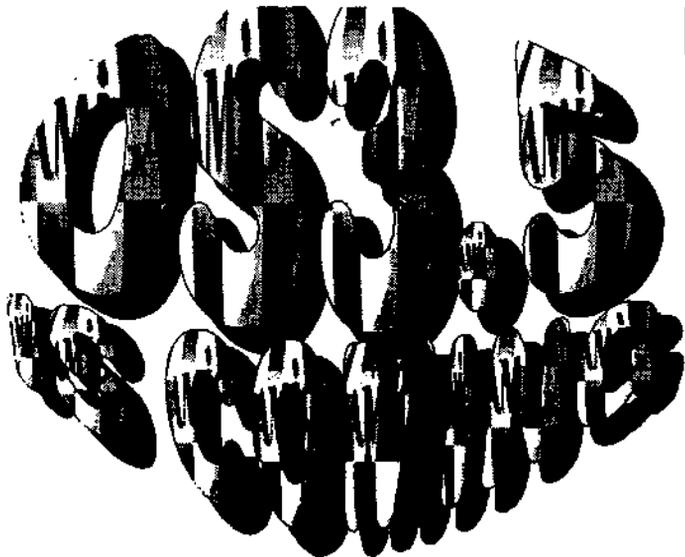
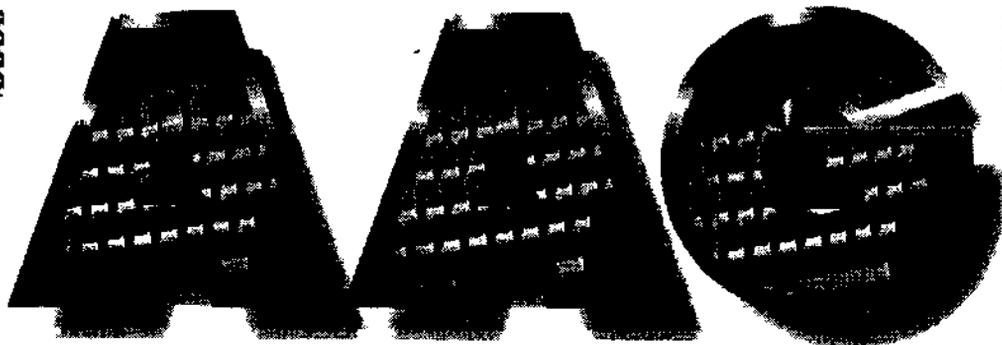


Issue 23

Issue 23

RRP \$3.95



The AmigaFest98 Boings! Fashion Contest

Homemade
GVP SIMMs
by Pascal 'P-chan' Janin
Part One



Special Notice:
AmigaFest98,
Now "One day only"
Saturday 24th October
doors open 9am

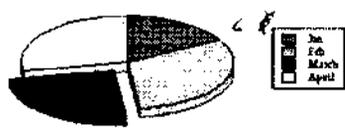
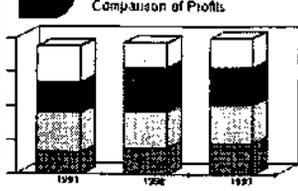


Contact Manager & X-Arc

Profit-and-Loss Account
for the year ended 31st Dec 1997

1730	2270	2100
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TURBOCALC-5
THE AMIGA SPREADSHEET WITH THE MOSTEST



Computa Magic Pty. Ltd.

75 Spence St. Keilor Park Victoria. 3042

Ph. 03 9331-5600 Fax. 03 9331-5422

Email. commagic@magnafield.com.au

New!

We are now selling PFS2 & Kang Fu

Upgrades are available from original versions of AFS to PFS.

Final Office arriving November order now!!

Image FX v3.x & Wildfire 680x0 in stock.

Wordworth 7 Full & Upgrade packs available.

Aminet 27 Here for the show, we hope!!

Show specials

Amiga CD's from \$ 2.00, Most software 5% off our usual low prices.

Most hardware discounted, and many items are older stock, so you can beat the price rises. Over 200 Amiga products available at the show, but quantities are limited, so get in early for the best bargains.

Credit card purchases will be available, but no EFTPOS, some items will attract extra charges for credit card purchases.

Please Note

Our new trial trading hours are 12:00-5:00 Mon to Thurs.

12:00- 8:00 Friday, 10:00-2:00 Saturday.

These hours will change if business does not warrant Friday night and Saturday trading.

Special notice.

We will be closed the weekend of 24-25 Oct for the show, And will close from Thursday 29 Oct. reopening on Wed 05 Nov 1998.

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Editorial

Dribbble



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.

Editor
Michael Burak

Writers
Olaf Barthel
Michael Burak
Michael Czajka
Steven Flowers
Pascal 'P. char' Janin

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

Special Notice:
AmigaFest98,
Now "One day only"
Saturday 24th October
doors open 9am

Due to factors beyond my control (that's just another way of saying "we can't fix it") I have had to compress the show using LHA. If you are unfamiliar with the term "LHA" better come to the show on the Saturday, but only the Saturday not the Sunday, OK.

So all the stuff that was going to happen on the Sunday at the show will be happening on the Saturday thanks to the help of disk-doubler.

In place of the scheduled banquet there maybe a BBQ in the park adjacent to the show starting

around 4pm. For those who have prepaid for the banquet you should receive a refund in the mail soon.

My apologies for screwing up anyone's arrangements and if it will make you feel better come and hassle me at the show.

if you have a spare hour free on the Friday before the show and you are in the boundaries of Albert Park around 1.00pm how about dropping into the Pit building and joining a group of happy Amigans busy setting up for the show.



The AAAG News

Epic Marketing Announces Amiga Classix

Epic Marketing has pleasure in announcing our Latest release Amiga Classix. A CD full of Amiga Games many of which are full versions.

Amiga Classix has over 300 games many of which are full versions which have been included with permission from the authors. The CD also contains over 100 megademos, some of the games included on this product include. Amegas, Testament, Better Dead than Alien, Charlie J. Cool, Full House Poker, DNA, PP Hammer, Starblade, TechnoCop, Zero Gravity, Boondar, Blaster, Boston Bomb Club, Fruit Salad, Lex, Nemeses, Project Buzbar, North & South, Turn IT, Vietnam and more... To find out more information please visit our recently updated website and look up CD526.

www.epicmarketing.ltd.net/

Former CU Amiga Columnist Joins NewTekniques Team

Dhomas Trenn, a longtime contributor and columnist for the popular CU Amiga magazine, before it closed down last month, has joined the NewTekniques team as a regular columnist.

Trenn will write a new column called "Amiga in Motion," which will appear in the on-line bonus area for readers every issue.

"I am excited about joining the NewTekniques team and look forward to getting to know a new audience," says Trenn. "Although my focus is intended to be on the Amiga computer and its applications, I hope to find the interest of all readers." Trenn says that readers can expect to see "new and creative approaches to some overused and stale techniques" as well as tried and true information. For CU Amiga magazine, Trenn regularly wrote about using the Amiga for sound and music, including digital/analog audio, Internet resources, commercial hardware, MIDI, and public domain software. He had a regular column called SoundLab. "I am probably known best for my strange and experimental uses of computers to enhance art of all kinds," says Trenn. This includes things like using image-processing software to process audio files and the development of weather and brain monitoring systems for manipulating image and sound data. His approach to problem solving is very creative and unique, causing people to take different approaches to solutions and techniques.

"I'm very glad that Dhomas Trenn accepted our offer to be a regular

Former CU
Amiga
Columnist Joins
NewTeknique



columnist for NewTekniques," says Joe Tracy, NewTekniques editor in chief. "Readers have requested more Amiga-type coverage and the addition of Dhomas is our first way of answering that request. We take reader comments very seriously."

Tracy also stated that there would be no magazine content cut to make room for the new column. "Because NewTekniques is a joint print and Web publication, we are able to add the Amiga In Motion column to the Web portion of the magazine without taking anything else out," says Tracy. "With the addition of Dhomas, we have just grown the magazine. It is part of our commitment to giving the reader more versus less."

In order to access the Web portion of the magazine, readers must have a subscription to NewTekniques. The Web portion of the magazine effectively doubles (and sometimes triples) the size of NewTekniques magazine. Trenn's first column was posted to the NewTekniques



The AAG News

August/September bonus section for readers. The entrance to that section is at www.newtechniques.com/bonus/. Trenn says that "Amiga in Motion" will cover a number of different avenues, but maintain a focus on software and hardware products that are particularly useful to video production in the areas of audio, video, and the business in general. NewTechniques magazine can be reached at www.newtechniques.com/.

ICOA Announces Changes and Goals

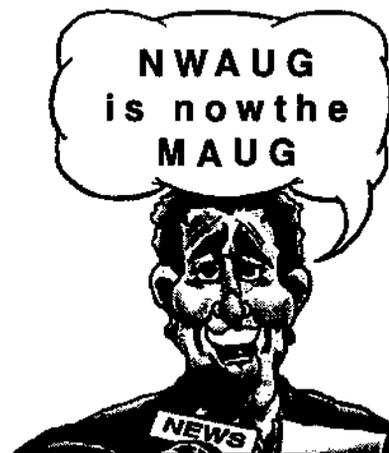
The ICOA (Industry Council Open Amiga) steering committee has chosen to refocus the ICOA. While the ICOA has always been about developers serving developers, a clear and understandable focus was needed. The ICOA steering committee has decided on a course that will reorganize itself into a professional society. Much like a user group serves its members, the ICOA will now focus on communications, resources, and issues relevant to developers.

Towards this the first step of many will be to establish the permanent ICOA web site. The current site was designed as an intermediate step during a process of creating the ICOA and hosting elections. The new site will be a resource to all developers, whether they choose to join ICOA or not. The

web site will feature information specific to the ICOA such as its mailing lists, software and hardware development information and FAQs, production and marketing information, and other news and information that touches on all aspects of developing and publishing a product for the Amiga platform. A special feature in the works is an piracy reporting mechanism that maintains anonymity.

The web site is located at <http://www.amiga.net> and will be initially active in the first weeks of October 1998. The site is designed to grow and is being built under the direction of the steering committee with the active work of Ted Wallingford and Gary Peake.

Future plans for the ICOA will depend highly on developer support. Regular developer classes and seminars are already being hosted at nearly all Amiga shows under the coordination of Steve Shireman and Kermit Woodall for the ICOA. Coordination of these seminars will become a regular offering of the ICOA to Amiga trade shows that have the space and desire to host them. Pending Amiga, Inc. participation, the ICOA plans to release a quarterly newsletter and CDROM. The focus of the newsletter will be more than technical issues, it will include issues relating to running a business, producing artwork and



advertising for a product and more. The CDROM will include a wide variety of contents that should include everything from code collections to catalogs of advertising and promotional products to help companies grow.

