

AMIGA *news*

KALEIDOKUBES

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NOVEMBER 1991

WHERE IS 2.0?

IN THE beginning there was 1.0, and there was much wailing and nashing of teeth and rending of garments, and lo and behold CBM in their infinite wisdom looked down upon what they had created and were sorely displeased.

And on the second day 1.1 was created, and the assembled might of Amigadom cried unto CBM "whyfore has't thou foisted such **** upon us".

And so on the third day 1.2 came down from the heights of 1200 Wilson Street, and the multitudes were calmed and their brows were eased, but much unrest was still abroad and the waters were still turbulent.

And it came to pass that 1.2 evolved into 1.3 and the multitudes were quiescent, but CBM (strains of Strauss's Also Sprack Sartuza rise from the background at this point) looked down upon they had wrought and said you can have 2.0 next week! And again many prophets began casting the runes, and uttering proclamations that they knew the time of the coming of 2.0. But they were proven false prophets.

And so for the last year or so next week as been exactly that. Next week never came and so in the quest for the grail, and maybe solve the time dilation effect of black holes as

a by-product, Amiga News set off to track down that elusive 2.0.

We encountered many rumors and investigated the most promising, but they all turned out to be groundless. The most interesting premise put forward by a well informed source revolved around a conspiracy by Big Blue and the Fruit to suppress 2.0. This theory was proved groundless by Big Blues rebuttable: "Huh?". A further rumor went along the lines that 2.0 was being reserved for the fabled collaboration machine from Big Blue and the Fruit, this super machine that could multitask and run both companies software.

All rumors proved to be unfounded, the simple truth being that beta testing was very rigorous.

The Big Day Arrives!

Finally on October 16, 1991; AmigaDOS(TM) Release 2 operating system was finally released to the masses and is available for the 500, 2000 and 3000 making all current Amiga series multimedia machines operationally

compatible. AmigaDOS Release 2 is very different from the OS 2.0 first shipped with the 3000. Many additional man-years of effort have been invested to create a polished, stable, compatible, and fully tested operating system that Commodore will build on for the future. Several hundred official beta testers provided feedback, resulting in the best tested, most trouble-free and reliable operating system for the Amiga ever.

According the David J. Archambault, director of business markets, the new AmigaDOS Release 2 is a major step forward in software technology, and is part of Commodore's commitment to keeping the Amiga competitive and focused on the future.

In updating the Amiga operating system, Commodore reworked the look and the functionality of the Workbench(TM) interface to incorporate new programmer features for configuring the system, including the ability to use a software program even while another is loading and the flexibility to cancel an operation while it's still in progress. In addition, a more sophisticated hard-disk backup utility is now provided.

A major new feature of the AmigaDOS Release 2 is the introduction of scalable fonts to the Amiga platform. Now with Agfa Corporation's Intellifont® scaling technology Amiga users can scale outline fonts on-the-fly. The Amiga's new font management program creates fonts on demand from the Intellifont Scalable Typefaces

supplied in the operating system. As a particular point size is generated, it is saved in RAM and remains available to the application until the system is shut down or a new typeface is requested.

Additional features of the new AmigaDOS Release 2, in conjunction with ECS chip set, include screen resolutions up to 1280 pixels and 400 lines giving the user truer pictures and smooth operation at MIDI baud rates enhancing the professional musician's artistic flexibility.

Now with all of the new features of AmigaDOS Release 2, artists, musicians and video producers have access to a super workstation that multitasks music, art and video in one integrated system.

Continued on page 2.



continued from page 1.

THE SEARCH FOR 2.0

According to Jeff Scherb, vice president of Commodore applications and technical support, the new programmer features allow developers to create powerful applications easily and consistently.

Several upgrade programs are available to current Amiga owners in the U.S. 3000 owners who registered for Gold Service will receive a free five-disk set and manual addendum.

Non-Gold Service owners can either call Commodore Express at (800) 488-9987 and order this upgrade by using either their VISA or Mastercard credit card or send a check for \$19.95 plus \$3.00 shipping and handling to Commodore Business Machines, Inc., A3000 Disk Upgrade, P.O. Box 18370, Memphis, TN, 38181 to receive the five-disk set and manual addendum. The 3000 AS314 ROM upgrade kit, including a manual addendum, will be available in November through Authorized Commodore Service Centers for \$45.00 MSRP plus installation.

Amiga 500 and 2000 owners can get the Amiga AS214 upgrade kit, including a new manual and system ROM, for \$99.00 MSRP plus installation through Authorized Commodore Service Centers.

Following shipment of AmigaDOS Release 2 Enhancer Kits, Commodore will gradually phase the new OS into production units.

Amiga users in Canada can call 1-800-661-AMIGA to get information on the availability of AmigaDOS Release 2.

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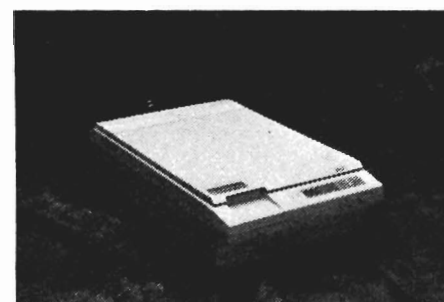
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View from the top

by Graham Heywood

Hi, welcome to Amiga News, what you have in your hands is not particularly earth-shaking, it is my attempt to get away from the current information desecration format of the glossy magazines, where glitz is better than content, so who cares if the information the glossies carry is months out of date or that advertisers have to

meet deadlines many months previous to publication, resulting in vaporware because they estimate that by the time the ad hits the street they'll have the product. Who cares that reviews always seem to be positive.

