Epic Marketing and most other dealers in AAG will be able to help you out here).

There are other alternatives... like the new Scan Doublers. Basically these simply double the frequency of the 15khz screen modes to that of about 31khz so they will run on a standard Super VGA monitor! This includes games, early startup screen etc. They are simply 'doubled' to the 31khz frequency. "But what about interlace flicker?"

Yes, you will still be stuck with an interlace screen flicker, but only if you run your Amiga in this mode. The answer? DON'T! Once you're using a SVGA monitor you won't want to run in the PAL: High Res Laced mode, just select the newer, better AGA modes like DoublePAL: High res laced NO FLICKER screen modes instead! When you have to run a game or anything else which simply must use the PAL: High Res screen like games etc, the Scan Doubler will be there doubling the frequency for you to that of 31khz! Cost for the Scan Doublers at the moment is app. $200.00 Australian.

If you can't afford this but you want to minimise interlaced screen flicker, here's a handy tip. Get your hands on the PD program called MagicTV 2. This is an extremely impressive de-interlacing program that has to be seen to be believed. It's a single self contained small program that simply toggles on and off each time you run it. Have an interlaced screen on and then run the program and you'll see an immediate result (I'm not joking, it really is extremely well done). The only limitations to it at the moment are as follows: Only works on AGA Amiga's, can only be used for screens up 16 colours, put say workbench in 32 colours interlaced or above and you'll see no difference (anything that's 16 colours interlaced or below though is fine).

Finally, it alters your mouse pointers colour to black (does not go changing any other screen colours though!). Grab it from Aminet or a number of the more current Amiga magazine CD disks. Well worth it if you haven't got a high res monitor (note it affects other screens as well, not just workbench, as an example, run it when using any of the following in an interlaced screen, PageStream, ProWrite, WordWorth, FinalData, AdPro, Opus etc and these too will have virtually no flicker at all)!

Matthew Dunstall

Classified Readers

Amiga 1200 package, 850Mb HD, 10Mb RAM, CD-ROM drive, 14.4K modem, monitor, as new, $1500 negotiable
02-4626 3376 AMBARVALE

Amiga 500, 1084S monitor with games, $280 or near offer 08-8264 3829 MODBURY NORTH

Amiga 500, 1Mb RAM, colour monitor, external drive, TV adaptor, joysticks, manuals. Great first computer, $230 negotiable
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Amiga 2000HD CD-ROM, 2 HDs, 6Mb RAM, ViDi 12, loads of software, monitor, $350 negotiable
02-66585594 COFFS HARBOUR

Amiga 500 with printer plus games, had little use, $150
08-8263 9182 BANKSIA PARK

Amiga 1200 computer, bubblejet printer, 28 speed modem, many extra programs, $650 negotiable
07-4697 1201 GREENMOUNT

Amiga 1200 programs, 5 pack including Deluxe Paint IV, Wordworth, unopened with books, $50
02-95293222 bh RAMSGATE

Amiga 2000 HDD, 2 x 3.5in disk drive video digitiser, games, stereo monitor, $250
08-9454 7057 KALAMUNDA

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Our Thanks this month goto

Amiga Int.
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Jeff Schindler

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