Like a user group, members of the ICOA will get out of it what they put into it. Phrased in computer terms this will mean, 'garbage in = garbage out'. Right now with what's going into the web site and what we've seen of the ICOA seminars, we can say we're getting caviar - let's keep that direction as we move forward!

The ICOA is a professional society by and for developers. For more information see www.amiga.net

NWAUG now MAUG

NWAUG (North West Amiga User Group) has changed its name to MAUG (Melbourne Amiga User Group) not to be confused with AUG (Amiga User Group) which is also Melbourne based. We felt NWAUG no longer reflected the nature of the club (North West of what?) and was particularly confusing for interstate and overseas amiga users.

The AAG News

MVB Computer
Supplies Pty.
Ltd. - SOLD



private FTP site and POP3 mail server. You can even log into our multiple interfaces simultaneously. For more information about AmigaZone or to join and get your own account via secure signup, just visit www.amigazone.com/ AmigaZone is a Trademark of Harv Laser. (c) 1998.

MVB Computer Supplies Pty. Ltd. - SOLD

Byte One Computers is pleased to announce that we have acquired the assets of MVB Computer Supplies Pty. Ltd. on the 1st October 1998. The store located at 506 Dorset Rd., Croydon VIC, will continue to operate under the name MVB Computers.

Byte One has primarily been involved with the importation of the leading edge in Amiga hardware expansions. While this focus has not changed, we will now be expanding the scope of our operations in an effort to provide the Australian Amiga community with fast and easy access to the very latest in Amiga hardware and software.



AmigaZone

Doubles Disk Space

and RAM to Better Serve its Members AmigaZone, the premiere online service for Amiga owners, announced today that it has doubled the memory and disk space of its hardware host system to better serve its members. Our hardware now runs with 128 meg of RAM and nearly 20 GiGabytes of mirrored disk space, for virtually unlimited storage of our huge, ever-expanding collection of Amiga files, which go back to 1985, with fresh stuff arriving daily.

Hosted by CaiWeb internet Services, the biggest ISP in California's capital city, (home to the AmiWest show), AmigaZone runs a Wildcat5 or "WINS" system. Wildcat5 provides AmigaZone's members with total flexibility in how they wish to access the system:

Telnet to our friendly, hot-key driven BBS system, or browse in our fast Web interface to access over 40,000 files, and 40,000 text articles in Amiga Usenet and Fidonet newsgroups, Amiga mailing lists, and local message bases. We also feature .QWK packet transfers, an online image thumbnail maker, over a dozen ways to personalize and customize your account, our famous live chatting area with Sunday night prize contests, and members have access to our

MAUG meetings days have changed to 1st and 3rd Thursdays 8pm.

The venue has also changed to the senior citizens hall Kellaway Ave Moonee Ponds. This is only about 200 m from our old venue (which is being renovated). If you can't find it ring Michael on (03) 9311 8256.

Sidewinder CD 100% PC free

Howdy from Texas, USA Sidewinder here.

Congratulations on your magazines If you guys still remember me. My site is up again and have much more music MOD and MP3 and new material as well as a special offer for my CD, Future SHock 2 still available and at a reduced rate to your readers www.txdirect.net/~sidewind/fs2.htm Thanks again! Sidewinder

Haage&Partner NEWS

AmigaWriter 1.1 The first patch for the English version will be to the upcoming 1.1. It will contain some new features and improvements. There will be more details and the patch in a few days. Warp3D Warp3D is a new hardware independent 3D driver system for 3D graphics boards. Please visit our homepage for more news and information: www.haage-partner.com/e.htm. If you want to send us comments supportteam@haage-partner.com

The AAG News

Vaporware
announce
AmIRC 2.1
Update.



You can be assured that MVB Computers will strive to give our customers the service and support they would expect, which has perhaps been lacking in our region of the world in recent times. I cannot emphasize enough how important this is to us as we realise that it is your support that is essential to us and therefore it is our responsibility to offer the same support in return.

Recent talks with our contacts overseas indicate a bright future for what has been termed the Classic Amiga. The migration to the PowerPC family of processors is continuing and with a range of exciting new packages soon to be released, the position of the PowerPC in the Amigas future is stronger than ever.

Due to the lengthy negotiations and current reorganisation of MVB, we are unsure as to whether we will be able to attend the Melbourne Show with a stand this time. If we are not able to be there, we hope that you understand why.

By the time you read this, we will have on the way a range of new hardware and software. We are currently setting up an in store display to show you exactly what the PowerPC is capable of, and we would like to encourage you to come down to the store to take a

look, or to ask our knowledgeable staff any questions you may have regarding Amiga products.

Starting November 16th and running for one month will be an Under New Management sale. We will be offering discounts on new and existing software as well as excellent deals on the PowerUP boards so that everyone has the chance to experience the Power of PowerPC. Thank you and we hope to see you soon,
Management and Staff,
MVB Computers

Latest News about Amiga OS 3.5

The OS3.5 website is unveiled. With sections covering features, requirements, news and frequently asked questions (FAQs), we intend these pages to provide everything you will need to find out about and keep up to date with this exciting new release. Whilst an informal statement was given at the Columbus MAE show, we will be busy over the next few weeks talking to the print press and providing them with much of the detail about OS3.5. More information is expected to be available at Computer 98 in Cologne, Germany on November 13. We also plan to give more information to the Amiga publications as we progress.

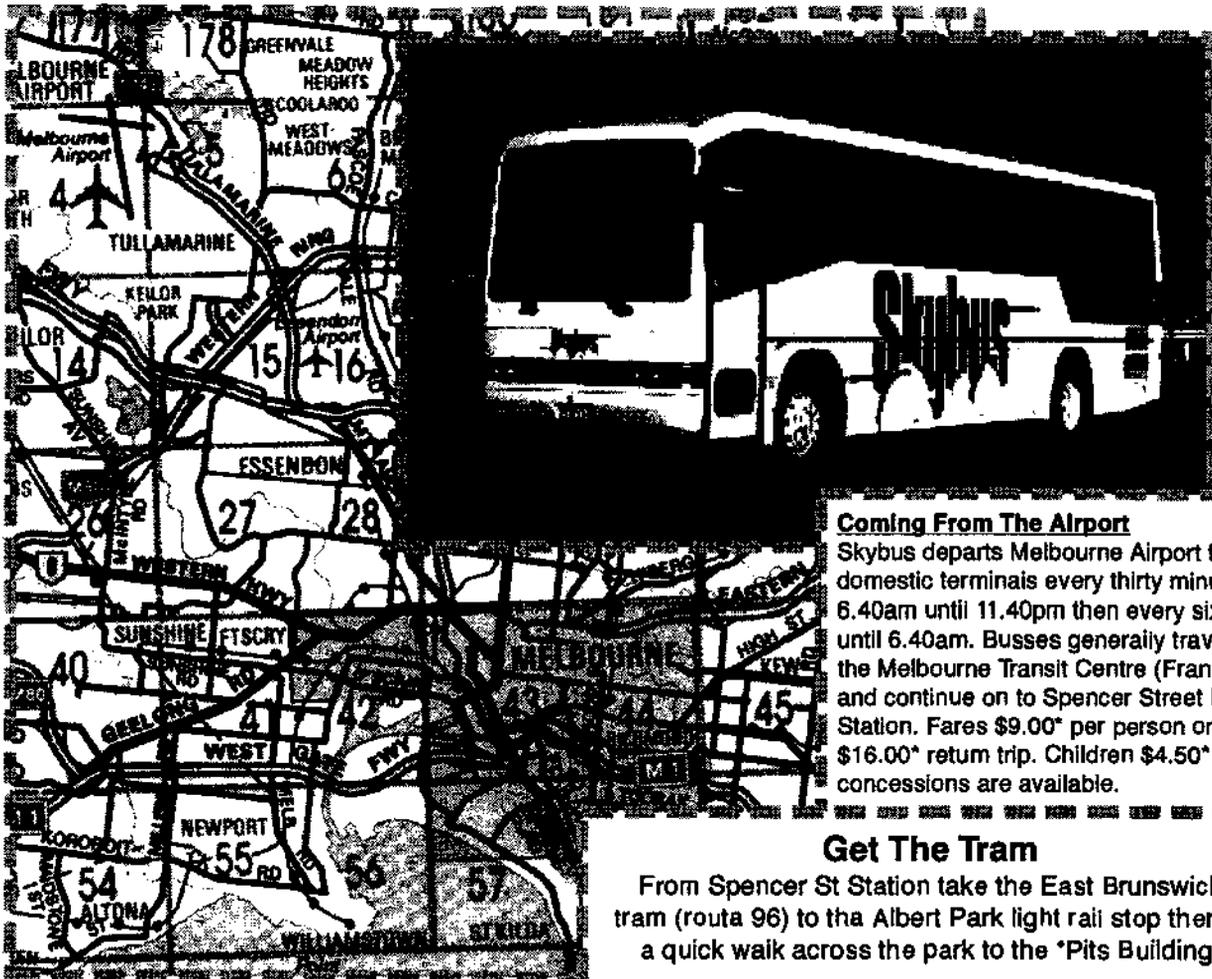
VaporWare Announces AmIRC 2.1 Update

The eight public release of AmIRC, version 2.1, is now available! AmIRC is a client for the IRC internet Relay Chat protocol written by Oliver Wagner, also the author of VoyagerNG and Microdot II. It is "SHAREWARE". You can register it easily with the included VaporWare registration utility at any of our registration sites around the world.

Although AmIRC 2.1 contains numerous more hours of work and thus is slightly more expensive than AmIRC 1.x, there is "NO UPGRADE FEE" -- your legal AmIRC 1.x and AmIRC 2.0 keyfile will continue to work. The free upgrade is our "Thank you!" to all the people who already registered AmIRC 1.x, instead of using cracked versions, pirated key files or "evaluation periods" of several months or even years. Registrations at the AmIRC 1.x price are "no longer accepted" as of the 2.0 release. Where to download it: <ftp://vapor.com/pub/amirc/>, <http://www.vapor.com/>



How to get to AmigaFest

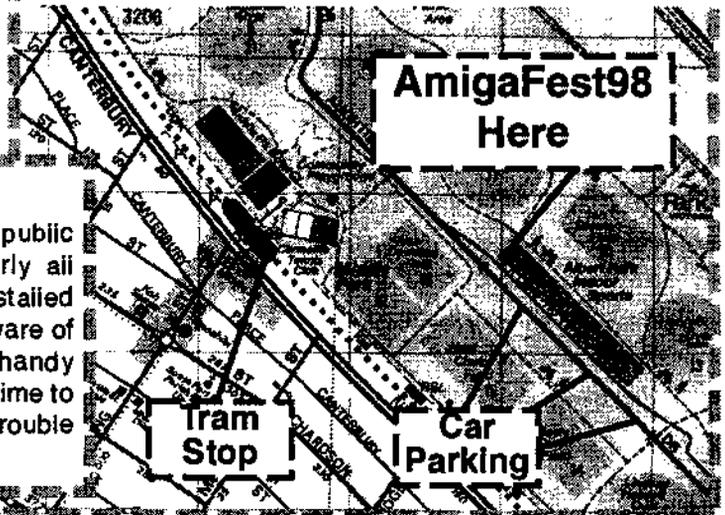
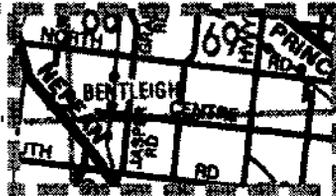


Coming From The Airport

Skybus departs Melbourne Airport from both domestic terminals every thirty minutes from 6.40am until 11.40pm then every sixty minutes until 6.40am. Buses generally travel direct to the Melbourne Transit Centre (Franklin Street) and continue on to Spencer Street Railway Station. Fares \$9.00* per person one way, \$16.00* return trip. Children \$4.50* and family concessions are available.