Of course you'll find in these pages news that you may consider out-of-date, but with a news deadline of just 7 days prior to publication, you may find that our news is just a little late. You'll find reviews of products that we think are good, and maybe one or two of products that stink, but we

always try to match the reviewers interests to the product itself. We reject review material that carries a note attached saying that they don't want a negative review, if the manufacturers concerned haven't got the guts to stand up and be counted then I don't want to even give them an iota of free publicity.

This policy means that several potential advertisers have suddenly cancelled, well that's OK, because one of the reasons I chose the newspaper format, was the relatively cheap production costs involved. The cost of

advertising is therefore much lower and nobody can wave a big stick at me and say "If you don't do this, then I'm pulling my \$10,000 ad."

The production of this newspaper utilizes Amigas for all pre-press work, we use a variety of word-processors for text input into PageStream. The half-tones produced using this method are not the worlds best as you will note from the front page. The final output is via a HP LaserJet III.

If you feel that you have something to say about

Amiga News then let me know, because I want this paper to go in the direction that majority want, and not just in the direction that I want. On the subject of input into Amiga News, if you feel that you want to do an article then by all means send an outline.

Until next month, may the guru stay outa your face.



SUCCESS IS POSSIBLE IN THE AFTERMARKET

SINCE the birth of the Amiga, the Amiga add-on market has been characterized by many small (though sometimes innovative!) companies that generally did not have the marketing skills and/or financial strength to market and support their products on a worldwide basis. Even in the USA, most of these companies were unable to survive, and over the last few years we have seen many of them come and go. As a result, the Amiga add-on market has not developed in the same rapid way as have the PC and Mac peripheral markets. Three major factors emerge that explain why no major third-party add-on players have appeared on the global Amiga peripheral market.

Commodore has not been able to significantly penetrate the home and business personal computer market in the United States with the Amiga. In fact, during 1989 and 1990 Commodore sold more Amiga computers in Germany than it did in the whole United States. During this period more than 75% of Commodore's sales were in fact outside of the USA. This has resulted in a lack of interest in the Amiga by the major third party add-on companies in the United States, which in turn has resulted in a lack of belief by the USA financial community in the potential of the Amiga market. As a result, it has been difficult for Amiga-specific startup companies in the USA to find the necessary funding for increasing their operations and entering the larger global market for the Amiga. The USA Amiga market itself has not been large enough to allow the few startup companies that did emerge to prosper and grow in the USA itself, which would have allowed them to internally finance global market expansion plans.

Commodore pricing policies have been such that it has been difficult for small, low-volume companies to compete in most key peripheral areas (and stay alive!). This is very different to the situation that can be found in the IBM PC and Apple Macintosh markets where IBM and Apple brandname peripheral

products are generally priced fairly high, thereby encouraging third-party add-on manufacturers to enter those markets. As a result, a large number of key players have emerged in those markets, initially in the USA and later on a global basis.

With the absence of a major, single national market (e.g. the USA), it is very difficult for small startup companies to penetrate all the different national markets that make up the global Amiga market. Commodore has a major advantage here as it has subsidiaries in most key Western countries and hence it has been able to develop a substantial dealer base around the world. Besides lack of capital, most smaller companies lack the necessary international marketing know-how and expertise (and patience!) that would allow them to tackle all the key national Amiga markets at the same time. As each national market is relatively small (and has its own local smaller competitors), the only way companies can generate the profits required to establish a global brand name in the Amiga market is to tackle and succeed in multiple national markets at the same time.

However, few companies have succeeded in this approach. One of the few is Great Valley Products Inc. (GVP). Much of GVP's success can be attributed to the background and

enthusiasm of GVP's management team.

Gerard Bucas, President; before joining GVP, Gerard held the post of Vice President of Technology at Commodore's H.Q. in West Chester, PA. Gerard was responsible for Commodore's worldwide research and development activities. During his almost four years with Commodore, Gerard directed the evolution of the Amiga product line.

• Jeff Boyer, VP of Engineering; Prior to joining GVP, Jeff was a senior project leader at Commodore's R&D facility in West Chester, PA. Jeff was responsible for most of the Amiga's peripheral development, as well as being a significant contributor to the architecture, design and development of the A3000.

We recently spoke to Gerard and asked him to share with us the strategies he put in place at GVP, which allowed them to rise above the rest of the field in such a short period of time. He attributed GVP's success to the following factors:

Design quality, high-performance products and bring them to market in a timely fashion at a good price.

Put a professional sales and marketing organization in place that does NOT consist of Engineers and/or Amiga "hackers"!

Attack both worldwide and USA markets with the same focus and

attention from day one.

Create a worldwide brandname and product demand by aggressive marketing and advertising in all the key markets around the world, from day one. The "brandname" issue is especially important, and GVP initially spent a lot of time designing its distinctive logo, including the emphasis on the simple letters "GVP." It insists that all its international distributors prominently display the GVP logo in all of their advertisements.

This strategy has allowed GVP to grow from shipping its first product

in March of 1988, to a current shipping rate close to \$2-million per month! Fifty percent of GVP's current sales are outside of the USA and full-page GVP ads can be found in computer magazines in USA, Germany, Switzerland, UK etc.

The Amiga community is also shooting itself in the foot by the widespread piracy, which, at the moment is very prevalent. Each time a piece of software is copied and passed on to a friend, it is less of an opportunity for the manufacturer/author to make a reasonable return.

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A CONVERSATION WITH THE TOASTMASTERS

The following is reprinted from
Bread Box, The Video Toaster
Desktop Video Newsmagazine.

by Lee Stranahan

THEY'VE been called the Toastmasters. Tim Jenison and Paul Montgomery are the guiding forces behind NewTek and the Video Toaster. They're also both becoming increasingly harder to find - they've cut down convention appearances to virtually zero, are next to impossible to get on the phone, and both work so much that their private time is very precious. That's what happens when you release a product that knocks an industry on its ear.

They are, at first glance, very different people. Tim is calm and soft-spoken - a listener. Paul is a bundle of energy, bouncing ideas around like a Superball - he's a talker. They form a well-balanced team, and they share one trait - intensity. Neither one does things half way. They also have the speech patterns of a married couple... finishing each other's sentences and thoughts naturally. They're hard to reach, but great to talk to.

LS: What's in store for the Toaster?

PM: We're firmly committed to desktop video and we'll continue to develop the Toaster and new products that work with it. In the next five years, we'll be coming out with a lot of new peripherals and the software will improve dramatically. One of the interesting things about the Toaster is that although it has a lot of cool hardware, it's mainly a software device.

TJ: There are five sections of the Toaster that are inactive now because there's no software to communicate with them. Those are things that will come to life with new software revisions.

PM: The Toaster owner of today will be getting software upgrades that will make the Toaster do things that even we don't know are possible. There's a good example

of this - the other night, when we were finishing Revolution, Tim said, "You know, I've just figured out a way to add a major new feature to the Toaster." Now, I won't tell you what it is, because it's really cool and we want it to be a surprise, but Tim didn't build this feature into the Toaster. Because there are so many interrelated parts to the Toaster, we'll be able to implement it in software.

LS: Is there going to be new hardware?

PM: We're always working on stuff like that, but we're really committed to this Toaster. This Toaster in this price range will be around for years to come and everything is based on this version. We've spent years adding features to the hardware, not knowing exactly why they were

there or what they'd be used for. Tim had a feeling that they'd be important eventually. Now we have the time to sit back and think about how to tap those features and how they can be used.

TJ: It's important to realize that when we designed the Toaster, it was designed as a complete system. Some of the pieces aren't finished yet, and we're still working on them. It was designed to be an all-in-one desktop video box that would do everything. There are some things it still can't do, because we're not finished. At Alcatraz (NewTek's research and development facility), we jokingly call this Toaster a 'Half-Toaster', because it does about half the job of a network post production suite. There are things other than a Toaster you need to make network-quality television, like an edit controller or audio equipment. The trend is for NewTek to slowly, inexorably replace all of those things.

LS: Do you have plans to develop the Toaster for systems other than the Amiga?

PM: We're planning to support other

systems. The US market is mainly a Mac and IBM world. What we showed at MacWorld, is definitely going to be a trend. I like to think that the Toaster will be the universal language that computers speak when they speak video. You'll have the basic Toaster interface on your Macintosh, IBM, Silicon Graphics, Sony Computer or whatever comes out . . . and when you want to do video, you'll be using a Toaster interface that you're familiar with. Someone who's used to working on a Mac Toaster will be at home on a Silicon Graphics Toaster. The advantage to that, and the reason it's possible, is that all of the computing power of the Amiga/Toaster combination needs to be there. Even if we were doing a card for other machines, to have the kind of flexibility that we have would require a self-contained computer with all of the smarts on that card.

TJ: The Toaster with the Mac and IBM interface will become the standard for desktop video devices, much like modems have a standard with Hayes. You know that if you buy a modem, you can plug into your computer, internally or externally. And if you send 'ATDT' and a phone number, that modem will dial the phone. We want to make sure that the Toaster is supported by all these platforms, so we're developing this standard. It doesn't have a formal name yet . . . maybe 'ToasterSpeak' or something . . . but any computer will be able to talk to a Toaster and the computer will know what to do with it.

LS: When you were developing the Toaster, how long did it take before you realized you had something more than just another product?

PM: I knew immediately that it

wouldn't just be a hot product that people could buy - it would be potentially society changing. A little history might help here. Back in 1986, when I lived in California, Tim used to come out to speak at my user's group. As we got to be friends, he told me about products he had on the drawing board. So every time he'd come to California, he'd tell me a little more about a project he called the "Black Box". He'd tell me about manipulating live video with the computer. Or being able to render realistic 3D images with a high resolution frame buffer.

TJ: I had to keep throwing things in to get him interested. Like, what if it had this ultra sharp Ginsu knife?

PM: I got kind of fanatical. I said, "My God, this will change the world." So I moved to Topeka and lived in Tim's garage for a while. Those early brainstorming meetings were incredibly exciting. There was a lot of energy, and we knew what was going to happen. It wasn't, "Here's a product people are going to like." It was, "Here's a product people are going to love."

LS: Did Tim know?

TJ: Actually, I was pushing for the rubber band dispenser . . .