Get The Tram

From Spencer St Station take the East Brunswick tram (route 96) to the Albert Park light rail stop then its a quick walk across the park to the "Pits Building"



Get around town

Melbourne has converted its fare systems on public transport to a ticketing machine system. Nearly all trams, trains and buses have the machines installed now. This means that a visitor to town must be aware of the need to buy tickets in advance or have handy change to buy tickets on board. Locals have had time to adjust to the new system, so if you are having trouble ask a local.

TURBOCALC-5

THE AMIGA SPREADSHEET WITH THE MOST TEST

BY MICHAEL CZAJKA

Amiga spreadsheets have always been very good but recently they got better. I've been a long time fan of Maxiplan and ProCalc. They did most things except.... print reduction! The lack of this feature was driving me up the wall and was all it took to make me defect from Maxiplan.

PRINT SIZING

Turbo Calc has the only print reduction feature that I've seen so far on an Amiga spreadsheet. This means that you can make a spreadsheet that would normally print over 2 pages fit onto 1. In fact you can make up to 6 or more pages fit onto 1 page and still remain legible (depends on your printer). Alternatively you could squash the page in the X-axis (the horizontal one) while leaving the

Y-axis (the vertical one) untouched to print over 2 or more pages. This is especially handy when you lose the last letter or 2 off the page.

Unfortunately it's not easy to find this feature in Turbo Calc. Most spreadsheets express X and Y reduction (or enlargement) as a percentage of the original size. Turbo Calc makes you put in .7 to represent 70%, etc... A little pictographic representation of this function would make this function much more intuitive (as would portrait v's landscape printing options). Once you know it's there it's fine but it's not immediately obvious what the X and Y boxes are meant to do until you try them or read the instructions.

PREVIEW

If you want to see how much of your spreadsheet will fit on your paper the preview feature is a boon. Unfortunately it misperformed a few times. It's not always 100% reliable. It's also impossible to tell exactly how many pages you have to print. You have to physically scroll through them to see if you have more than one. A fast machine is also a boon.

FRAMES

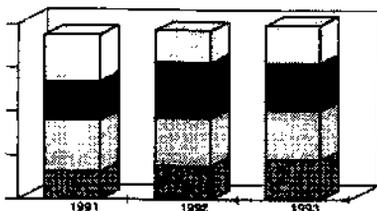
Another important feature is the availability of frames. A frame allows you to select a cell and put a line at the bottom, top, left or right. You can put some of these in or all. You can also vary the thickness of the lines. This is much more flexible than trying to put underlining everywhere to signify the end of a column and totals. This is the only Amiga package I'm aware of that is using this feature.

Profit-and-Loss Account

for the years 1991 to 1993

Year / Month	Jan	Feb	March
1991	1223	2323	1730
1992	1500	2100	2530
1993	1730	2270	2100

Comparison of Profits



Jan
Feb
March
April

CAN I USE IT WITH OTHER SPREADSHEETS?

Turbo Calc has extensive export support. It will export as both Excel and Lotus 123 files. This means most of your formatting information and your formulas survive intact. For truly universal support they have a CSV (Comma Separated Value) export feature. CSV is your Spreadsheets

equivalent to your word processors ASCII (American Standard for Computer Information Interchange). CSV allows you to export to spreadsheets that don't have an import feature. Unfortunately Turbo Calc appears not to support Maxiplan files although it does support the older ProCalc. To import your Maxiplan file you would have to return to Maxiplan and save your file as something like CSV, Lotus or Excel (using the export feature).

colourful, looked very sharp and business-like.

HELP!

Once again Digita has provided a truly comprehensive on-line help feature. It covered everything I could think of. In fact browsing it can be a very enlightening experience. Alternatively the Tutorial section (in help) has something for everyone. The least experienced to those brushing up on Turbo Calc's capabilities.

HOW MUCH IS IT?

I coughed up \$140. However there may be some bargains at the upcoming Amiga show in October.

WHERE DO YOU GET IT?

This software is available at Computa Magic in Keilor (03) 9331 5600 e-mail: commagic@magnafield.com.au.

PS If anyone wants a review done of Twist the state of the art, Amiga database I'd love to do it.

Michael Czajka
 slick234@hotmail.com
 MAUG (Melbourne Amiga User Group)
 Diploma of Applied Science
 Bachelor of Business
 Graduate Diploma of Business Computing.

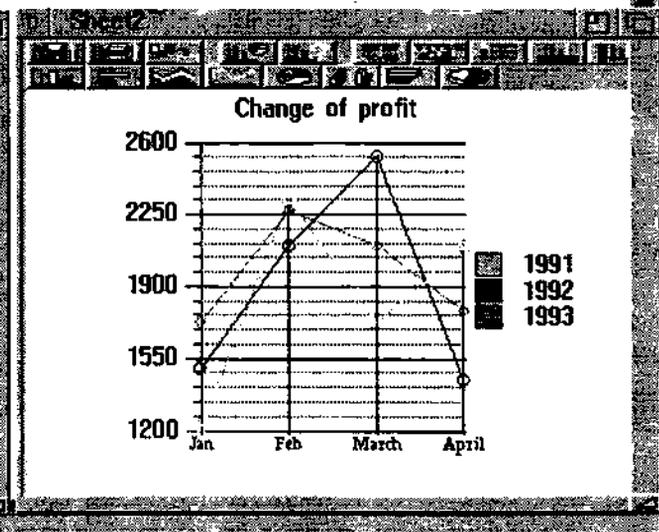
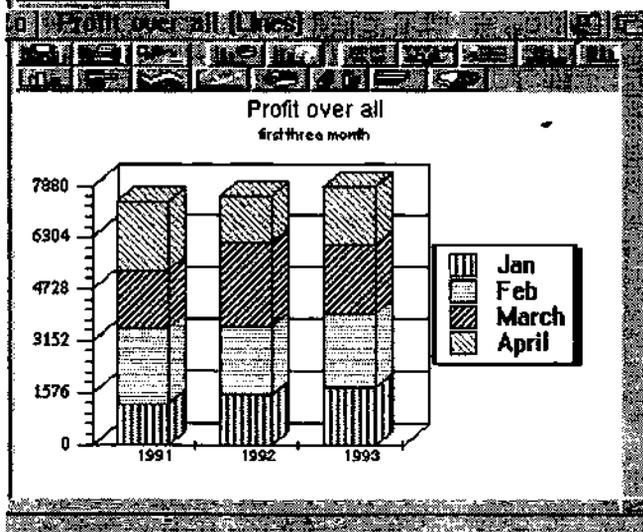
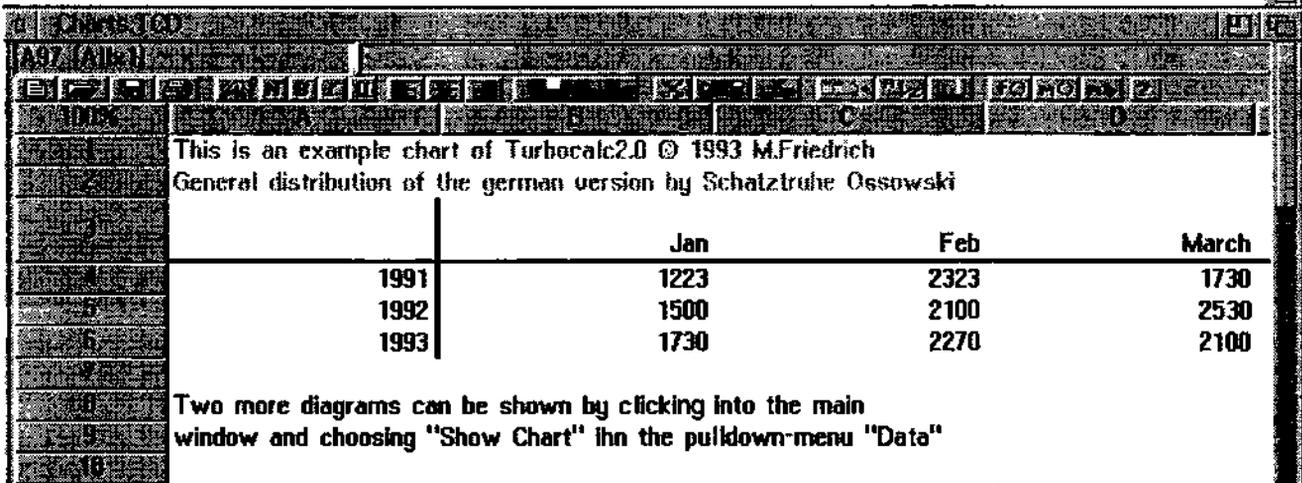
GRAPHS

The charting functions were very easy to use. It took only seconds to construct a graph. Graphs were

WHO MAKES IT?

Digita is responsible for this magnificent piece of software.

TurboCalc © Michael Friedrich



It is official!!! Amiga Inc. announces

OS3.5 with P5 PPC board support will be done by the first half of '99! it was not announced however, whether the OS3.5 upgrade will use the P5 or H&P PPC software.