PM: As far as I'm concerned, Tim is another Edison. When I first met Tim, he had a list of fifty things and they were all great, breakthrough products. To me, it was like, "Hey, here's the next record player, here's the next VCR, here's the next television." To him, they were just cool things that he'd thought up. I guess he was too close to know.

LS: Whose name was the Toaster?

PM: Tim has been saying for years that the ultimate computer peripheral joke was interfacing a computer to a toaster.

TJ: It's just an old saw in microcomputers. You program something that'll operate a toaster. Obviously, it's an inappropriate application for a computer. Actually, it's not that funny anymore, because toasters now really do have microprocessors.

PM: Anyway, early on in the Video Toaster's development, we talked about a way to disguise the project, because there were a lot of rumors flying as to what we were working on. Our cover story was a product called the Laser Toaster, which would burn a logo onto bread. The Hilton hotel would buy this thing, and they would digitize in their logo and burn it onto toast. We invented things like the Jelly Jet option, which would let you spray four different colors of jelly. Walt Disney World could spray Mickey onto toast. . .

TJ: Yeah, that was called the HAM-on-Rye mode. It had a 300 crumb per inch resolution.

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PM: That was the story. It was actually printed in one of the Amiga magazines at the time as a legitimate story. Well, when it came time to name the product, I had grown attached to the name Laser Toaster.

TJ: Yeah, I said, "Let's think of a real name. You know, something that won't be a constant embarrassment."

LS: Was there anything else that was considered?

TJ: We never got to that point. Paul just bludgeoned everybody into submission. He basically said, "We have a great name here. It's silly, but silly is OK." I mean, Apple Computer is a pretty silly name, but it doesn't seem silly anymore. The winning argument was that it was memorable, and you couldn't really name this thing anyway, because there wasn't anything quite like it. You couldn't call it a digital effects unit because to call it that was to undersell it. You just have to pull something out of a hat...

LS: Before the Toaster came out, it looked as though the paint and 3D packages were going to sold separately. Was that the case?

PM: It was, actually. If you watch the old Penn & Teller demo video, which was made pretty close to the completion of the hardware, they weren't included.

TJ: In fact, in the early days, the Switcher itself was going to be a separate product. And the CG. All of those things were going to be Toaster family of products. But because we're basically lazy guys, we'd rather try to sell one product then seven or eight.

PM: What really drove us was that a lot of people thought the Toaster

was this much-delayed thing, and that we were not able to finish it. In reality, we were working our butts off trying to get it done. Everyone had a pretty good idea of what the Toaster was going to be - a switcher, DVE, character generator, still-store, frame grabber. I think we were brainstorming and someone said, "You know, if we throw these other things in, it will sort of make up for the extra time we took to make it great, and people will have their socks knocked off." We wanted to start a revolution. We're not content to just sell mediocre hardware or some also-ran. The entire thing driving the Toaster was to do something that had never been done in history, and to fundamentally change the market. The way to achieve those goals was to add the other two products. We haven't regretted doing that.

LS: How do you think the revolution is going so far?

PM: It's pretty much where I thought it would be. We've had more major, mainstream press for the Toaster than any other computer hardware peripheral in history. Publications like USA Today, Time, Rolling Stone. There have been so many excited people, so much amazed press, and so many depressed competitors that any given day today at NewTek would have made our year back before the Toaster. Now we're kind of used to it, to this new level, and we're looking on to the next step. But I think that we were prepared for what's happened, as much as anyone could be. And NewTek is really flexible - we move really fast. We've had to modify some things. For instance, we really didn't think about the Video Toaster Workstation until

after we shipped last November. We just realized that we would need the workstation to really get into corporate America.

LS: NewTek has a reputation for being a little off-the-wall. What kind of corporate culture do you have at NewTek?

TJ: We keep a corporate culture in our refrigerators.

PM: Tim has a saying that started all of this: "Play hard and the work will take care of itself." He'll deny it, of course - he always does.

TJ: I didn't say it.

PM: He did say it.

TJ: I might have said it...

PM: Tim is very much into having fun. So am I. I mean, his job is to invent cool things that are really fun.

LS: Plus, he takes vacations occasionally, Paul, and you haven't taken any.

PM: He took one.

LS: Okay - that's occasionally.

PM: He's got kids, too, so he doesn't have a choice. Here's the difference between Tim and I. It'll be a really serious day - all hell is breaking loose - and I'm panicked. I'll rush into Tim's office, and he'll say, "Hey check out the new Frankie song!" (Frankie is one of Tim's new projects - a singing robot. Look for a brief clip of him in Revolution). So that will make me realize, "You know, that's what this life is really all about." I left Electronic Arts to come here. Electronic Arts was a fairly serious place, with a unique corporate culture. I learned a lot at EA about the importance of a corporate culture and then added a bunch of ideas of my own.

TJ: I don't think you can have a super bureaucratic company and have it be a fun place to work.

LS: Do you think that will change as the company gets larger?

TJ: It has to stay fun, because we work seventy and eighty hours a week, and if it was real work, we couldn't do it. There's more and more traditional structure at NewTek; there has to be to get the job done. But we've made a pact never to become one of those traditional companies. If we can't figure out a way to do it our way, we'll just fold up our card table and go home.

LS: What do you think of the work you've seen from people using the Toaster?