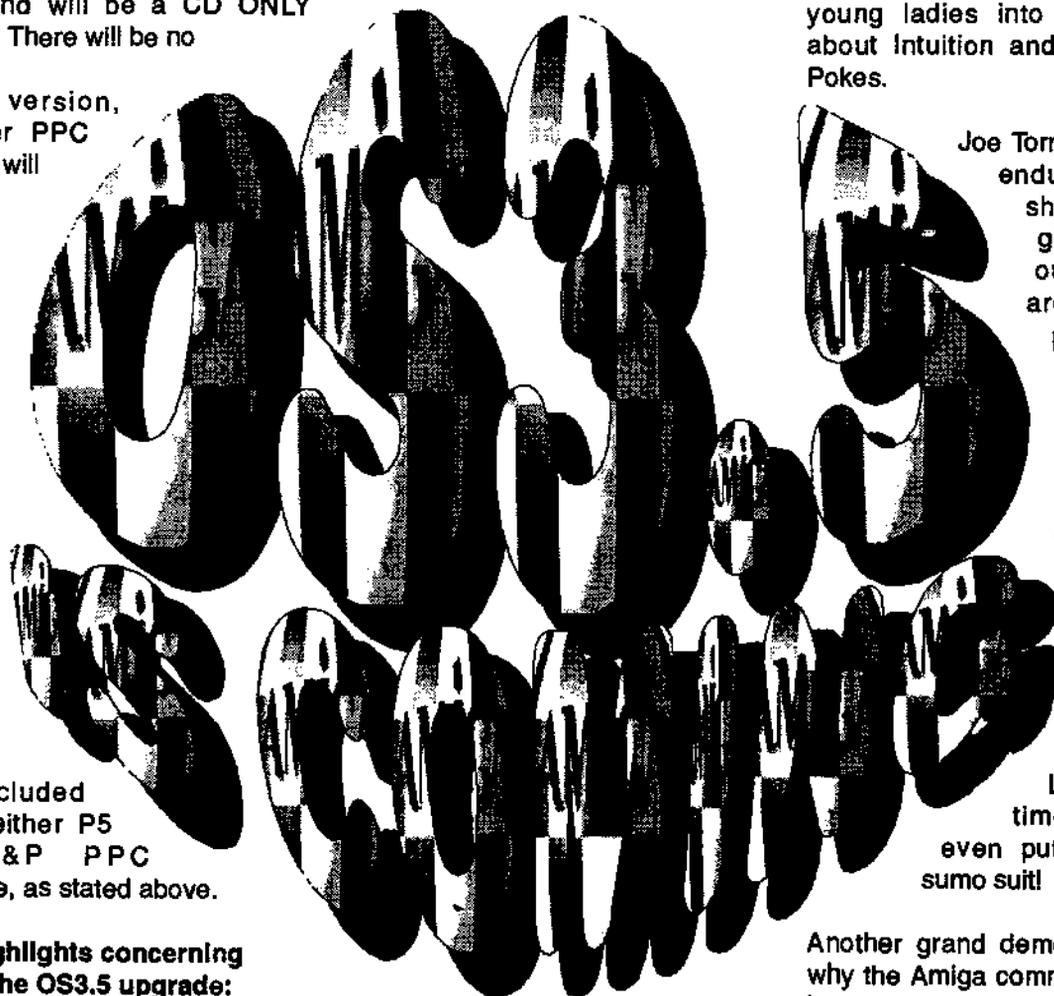
Developed in combination with a lot of Amiga developers, OS3.5 Upgrade will use the current 3.1 roms and will be a CD ONLY release! There will be no

PPC version, however PPC support will

is on the Classic Amiga market and to allow developers to code for a higher spec Amiga Classic. This will open the door for more and better software and hardware for the Classic Amiga while giving developers more transition time into the NG Amiga! There will also be a full Classic OS3.5 emulator shipping with the NG OS so we can all start buying software again secure in the knowledge that it will be supported and runnable with the NG Amiga!

and Amiga Inc will begin releasing information on the upgrade to the Amiga press. More details about OS3.5 will also be released in Cologne.

We are told that the highlight of the show thus far for Bill McEwen is the modeling convention going on in the same hotel! 400 female wannabe's apparently provided fodder for some of the oldest chat up lines in the book as Amiga guys attempted to entice the young ladies into discussions about Intuition and Peeks and Pokes.



be included using either P5 or H&P PPC software, as stated above.

Highlights concerning the OS3.5 upgrade:

- RTG Support
- RTA Support
- CDFS Support

New Interface plus bug fixes and updates to several areas of the OS. Purposes of the OS3.5 upgrade is to support all the advanced hardware/software that

This 3.5OS upgrade and the promise of full emulation in the NG Amiga will smooth the transition for all Amiga users to the NG Amiga.

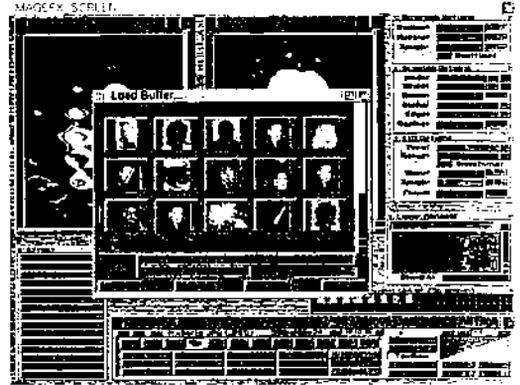
In the next week or so, a website will go up especially for OS3.5

Joe Torre, in his own enduring style, showed up in a giant sumo outfit and ran around the lot pursued by security. Not to be outdone, Rick "The Canadian's Are Coming" Giannini of Asimware

flattened Amiga Inc's Darreck Lisle several times without even putting on his sumo suit!

Another grand demonstration of why the Amiga community MUST keep one step ahead of society (and the law!).

Happy New ImageFX!



- New Interface!
- Multiple Images
- Fast Redraws
- Multiple Views
- Tons of Effects
- Infinite Layers
- Flyer Support
- More image format conversions
- Scanner Controls
- Large Previews
- Enhanced color conversions

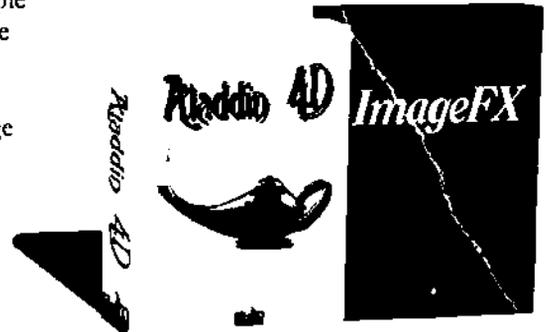


"Actual Multiple image layers AND views!"

The all-new ImageFX 3.0 is here at last! Showcasing the fastest image editing interface available, fantastic Toaster/Flyer support, multiple image editing windows, actual multiple image layers, large - zoom-able - effects previews, hundreds of special effects and image processing functions and other things you never dreamed of or believed possible!

ImageFX is an Amiga owner's dream and also just happens to be the highest-rated image editing and special effects package on the market today! ImageFX lets you scan, paint, convert image formats, image process, create wild special effects and so much more! Ask for it at your local dealer or mail order firm.

Available from
Compu Magic Pty. Ltd
 75 Spence St. Keilor Park, Victoria, 3042
 Ph. 03 9331-5600 Fax. 03 9331-5422



MVB Computers

incorporating Byte One Computers

Under
New Management
Sale Nov 16 to Dec 12

Phone (03) 9725 6255

Mobile 015 316 147

Fax (03) 9725 6766

More Amiga!

To join our new mailing list send details to P.O. Box 627, Croydon, Vic 3136, send email to mvb@burwood.starway.net.au or call us on the above number. As an added incentive one lucky person will win a mystery prize.

GRAND SALE GRAND SALE GRAND SALE

NOVEMBER 16TH TO DECEMBER 12TH

NetConnect2	\$ Call	BlizzPPC 160MHz/060/SCSI	\$ Call
ST-Fax Professional	\$ 119	BlizzPPC 200MHz/060/SCSI	\$ Call
Art Effect	\$ 299	BlizzPPC 240MHz/060/SCSI	\$ Call
Fusion/PCx Bundle	\$ Call	CyberStormPPC 233/060/UW	\$ Call
Developer Survival Kit	\$ Call	Apollo A1240 040/25	\$ 399
Napalm (coming early November)	\$ Soon	Apollo A1240 040/40	\$ 549
Lots of New Games & CD-ROMs	\$ Soon	SCSI Module for Apollo	\$ 189
MultiVision Flicker Fixers	\$ Call		

Dealer Enquiries Welcome

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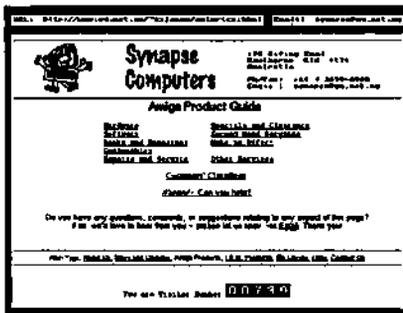
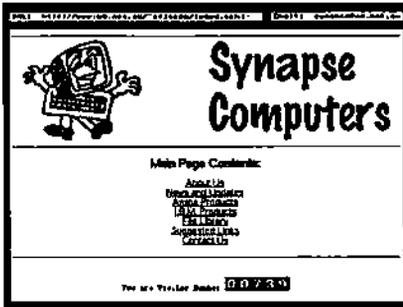
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4. You could only have one person at a time in your car, unless you bought a car '95 or a car NT, but then you would have to buy more seats.
5. You would be constantly pressured to upgrade your car. Wait a second, it's that way NOW!
6. Sun Microsystems would make a car that was solar powered, twice as reliable, 5 times as fast, but only ran on 5% of the roads.
7. The oil, alternator, gas, and engine warning lights would be replaced with a single "General Car Fault" warning light.
8. People would get excited about the new features in Microsoft cars, forgetting completely that they had been available in other brands for years.
9. We'd all have to switch to Microsoft Gas (tm).
10. Ford, General Motors, and Chrysler would all be complaining because Microsoft was putting radios in all its models.