PM: Well, it ranges from Todd's video and things like that to some of the most tasteless use of video effects you could ever imagine - and that's great, too. John Dvorak told me, "You know, when desktop publishing first came out, you would find documents with 30 fonts per page. They would change font styles just because

they had them. Within a few months, you didn't see that anymore." And I think it's really similar with the Toaster users. Some of the first tapes we saw had the most gratuitous use of every

digital effect in the world. The new stuff is starting to look like television.

LS: Any final words for Toaster users?

TJ: Well... stay tuned.

THE TOWER FINALLY SHIPS

The Amiga 3000T computer is the "vertical" version of the 3000 with additional expansion capabilities.

"The A3000T represents the next wave of A3000 technology," said David Archambault, director of business markets for Commodore. "It is a multimedia workstation that combines all the capabilities of the A3000 with an unprecedented level of expandability and power."

The A3000T works with a variety of drive bays including two 3.5-inch drives; one 5.25-inch half-height drive mounted horizontally; and two vertically mounted 5.25-inch half-height drives. Inside, behind these drives, there is space for two more internal 5.25-inch half-height drives. The available drive bays make it possible to internally install up to seven storage devices in the A3000T.

The workstation's expansion slots include a fast slot for a 68040 accelerator, a video slot for internal video devices, up to five Amiga/Zorro III slots (depending on configuration of peripherals), and up to four Bridgeport PC slots (also depending on configuration of peripherals).

The A3000T includes its own built-in speaker, which handles most ordinary sound requirements. It also has a new high-resolution two-button mouse, which comes with an extra-long cable to reach from a floor-standing unit to the user's desktop.

Power and hard-disk lights, an on/off switch and a key switch are located on the outside of the case. The key switch locks the mouse and the keyboard to prevent unauthorized access.

The 3000T is powered by a 25-MHz Motorola 68030 CPU on the motherboard, and it uses a 68882 math coprocessor. The standard configuration includes a 100-MB (18ms) hard-disk drive, an autoboot hard-disk controller, and a 3.5-inch 880k floppy-disk drive. Two megabytes of 32-bit RAM are standard and internal memory can be expanded to 18 MBs of RAM on the motherboard.

"The 3000T is a power user's delight," Archambault said. "It contains all the new features of the A3000, plus more room for expansion than the A2000 and A3000 combined."

For further details, contact your local Amiga dealer.

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A CASUAL OBSERVATION

by Tim Perez

Most of the Amiga related articles you read nowadays are high quality informative pieces of work aimed at educating and stimulating the mind, and they're written by serious and intelligent computer users and programmers. That's just not the case here.

A Darn Close to Entertaining Column.

I have always enjoyed writing about the more interesting aspects of life, and having used Commodore equipment for almost 14 years this is a natural. In our quest for knowledge, lets try to have some fun here although I'm not sure if that's going to work out or not. Even previous to its first appearance, a vicious letter writing campaign has been started to have my column taken over by my some knowledgeable programmer type, who will teach you DOS tricks that you can do by simultaneously pressing down the CTRL Key, the Alt Key, tugging on both earlobes and mashing the the ESC key twice with your nose.

The Video Hokester

Probably the most interesting tidbit that's passed through my head this month is the somewhat startling news that NewTek has raised the list price of the admittedly wonderful Video Toaster from \$1595 to \$2495 effective October 15th. It doesn't include version 2.0 of the software, but is rumored to include a coupon for a free upgrade. And before you think the coupon is not a big deal, the other bit of news is that the 2.0 upgrade is going to cost current Toaster owners \$395.

All this seems to have caught everyone by more than just a little surprise, including some employees at NewTek who denied it for a day and a half. According to sources at Commodore, NewTek has a contract with CBM that stipulates (among other things) that NewTek can't sell the Video Toaster computer for less than \$3995. I'm also hearing that Commodore would like the contract revoked, although this is certainly at the rumor stage. This was Commodore's way of protecting dealers assembling their own units. NewTek seems to have circumvented this by raising the price of the Toaster board. At the

new price, a dealer can barely buy a Video Toaster and a 2000HD with 5 megs for \$3995, much less sell it at a profit. This seems to force the dealer to go to NewTek for the Video Toaster Box, which at present has a minimum dealer order of five units. At the time of this writing, this news is only a few days old and a lot is in the rumor mill. Perhaps there are things that have not been addressed or realized by the respective powers to be. One good bit of news is that educational purchase orders will be honored until November 1st.

About the Video Toaster Workstation. In case you didn't know it, NewTek has taken the Toaster and installed it inside an Amiga 2000HD with 5 megs of RAM. Then they stuck some 'Video Toaster' stickers all over the thing (notably over the top of the Commodore logos on the keyboard and case). I wonder if you turned the mouse over, would you see that they covered up the Commodore name and logo that appears there too?

And apparently Toto, we're not in Kansas any more because among others caught by surprise were the good people at NewTek themselves, who not only denied it at first, but sent me a video tape telling me what a 'Revolution' it was that all this could be done for under \$1600. Also their marketing people who placed a \$1595 ad on the back of the November Amigaworld.

Maybe this is just one of those Paradigm Shifts. Yeah...

Told Him Ray Did It

True story. Several years ago a friend of mine was doing a small Amiga show in a town we're going to call Hooterville. He noticed two good ole 'boys making their way around the show. One was an experienced Amiga owner and he was teaching his new user friend, who was taking notes, all about the Amiga. Upon stopping at an Amiga running the then new Juggler demo, both stared at in awe. The experienced user recovered quickly, and smugly told his still agape friend, "Its from some new Amiga artist named Ray Trace". His friend eagerly wrote this all down. Later, when the new user related this new found knowledge to someone else, I'm sure there was another funny aspect to this story, and I've always regretted that I wasn't there to see it.