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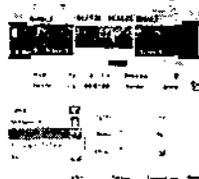
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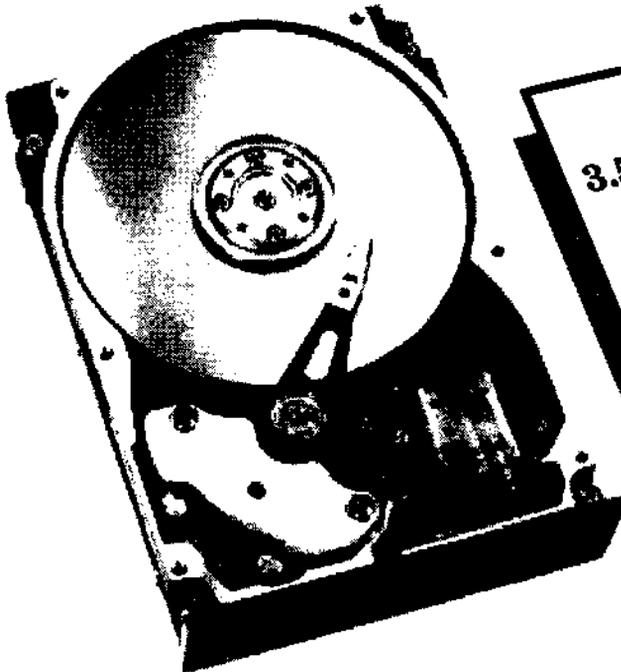
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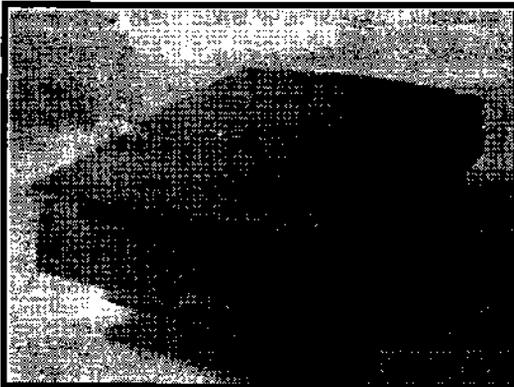
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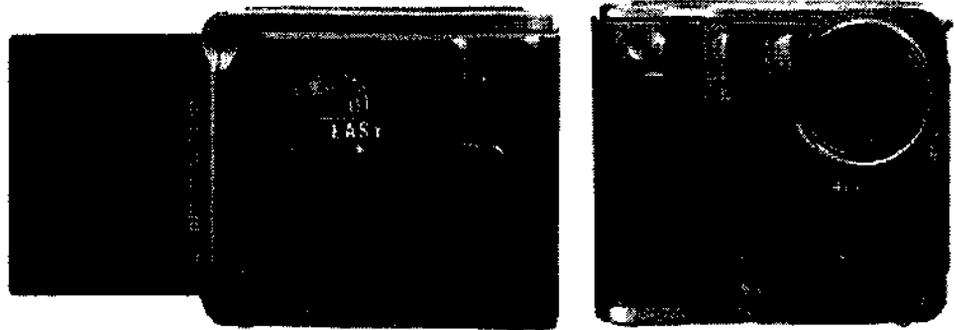
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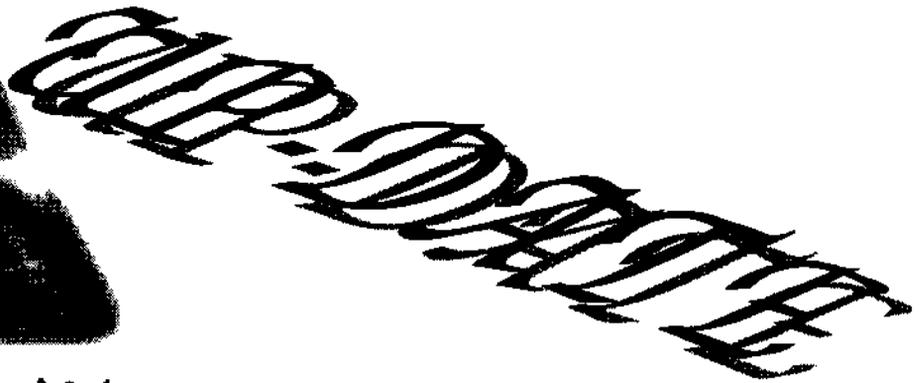


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Allive Mediasoft Update

We have had a very busy couple of months recently and thought you may be interested in hearing what we have been doing and what our plans for the next few months are...

Our main objective at the moment is releasing more good quality games. We are happy to say that the release of the Quake add-ons for the Amiga have been received very well. Xmen and Aftershock which we have made readily available to the Amiga market are

currently amongst our top sellers as is the immensely popular Descent. We are continuing to source more quality add-ons and conversions.

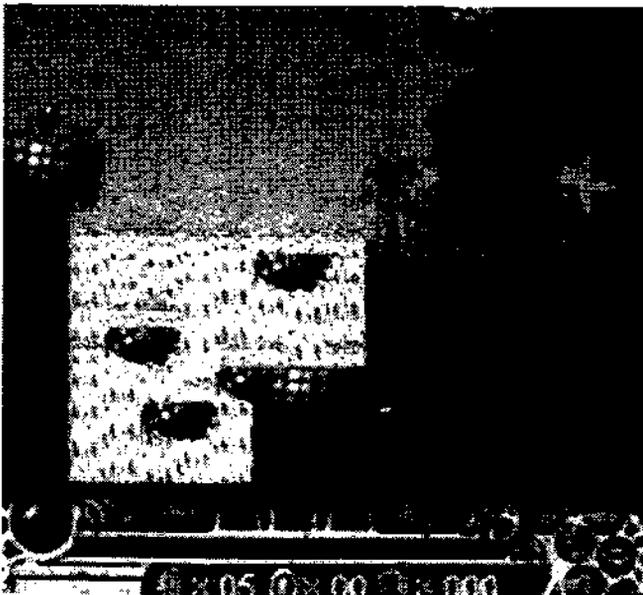
The re-release of Blade in the new improved CD version is making very satisfactory progress. Since the announcements of Samba World Cup and Putty Squad we have struggled to keep up with the demand. Although hard-work, we find this very encouraging. We also have a nice little over-head shoot'em up in the makings which

will probably see release this side of xmas.

As well as publishing brand new games, there are so many games that were made for the Amiga but never saw the light of day. We aim to pick out the best of these and release them through Alive mediasoft. We are in talks about several titles as we speak. 2 of these we can confirm as Cedric and Whales Voyage 2.

CEDRIC.

This is a wonderfully addictive platform game with a little dash of



Screen shots from CEDRIC

something more. As well as the favourite "run about and jump on their heads" style of play there is an underlying, larger plot involving problem soiving and clues which all add up to make up a truly playable game.

WHALES VOYAGE 2

The sequel to the immensely popular Whales Voyage. This time you are a space explorer travelling across the galaxies, trading with other life forms as well as fighting to defend yourself when the need arises. As well as an intriguing plot and a strategic method of play, Whales Voyage 2 turns into a Doom type game when you reach the surface of a planet. You can walk around the planet in full motion and use of your limbs, so if you experience a bad trade for example you can pulverise your enemy!

Neither Cedric or Whales Voyage 2 have ever been released. A full news bulletin will be sent out shortly for each game. In the mean-time here are some screen shots to wet your appetitel
Below you will find a list of our



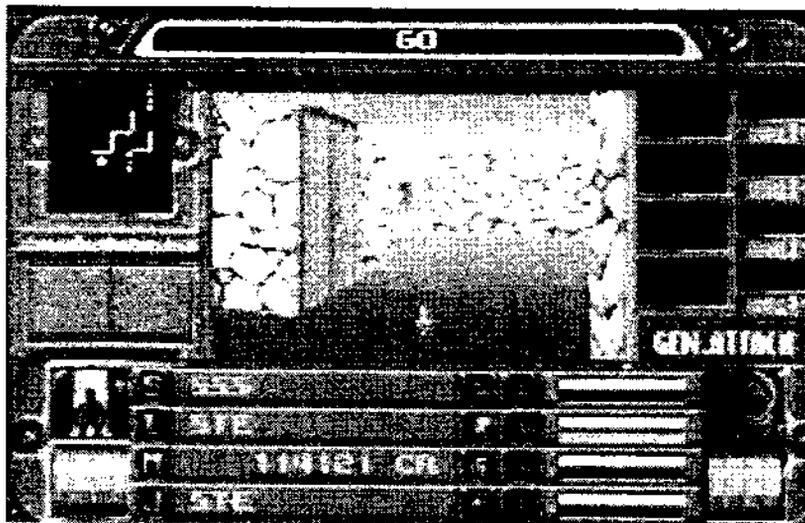
Screen shots from Whales Voyage 2

games that we either publish or distribute.

Some of these titles are our own. Some we are the distributor for the UK. The Quake products are PC versions that we have made readily available to the Amiga world by selling them with the required Quake installers. Some are re-releases of popular games that have become difficult to obtain.

Steven Flowers
Alive mediasoft.

- Blade CD edition
- Xmen for Quake
- Aftershock for Quake
- Mission Pack 1 & 2 for Quaka
- Quake Resurrection Pack
- Malice for Quake
- Kang-Fu
- The Clue
- Samba World Cup
- Descent 68k & PPC
- Doom Series 68k & PPC
- Labyrinth of Time
- Putty Squad (coming soon)
- Whales Voyage 2 (coming soon)
- Cedric (coming soon)
- Abuse (coming soon)
- Fightin Spirits
- Black Viper
- Burn Time
- Whales Voyage
- Spherical Worlds
- UVW (Ultra Violent Worlds)



Screen shots from Whales Voyage 2

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Part One

Homemade
GVP SIMMs
by Pascal 'P chan' Janin

(Author's note: this was an article I originally wrote for the french magazine AmigaNews, given my command of English language, I did my "best" to translate it!)

GVP Combo boards "G-Force"
'030 (Combo 325/340/350)

Among the many accelerator boards available for our good old A2000s, GVP boards have always ranked among the best, thanks to their performance: high speed 32-bits DMA memory (Direct Memory Access for highest possible data exchange rates, whose design "relieves" the CPU's job), IDE or SCSI hard-disk controller (DMA too), extra parallel port etc.

Most of the competitors' boards lack many of these functions; a missing DMA, for example, forces the CPU to spend all its time exchanging data by itself, making multitasking drastically slow down during hard-disk transfers for example.

But no one's perfect: while G-Force '030 boards studied hereafter (also called "Combo" for they mix CPU, FPU, 32-bits memory and SCSI hard-disk controller altogether on a same board) are this powerful, they require a specific kind of memory that costs nearly as much as the board itself.

In the following article, I will do my best to show you clearly how to make your GVP "love" a classic, hence much cheaper, memory for PeeCeos.

So-called "32 bits" memory

Nearly each accelerator board has its own memory, expandible (up to a certain amount) or not, to which the board has a priority access, much faster than any other CHIP or FAST memory. This extra fast memory is called 32-bits because the CPUs run by such accelerator boards, 68020/030/040, all have a 32-bits wide data bus.

Another slowing factor, when accessing CHIP or FAST 16-bits memory, is that this r/w accesses must be done thru the Zorro-II bus, while accesses to the 32-bits memory of the board is straightforward with no 'bottleneck'.

As Ralph Babei explains in his Guru ROM manual, some boards, like the GVP Combo itself, configure part or all of their 32-bits memory within the Zorro-II address space (16MB) corresponding to the "basic" 68000, making this memory accessible thru DMA to Amiga's custom chips (Agnus etc.) and other Zorro-II boards. High-speed DMA transfers are driven by the on-board elec-

tronic logic, in either 16 or 32-bits wide accesses, transparently for both the CPU (32 bits) and the "external" devices thru the Zorro-II bus (16 bits).

As a conclusion, we can consider 32-bits memory as some sort of FAST memory compared to CHIP memory: in fact, "FAST" memory has a preferred, notably faster access to CPU 68000 than "CHIP" memory, which is shared by nature between 68000 and Amiga's custom chips, leading to slowdown. All FAST memory expansion board's owners will tell you.

We can now see that it is our interest to have as much 32-bits memory as possible on the accelerator board itself. An easy speed test would be GvpMemTest (supplied with all GVP boards): 32-bits memory is read and written at blasting speed compared to FAST or CHIP.

And the faster the memory accesses are, the faster all programs run! It's rabbit versus tortoise.

What about bytes versus 32 bits ??

Don't let expressions like "1MB of 32-bits RAM" mislead you. How come bytes (= 8 bits) and 32 bits can be mixed together ??





Homemade GVP SIMMs Continued

There "is" an historical reason to this: first microprocessors (CPU) used to work on 8 bits wide data, then people designed memory in blocks of 8 bits, called bytes. Today, most of the microprocessors work on 32 bits wide data, but the old way of calling memory size still remains.

We call a "word" the data size that each CPU is able to process at a time: in general, from 8 to 64 bits. Then each word "weights", from CPU's point of view, 1 or more bytes: for example, a CPU 68030 works on 32-bits words, hence 4 bytes at a time. Therefore a Combo with 1MB of 32-bits RAM means: 1MB of RAM (this is 1 mega-bytes, 1 mega x 8 bits) 32-bits wide, thus 1 mega x 8 / 32 = 256 kilo-words of 32 bits. "4MB of 32 bits RAM" means, the same way, "1 mega-words of 32 bits".
Et cetera.

Be aware that, under Workbench, the Amiga only displays the total amount of memory available in bytes, might it be 32 bits, CHIP or FAST. Other software like Sysinfo, can tell one from another, and will display the exact type of memory.

Special 32-bits memory for GVP Combo

To take full advantage of an accelerator board, the main point would be to increase its 32-bits on-board memory. Some old memory boards, like C= A2058 (Zorro-II), made use of "discrete"

chips, to add by blocks of 8 (x4) or 32 (x1) to always get these 32-bits wide data, without which it would never work.

Other boards make use of SIMMs (Single In-Line Memory Module) 30 pins: old models "short-sized" of 8 bits, by 4 (8x4=32 bits again and again); or 72 pins, such as the new "long-sized" SIMMs of 32 bits (36 bits with parity) found in any recent PeeCee.

Some other boards even use specially designed memory, like SIMMs Chipack 3240 of 4MB for GVP boards (not only for the Combo models). And here comes the well-known money-making technique "made in GVP": those Chipack 3240 cost actually big bucks. Ouch. Moreover, they are special in several points:

Their access time is 60ns, faster than most of the memory available at computer stores (usually 70ns or more); this speed is required to achieve the fastest possible memory accesses, with as less wait states as possible (which slow down the CPU); good job indeed GVP!!

Their connector width is 64 pins, and their pinout is GVP-specific, making them totally incompatible with "common" SIMMs 72 pins;

The organization of the memory chips on the Chipack module itself is GVP-specific.

This means that the proud owner of a GVP board is "forced" to purchase these Chipack 3240 to increase the board's memory, because no one but GVP sells them. And no specific product sells for cheap: in France, one of these 4MB modules might cost up to 1990F (around US \$400). No comment! Paying this price these days is suicidal: 16MB memory costs less!! But since it is impossible to use non-GVP memory, there is no alternative. Impossible ?? Well, I'm going to prove you the contrary!

Needful things

WARNING!! The experiment takes quite long but isn't too difficult to make. However, you must be familiar with the use of a soldering iron and know how to make precise soldering, since the SIMM module itself will need to be hacked. Money-wise, it's very worth it, but YOU are responsible for any possible damage!

For hardware, you will need:

a SIMM module 4MB x32 (cf previously) 72 pins, speed 60ns as specified by GVP; such 60ns SIMMs are still not very common, be persistent!

Sorry

To be Continued

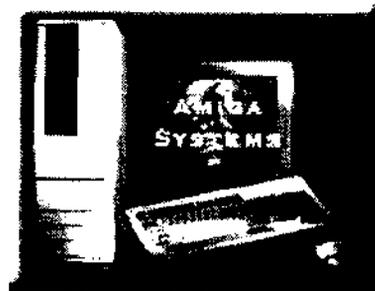
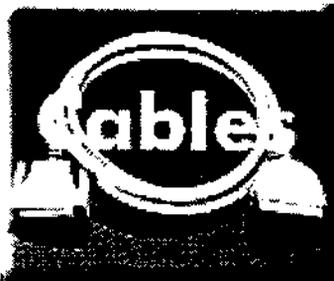
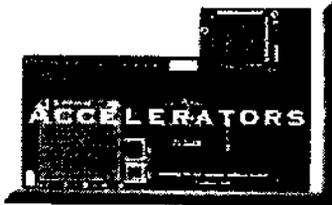
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Vaporware Launches 2 New software Titles

Contact Manager & X-Arc

Vapor have been busy during the last few months expanding the range to include two new, high quality Amiga software products: X-Arc and the Contact Manager (Contact Manager and X-Arc can also be found within NetConnect v2). Since the recent release of AmiRC v2.1 these products can be purchased via latest Vapor registration tool, and soon via the online order form.

Recently included within the Vapor range is the release of Scalos v1.1. Amiga users can now purchase Scalos keyfiles via the existing Vapor channel (registration tool or via the online registration form).

X-Arc

X-Arc is a new tool created for managing archives on the Amiga computer. X-Arc is very similar to the famous WinZip® and Stuff-it® for Windows and Macintosh systems.

Thanks to an intuitive and highly configurable interface, it offers the user an easy way to manage the contents of an archive, by adding, extracting, renaming, showing and deleting files and directories.

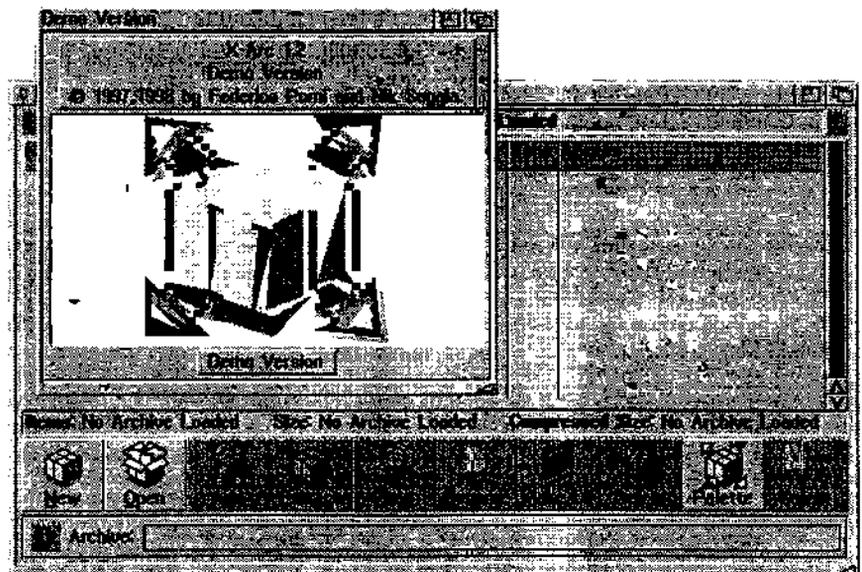
X-Arc is targeted to both beginners and to expert users: it can immediately be utilised by everyone, but it offers numerous advanced features and options for those who like to have every single element of the program under their control.

X-Arc is modular: to read different types of archives it uses "plugins". This provides the user with a common interface for every format, and offers the possibility to add further modules at a later date, making the program more and more powerful. At present, the modules included with X-Arc v1.2 handle LHA, LZX and ZIP files, but

other modules are under development (TGZ, UUEncode, ...) and will be included in future versions of X-Arc.

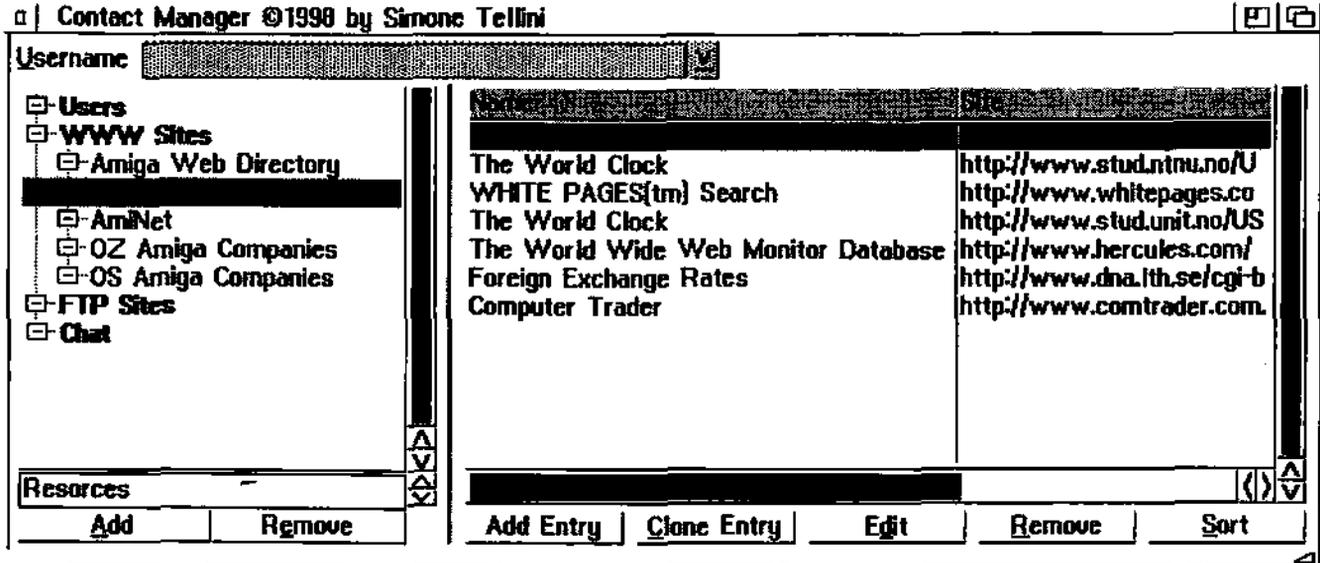
X-Arc is able to link itself automatically to Scaios, allowing advanced drag & drop options from/to workbench, making the extraction of files a matter of seconds.

X-Arc has been translated into various languages. It also includes HTML documentation which can be read internally within the program, or via an Internet browser, that includes pictures to



Vaporware Launches 2 New software Titles

Vaporware Launches 2 New software Titles



explain every single function.

X-Arc is being distributed by VaporWare, and it is able to interface itself with all the programs of the VaporWare suite (Voyager, AmFTP, AmiIRC, MimePrefs, Scaios, Vapor Update System, ...) becoming a tool very powerful and highly integrated into the OS.

Contact Manager

The Contact Manager is a diary or system address book which allows you to store all your favourite user information, web sites, ftp sites and IRC server/channels. It is designed as a replacement to all the different bookmarks, addressbooks and similar GUI's

that are built into the many different Amiga Internet and comms programs. It offers a number of features not found in many of the internal bookmark/addressbooks:

You can store a range of different information for one user. In the user section, for instance, you can include their address, email address, phone number, fax number, web site, ftp site and so on. All these options can be utilised by other software. Voyager can use the web information, Microdot-ii can use the email address, STFax Pro can use the fax number etc.