WorkBench Tim.0 (beta)

Workbench 2.0 is finalized and the upgraded ROM kits are shipping NOW and upgraded machines are expected shortly. The A3000 disk upgrade is available now with the 3000 ROM's expected November/December and lists for \$45. The 500/2000 Enhancer kit including disks and manual addendum are also available now and list for \$99.00 not including installation. If your machine is under warranty, you must have the installation done by a Authorized Commodore Service Center. The 500/2000 ROM only lists for \$33 but must be used with the 500/2000 Enhancer kit. That's how Commodore's Upgrade press release to dealers reads. You figure it out.

When will new machines have new ROMS? I spoke to a friend in England on the 15th of October, and he said his company had just bought an Amiga 500 off the shelf with 2.0 ROM's installed and that they had been available there since about the first of the month, although single ROM upgrades are in very short supply. Since 85% of Commodore's market is Europe, this figures. One other thing. My highly regarded Commodore source says that the new ROMS are going to be in short, short supply because in his opinion CBM has very much underestimated the demand for 2.0.

##\$%#@%#@#\$%!!!

"What kind of stupid computer are you guys selling anyway?!" was the way I was greeted when answering a tech support phone call recently.

ME: Excuse me?

Irate User: I said, what kind of stupid computer did you guys sell me?

ME: Excuse me?

Irate User: Look, I don't have time for you. I need to speak to your best programmer. And I mean now!

(Now my idea of programming is getting the VCR to come on at 8:00 on Thursday to catch the Simpsons when I am not at home. But I look around the office and I am the only one there at the time).

ME: Well, sir, I guess that would be me, sir.

Irate User: Well I find that hard to believe, but if you are so bright, tell me this, why on earth would any computer company put copy protection on their DOS disk?

ME: Excuse me?

Irate User: You aren't going to start that again are you? I said, why would anyone put copy protection on their DOS disk??? That is the stupidest thing I have ever heard of? Let me speak to the manager!

ME: Well, sir, in addition to being the best programmer, I am also the manager.

Irate User: Look you pinhead, I just tried to copy something to my workbench disk, and this little window came up and said, "DISK WRITE-PROTECTED". Now who would put copy protection on their DOS disk? Is that stupid or what?!!?

ME: Pretty stupid sir. But I know this little trick, to get around that, and I'll pass it on to you, if you

promise not to tell anyone.

Irate User: I promise!

ME: Okay, next time it says that, pull out the disk, slide the little tab, press down the CTRL Key, the Alt Key, tug on both earlobes and mash the ESC key twice with your nose.

Irate User: Excuse me?

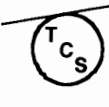
ME: Trust me, sir, It'll work. BUT DON'T TELL ANYONE.

Irate User: Ohhhhhhhhh I won't.

Now I am sure he will, which makes it all the better. Perhaps he is the guy that might get the space my column takes up.

Any interesting anecdotes, stories, comments, questions, complaints - or if you just want to make a nuisance of yourself, write to me at 949 N. Semoran Blvd, Orlando Florida, 32807 or send E-Mail at 407-381-2249. If you send me something I use in this column, I'll send you a dollar.

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- #112-A-64 Package: A complete C-64 Emulator.
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- | | |
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| #212: "Fillen All" Demo | #219: "Just For Fun, Just For War" |
| #213: "Hang Over I & II" | #220: "Maddonna & More" Music Demo |
| #214: "Digital Concert" | #221: "Last Ninja II" Demo |
| #215: "Digital Innovation" by Anarchy | #222: "Alpha Crew" Music Demo |
| #216: "Vision Mega Demo II" | #223: "Zeus Mega Demo" |
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Price Reduction for KB-Talker

KB-Talker, from Co-Tronics, is a tool that allows Amigaoids to enjoy the 101 key/AT-compatible keyboards with the 1000, 2000 or 3000. KB-Talker is the original, and so far only, universal PC/AT compatible keyboard translator designed for the Amiga. There is also a KB-Talker 500 version, which allows 500 owners to have an external, disconnectable keyboard option.

KB-Talker is transparent to the user, and it works with the left and right Amiga keys. In addition, no user software is needed--just plug-n-play.

KB-Talker features "on-the-fly" keyboard-selectable Amiga or PC/AT keymaps. Bridgeboard operation features full Num-Lock implementation and discriminating reboot. It comes with dual-legend keycap labels, a 5-foot coiled extension cable and a one-year warranty.

The KB-Talker 500 "kit" includes an internal module/cable and requires only a slight modification to the back-panel to install a connector. According to Co-Tronics, the 500 version is directly transferable to the upscale machines with no modifications.

KB-Talker retails at \$64.95 and the 500 version goes for \$89.95.

Further details are available from Co-Tronics, PO Box 5146, Glendale, AZ 85312-5146, Tel: 602-435-0350.

CV's Services to Amiga Community Expands

CV Designs has announced new slide services for the Amiga community. In addition to the standard Amiga IFF file slides, CV can now convert PageStream files to PostScript 300 dpi QMS print, 400 dpi Canon TLC print, or an ultra-high resolution PostScript slide.

Programs, such as the Art Department Pro from ASDG, can save 24-bit PostScript slides at high resolution for ultra-high results. Since the Amiga links up well with IBM or Mac technology, this method aptly demonstrates the Amiga's flexibility.

CV also provides transfers to video and special video animation services for Video Vision customers, at a bundled price, as part of an ongoing effort to provide a wide scope of innovative service to CV Designs' prime customers in the video community.

A new software release from CV Designs is SlideStream, which is a collection of PageStream slide templates. This is a multi-disk

Commodore Appoints New Director

David J. Archambault, formerly a consultant with Commodore International Ltd., has been appointed as the new director of business markets at Commodore. Archambault is responsible for overseeing all activities associated with U.S. marketing of Commodore and Amiga products to the videographics, training and general business sectors. In addition, he directs Commodore's activities in the Unix and education markets as well as company trade shows.

Archambault began his career at Commodore in 1986 as a consultant with Commodore International Ltd. Later, he was assigned to Commodore Business Machines Inc., the corporation's U.S. sales organization, as manager of market development. He was appointed to his current position in July of 1991.

Prior to joining Commodore, Archambault spent ten years in the broadcast audio and computer-based synthesizer industries. During this stage of his career, he was managing director of the company that developed the first music software for Amiga.

Archambault, a native of Canada and graduate of the University of Waterloo, is a frequent speaker at interactive multimedia and computerized video industry events.

edition to the Vision series for those gearing their desktop publishing packages especially for slide output services. This disk collection will feature backdrops of graduated shades, title templates for those preparing a presentation, and other aids for those requiring a quick solution in a slide business presentation. A version for Pro-Page will feature Pro-Draw clips ready to import into the Gold Disk series of programs. PageStream owners will have ready-to-go templates in correct slide format.

X-Pander Chassis for the 1000 & 500

CV Designs also markets an expander chassis for basic expansion needs. This chassis enables users to add A2000 full-size cards, hard-drives and power supplies. The Chassis is available now for \$169.00.

CV Designs' address is 61 Clewley Road, Medford, MA 02155. Tel: 617-391-9224.

CENTAUR SOFTWARE MAKING MOVES

Centaur Software is making major moves in the Amiga marketplace. Starting in June, Centaur began snapping up marketing rights to Hologramphone's unique Pixound and Hyperchord software, promising to release enhanced versions of both.

Also in June, Centaur signed a marketing and distribution agreement with M.A.S.T., which is well-

known for the design and manufacture of innovative and competitively priced hardware for the Amiga. The Colorburst 24-bit graphics display is the most recent product from M.A.S.T.

Centaur's most recent distribution agreement, announced in September, was with the Italian software firm

Cloanto. Cloanto's first two products, which will be available from Centaur, are Personal Write, which is an inexpensive word-processor, and Personal Fonts Maker, which is a unique tool for designing, processing and downloading Amiga fonts. These programs are critically acclaimed best-sellers in Europe. Personal Write costs \$49.95 and Personal Fonts Maker costs \$99.95. Personal Fonts Maker is reviewed elsewhere in the paper.

Centaur Software is located at: P.O. Box 4400, Redondo Beach, CA 90278. Phone (213) 542-2226.

PUBLIC DOMAIN

by Geoffrey Williams

THE AMIGA has a very large selection of public domain and shareware software, but so does the IBM and the MAC. The advantage for us in the Amiga community is that the PD software written for the Amiga is of superior quality. Its of such good quality, in fact, that software developers do not even bother to put most utilities on the market. A couple of companies tried to release icon editors, but they did not last long because the readily available PD icon editors were significantly better.

The easiest way to accumulate PD software is to buy it on disk. By far, the most popular source of PD software is Fred Fish (yes, that is his real name), who has been dutifully compiling programs onto disk since the earliest days of the Amiga. You can buy Fish disks directly from Fred Fish, from most user groups, from most PD distributors.

Most user groups also put together a monthly collection of the latest in Public Domain software. The quality of these depend entirely upon the skill of the person who creates the disk. Some user group disks are outstanding. If there is a user group near you, this will be your best source for PD software. The national Amiga Video-Graphics Guild puts out great theme disks on video and graphics topics.

There are several companies that put together PD collections. Premiere Software is noted for turning out useful disks with very attractive color labels.

I pioneered the concept of PD collections with user manuals and instructional videos. The first such product, Superbench, brings together 200 of the best Amiga CLI and Workbench utilities for both Workbench 2.0 and 1.3, with automatic installation, a complete printed manual describing how to use all of them and a 90 minute instructional video. I am currently at work on versions of the same concept for graphics utilities and video utilities.

For those who have to have the latest and greatest as soon as possible, the only way to go is to use your modem to access a BBS. If you

have a local BBS that you can use, great. Many people do not, however, and that leaves them with two choices. You can either access one of the big pay networks, such as Compuserve or BIX (both of which have very active Amiga sections), or you can use Telenet's PC Pursuit to call BBS's across the country for just \$30 a month. This gives you 30 hours of non-primetime access to 40 major cities across the United States. I'm a PC Pursuiter, and find it to be a very good value if you enjoy calling a wide variety of BBS's.

PitFalls

While being able to play with all of this software for free seems like a good deal, there are some problems. In this article and in future issues, we'll try to help resolve one of the biggest problems: there's so much PD software available that it is very difficult to figure out what you need. Fred Fish is well beyond 500 disks with a total of over 2500 programs, and your local bulletin board may well have hundreds of programs on line. How do you sort through this abundance? That's what we're going to try and help you with. We'll give you information about using PD software, and look at the best available from amongst several categories.