One GUI, many programs. You can store all the information you require within one interface. No need to worry about Microdot-ii's addressbook, Voyager's bookmarks, STFax Pro's

phonebook, AmFTP's server list etc. interacts with other software. Microdot-ii, AmiIRC, Voyager, AmFTP, STFax Pro, DOPus Magellian and iBrowse (all available separately) will all add information to the Contact Manager from within these programs. For example, find an email address when reading a mail within Microdot-ii? Just click 'add to addressbook' and the email address will be added to the Contact Manager. Some of these programs will use the Contact Manager in additional ways. For instance Microdot will call the Contact Manager when you press to: or cc: when writing a new message.



Vaporware Launches 2 New software Titles

Vaporware Launches 2 New software Titles

Textinput (the built in Vapor text editor that ships with Microdot-II, Voyager, AmiRC, STFax Pro amongst others) now supports the ability to insert Contact Manager information into any document. For instance, say you were writing a message with Microdot-II, you could insert a name, email address, phone number or any other Contact Manager field, directly into that document. You will never have to remember a friends email address ever again!

Groups and sub-groups. The Contact Manager allows you to create groups for different kinds of users/addresses. AmFTP, for instance, does not allow you to create groups or sub-groups within its server list, however this can be achieved via the Contact Manager.

Multi-user support. If you are using Genesis as your TCP/IP stack, the Contact Manager will support and allow multiple users within one interface. If there are more than one user in your house (family members), each user can have their own configurations (with password) so that their information remains private.

Plugin links. AmiRC (from v2.1) now ships with an internal Contact Manager plugin. This allows you to add users to the Contact Manager from within AmiRC (based on the current userlist), add interesting channels to your Contact Manager channel list and

even search for entries within Contact Manager from within AmiRC.

Scalos v1.1

Scalos is a 100% Workbench replacement with all functions working like the WB ones. Some of the features include:

- 64bit arithmetics for haddisk sizes
- Full multitasking, every window has its own task, while loading icons any window function (e.g. Drag&Drop) is available.
- All icon imagetypes are supported such as backfill or complement, configurable surrounding iconborder.
- Icon datatype system. NewIcon datatype included.

If you have the knowledge and will to write a datatype for Mac or even Windows icons please contact the author.

- Icon dragging is far less flickery on graphics cards, whilst dragged icons are displayed with their text and they become transparent over anything where they can be dropped. MUI-alike transparency on low colour screens.
- Real transparency if running at 15+ Bit.
- Cybergraphics and 24bit datatypes support.
- Unlimited number of window patterns, configurable via

tooltypes.

- Optimised background patterns.
- * Routine patterns can be tiled, centred or even scaled to fit into the windows. With the use of render.library you can achieve full control over the dithering and per usage of your patterns.
- Live updating of window scrolling, even via the middle-mouse-button.
- Drawer/folder windows can be iconified.
- Menu preferences are fully configurable. Includes ToolsDaemon and Parm import and support for context sensitive Pop-Up-Menus.
- Major Application interface (internal API), anything is possible from outside.
- Custom palette and pattern preferences program, no penlocker needed anymore.
- Nearly all WB-preferences will be used, install and uninstall is very easy.
- Plugin system to exchange or add features.

Scalos enhances the Workbench to make it more configurable: Iconborders (nice looking), Iconcontext variations (normal, shadowed, outlined), Screen title text.

For further information about these products, please check the Vapor web site. <http://www.vapor.com/>.



Vaporware Launches 2 New software Titles



AmigaFest 98

Albert Park 24 October

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Step 1) Guess the identities of the 3 masked Amiga

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

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

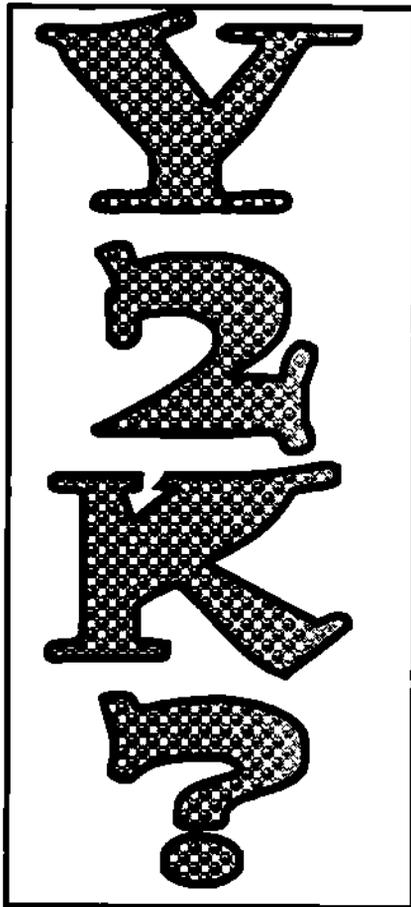
A1200



PCMCIA
Memory Card Interface

Keyboard not
included

INTEGRATED 120MBHD



To make a long story short, the Amiga in general does not suffer from the Year 2000 problem in the context known to the PC world. However, the Amiga faces three distinct date problems and a single, specific Year 2000 problem with limited scope which will be described below.

1. Scope of this document

The following text refers to Amiga desktop computers built between 1986 and 1997 and only covers computer hardware configurations designed and built by Commodore-Amiga, Inc. This specifically excludes 3rd party hardware extensions, such as the Microbotics "StarBoard" which among other features offered a battery backed up clock, but it

The Year 2000 Bug and the Amiga

includes Amiga computers built by Amiga Technologies GmbH and Amiga, Inc.

2. How the Amiga handles date and time

The Amiga operating system has always followed the Unix model in measuring time as the number of seconds that have elapsed since a fixed point of time. Under AmigaOS that fixed point of time (also known as 'epoch') is 00:00:00 of January 1, 1978 (Unix uses 00:00:00 GMT, January 1, 1970). The operating system manages time and date through a central component known as `timer.device`. This component reads and stores date and time information using a data structure known as `timeval` which, in 'C' language notation, is shown below:

```
struct timeval
{
    ULONG tv_secs;
    ULONG tv_micro;
};
```

In this context an ULONG refers to an unsigned 32 bit quantity. The `tv_secs` structure member holds the number of seconds that have elapsed since the AmigaOS epoch and the `tv_micro` member denotes the number of microseconds (the 10⁻⁹th part of a second) that have elapsed since the last second has passed.

Until AmigaOS 2.0 was introduced in 1989/1990 the operating system only provided the methods for time keeping but did not offer any

means to convert the number of seconds elapsed since the AmigaOS epoch into human readable format. This work was left to application software developers who implemented different conversion algorithms with varying success.

2.1 The AmigaDOS date and time handling is special

"AmigaDOS" and "AmigaOS" are not two names for the same thing. Exactly the opposite is true: AmigaDOS is (in a nutshell) the name of the AmigaOS layer which implements filing systems and their actions, the command line interpreter and which handles loading and relocation of executable binary files. AmigaDOS is more or less a port of the Cambridge University TRIPOS 32 bit kernel. It has its own peculiar data structures, including its own version of the `timeval` structure described above. The AmigaDOS flavour is known as `DateStamp`, as shown below:

```
struct DateStamp
{
    LONG ds_Days;
    LONG ds_Minute;
    LONG ds_Tick;
};
```

In this context a LONG refers to a signed 32 bit quantity. The `ds_Days` member contains the number of days (each day consists of exactly 24 hours) that have passed since the AmigaOS epoch. The `ds_Minute` member denotes the number of minutes that have passed since midnight

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(00:00:00) of the given day and the `ds_Tick` member contains the number of "ticks" that have passed since the last minute. A minute consist of 3,000 "ticks", i.e. there are 50 ticks in a second.

AmigaDOS uses DateStamps to describe file and volume creation dates, and all shell commands follow the same model, i.e. if the system date is set through the shell `Date` command, it will calculate time and date in DateStamp format.

2.2 Local time vs GMT

The Amiga operating system never knew the concept of local and global time. While the AmigaOS 2.1 update (1992) introduced a locale preferences editor that allowed for the time zone to be selected, the operating system itself never put this feature to use or encouraged application software developers to use it. One might argue that with this background, the AmigaOS was always tuned to local time.

2.3 How the Amiga maintains its system time

The early Amiga computer models did not support a battery backed up real time clock that would keep on ticking and maintaining local time even until after the machine was switched off. For example, the first Amiga computer ever (later christened the Amiga 1000) did not offer a battery backed up clock. For the Amiga 500 the battery backed up clock was an extra hardware feature one had to buy separately with a memory expansion. The Amiga 2000 and (with the exception of the Amiga 600 and Amiga 500+ models) all models to follow did feature a built-in battery backed up clock.

On machines without battery backed up clocks, the Amiga sets its system time according to the modification date of the boot volume. In other words, the point of time the last file was modified or created on a disk would determine the system time. As this was by no means accurate, the AmigaOS boot process would suggest and prompt you to adjust the system date once the system had booted.

With machines that featured battery backed up clocks, the system time was read during the boot process. As of AmigaOS versions 1.2 and 1.3 a special program, called `SetClock`, was responsible for reading the current clock settings and setting the system time accordingly. Starting with AmigaOS version 2.0 that functionality was integrated into the ROM operating system, making the `SetClock` utility at least in part redundant. If the system starts up without being able to set its system time, it defaults to 00:00:00 January 1, 1978.

3. Setting and reading the time

The Amiga offers both a command line interface and a graphical user interface. Both went through a number of changes over the years as will be described below.

3.1 The command line interface

There are two shell commands which deal with the system date, these being `SetClock` and `Date`. The `Date` command is for reading



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and setting the current system date whereas the SetClock command deals with the battery backed up clock, it reads and stores the current system time from/in it. The Date command is of particular interest due to the human readable date format it uses by default. Today you might invoke the Date command and receive the following output:

19-Sep-98

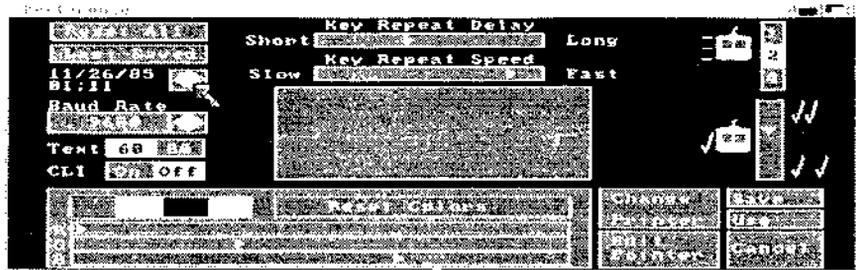
As one can see, the year number is limited to two digits only. Even if a different locale is used (e.g. french), the year will always be displayed with its two last decimals only. Luckily, this numbering is consistent with the following rule:

If the year number is greater than or equal to 78, the year is 1900 plus the number given (i.e. numbers 78..99 indicate years 1978..1999).

If the year number is smaller 78, the year is 2000 plus the number given (i.e. numbers 00..77 indicate years 2000..2077).

To set the system time to any year beyond 1999, you reverse the rule, i.e. entering date 01-jan-01 will set the time to 1 January, 2001.

All versions of the AmigaDOS Date command (version 1.1 through version 37.1) display and parse the data format in the same fashion. They behave consistently and predictably throughout all Amiga operating system revisions.



3.2 The graphical user interface

The system time is set through the preferences editor which in AmigaOS versions 1.0-1.3 used to be a single, monolithic program.

The controls for setting the system time are located in the top left corner of the window. They allow the last two digits of the year to be adjusted; the model follows the AmigaDOS Date command in that a year number smaller than 78 denotes a year in the range 2000..2077 and all other settings refer to a year in the range 1978..1999. With the introduction of AmigaOS 2.0, the time preferences editor was moved into a single program named Time as pictured below:

In this editor, the year can be entered as a four digit number. However, the range is limited to the years 1978..2113.

When the AmigaOS 2.1 update was released, the time preferences editor was revised, as can be seen on the other page.

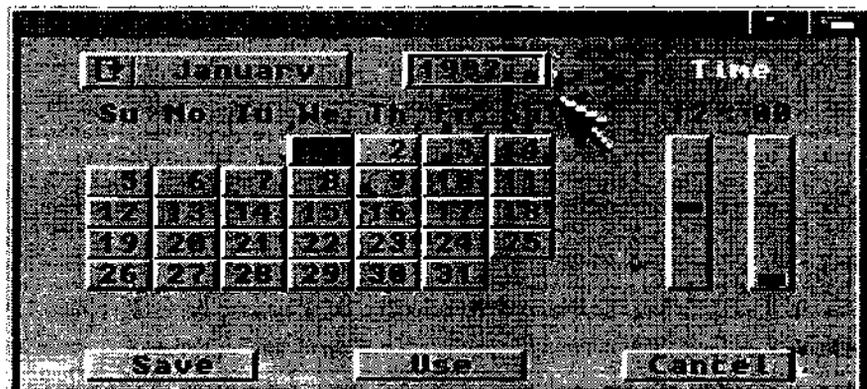
Just like with its predecessor, the year can be entered as a four digit number. In this case, the range is limited to the years 1991..2099.

4. The problems

As far as is known today, the Amiga faces four date problems. Two are design problems caused by numeric overflow, one is caused by hardware limitations and one is a real bug that will strike in the year 2000.

4.1 Negative time

As was outlined above, the Amiga measures time in seconds. As it turns out, the number of seconds to accumulate until 19 January, 2046, 03:14:07 will form the largest value a signed 32 bit



integer number will hold. This is not a problem for the time keeping module (timer.device), but application software and other operating system components which treat the number of seconds as a signed quantity will get into trouble one second later: the number of seconds will rise to 2,147,483,648 which in two's complement format represents the negative number -2,147,483,848. AmigaDOS, which always treats time as a signed quantity, will consider this date to be invalid because it is negative. Worse, the ROM date conversion routines exhibit a bug which, once the date is later than 19 January, 2046, 03:14:07, causes all subsequent date operations to be inaccurate. The immediate effect this has is that calculations on dates can be off by more than two years. This behaviour is consistent through all AmigaOS versions. A fix is not available yet, but research is in progress to investigate whether this bug may be fixed by updating several AmigaOS modules (locale.library, dos.library). After all, this bug is "just" a side-effect of treating an unsigned quantity as signed.

4.2 Time rolling over

An unsigned 32 bit integer can hold a maximum value of 4,294,967,295. When the Amiga has accumulated that many seconds, it will be 7 February, 2114, 06:28:15. One second later the seconds counter will roll over and restart at 0. In other words, on 7 February, 2114, 06:28:16 the Amiga will believe that it is midnight on 1 January, 1978. No fix for this problem is available yet.

4.3 The battery backed up clock can count only to 99

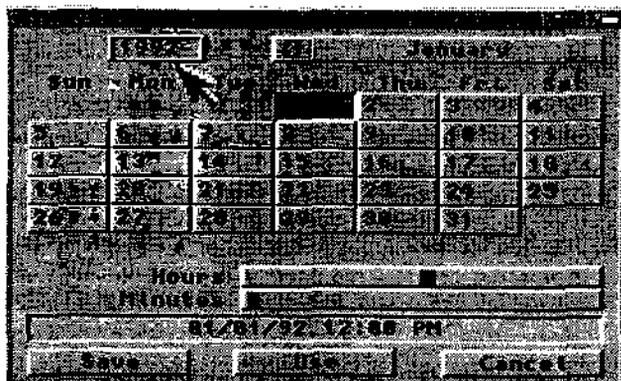
Amiga computers that feature a battery backed up real time clock use one of two different hardware designs: either the Oki MSM6242RS (A500, A2000) or the Ricoh RP5C01 (A3000, A1200, A4000) chip. As is common with clock chips of that type, the year counter is implemented as a two digit BCD number. Once it reaches the year 99, the counter will roll over and start again with 00. Starting with Amiga operating system version 2.0, the boot process will read the battery backed up clock time and set the system time accordingly. This takes place every time the Amiga is reset. Because the year number covers only two digits, the same algorithm as used by the

AmigaDOS Date command is employed. The consequence this has is that the Amiga system date set at system startup time will always be in the range 1978..2077. While the system clock will keep on ticking beyond 31 December, 2077 a system reset will set the clock back to 1 January, 1978. No fix for this problem is available yet.

4.4 SetClock stops working in the year 2000

The SetClock program shipped with the Amiga Workbench disk revisions 1.2 and 1.3 exhibits a bug which causes it to miscalculate the battery backed up clock time starting with the year 2000. It is accurate only for the years 1978..1999. Once the year counter rolls over to 00, SetClock will believe that the year is 1978 until the year 2079 is reached; that's when it will believe that the year is 1979 -- which is not necessarily an improvement. Please note that only the SetClock program found on the AmigaOS 1.2 and 1.3 Workbench disks suffers from this problem. Several versions of this program were distributed, each between 4,000 and 7,000 bytes in size. To tell whether you have a version that works or not, check the file size; if it is less than 1,000 bytes in size you will probably have the properly working version. If it is larger than 4,000 bytes, you probably have the faulty version.

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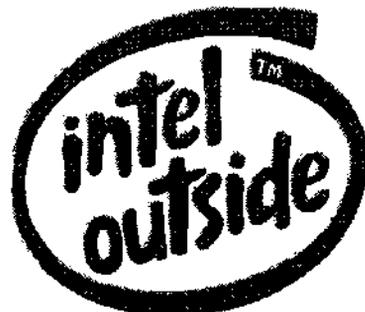
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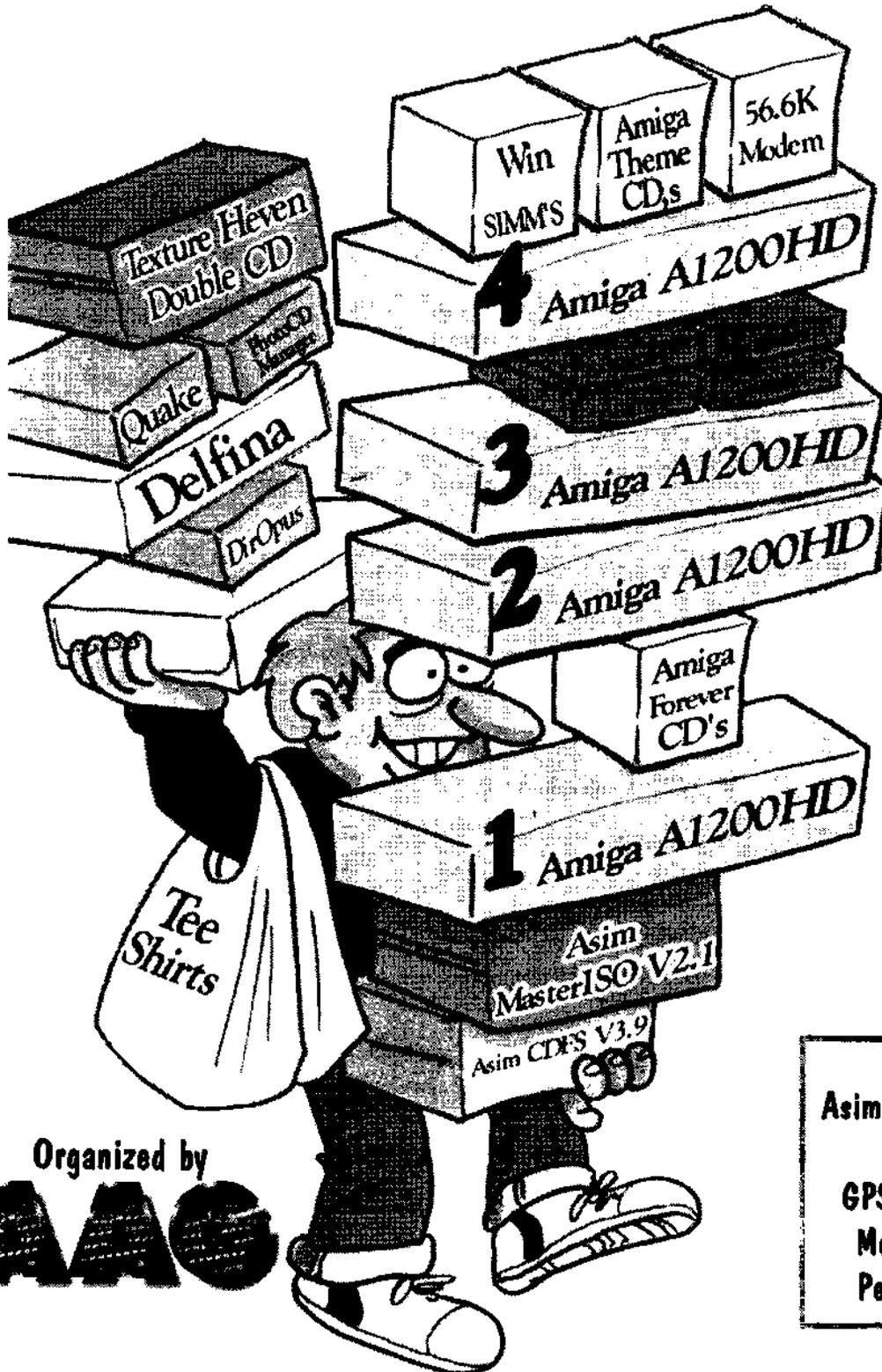
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