Since these products are free or supported by low shareware fees, they do not have technical support or nicely printed manuals. In fact, since the programmer writes the instructions himself, it may be only vaguely decipherable (this was one of the main reasons I wrote a manual with Superbench). If you use PD software, you have to expect that it

may be a little more difficult to learn.

The major concern most people have about PD software (and by PD, I am using it as shorthand to include all freely distributable software) is that it is stable and will not crash your system. This is especially important for utilities that are run in the background as you work. A secondary concern is whether it will run under Workbench 2.0. Everything I'll be writing about has been tested under 1.3 and 2.0 and tested for stability, and all background utilities have been tested as a part of my working environment a minimum of two months (and I use my Amiga at least seven hours a day). If its not stable, I won't write about it.

Another problem with many PD programs is that they require libraries and other files in addition to the main program, and it is often assumed that you already have these programs. To start out our look at PD software, we'll cover some of the most commonly used libraries.

PD Shared Libraries

A shared library is a program that must be in the libs: directory of your system disk in order for it to be used. Other programs look for this library and use the code in it to do functions that would otherwise have to be written into the program. This lets programmers write smaller, more efficient programs, and they don't have to keep rewriting the same code for basic functions. A good example is the ASL.library in Workbench 2.0, which lets

RGB's AmiLink

RGB Computer & Video of Riviera Beach, Florida, has released AmiLink/CI, a low-cost video tape editor for the consumer/industrial video market.

AmiLink/CI is a list-based editing system designed for the cost-conscious, post-production and off-line producer. Ports to NewTek's Video Toaster Switcher, CG, Keyer and Frame Store are optional. One of AmiLink/CI's most important features is its ability to run concurrently with the Video Toaster with virtually no performance loss. In addition, it greatly reduces the overall system

price by incorporating the Edit Controller, Switcher, CG, Paintbox, Toaster Digital Effects and Frame-store into one desktop video package.

AmiLink/CI uses the editing interface of RGB's professional version of AmiLink, which is controlled by the user's choice of input devices. Edit decision-list management, list auto-assembly and full edit-list compatibility with the professional version of AmiLink, including CMX 3600 EDL import and export, allows AmiLink/CI to be used for desktop

video production and off-line editing.

Available in Cuts-Only (2 VCR) and A/B-Roll (3 to 8 VCR) configurations, AmiLink/CI can be used with or without the NewTek Video Toaster. A single VCR can be used to sequence Video Toaster digital frame stores, CG and Keyer with live camera feeds.

For further details contact RGB Computer & Video, 4152 Blue Heron Blvd. West, Suite 118, Riviera Beach, FL 33404. Tel: (407) 844-3348.

& SHAREWARE

programmers access it to display the standard 2.0 file requester.

One of the most often required libraries is the ARP.library, part of the AmigaDOS Replacement Project. It is distributable just by itself without including the entire ARP distribution. It provides a file requester and other functions. While less important since the release of Workbench 2.0's ASL.library, many programs still rely on the older ARP.library. ARP is available on Fred Fish 123.

Christian Weber's (FF301) allows for the manipulation of IFF files. Colin Fox and Bruce Dawson wrote (FF419) to provide a wide range of requester functions, including color, file and message requesters. Jeff Glatt wrote (FF393) to make it easy to read and write IFF files.

The only thing you will do with these programs is put them in your libs: directory and forget about them. Since these seem to be the most popular shared libraries so far, I'm including them on a disk with an automatic installation script (see the end of this article for details).

Compression

A problem you will encounter is compressed files. If you do not have the utility to decompress them, they're pretty useless.

When files are downloaded from a BBS, they are almost always compressed. There are two forms of this: file compression and archival compression. Archival compression is the most commonly used and allows you to take several files and compress them into a single file. The most popular utilities for this are Arc (FF70), Zoo (FF164), LHArc (FF404 and FF331, which has LHArc, the intuitionized version), and Zip (FF318). Arc and Zoo are older formats and not used as much, and Lharc is the most often used.

How well do they compress? I tested them on two types of files: one with a program and a text file (A), and one with a text file and a picture (B).

A original files	28304	B original files	27816
A.ARC	19639	B.ARC	13364
A.lzh	14442	B.lzh	6768
A.zip	14756	B.zip	7374
A.zoo	18576	B.zoo	9987

With larger files, you get even greater savings. For example, Aquarium.lzh (the lzh extension means it is a Lharc file) is 365k, and uncompressed it fills a disk at 849k. In general, Lharc offers the tightest compression.

While there are several utilities that offer non-archived compression of individual files, the most useful is PowerPacker (FF253). This powerful and very easy to use utility can compress both executable files (programs) and data files. When you run a program that has been compressed by PowerPacker, it automatically decompresses itself and runs. Best of all, it has some of the tightest compression I've seen, and can compress some things, like animations, that often get larger when compressed with other programs.

You won't have any problem using PowerPacked programs, but data files such as text, pictures, and animation can not be shown directly. I've been seeing a lot more doc files PowerPacked lately. Fortunately, there are programs to help you read these files without decompressing them first. There is a text reader (PPMore FF371), a picture displayer (PPShow FF371), and an animation player (PPAnim FF414).

I use PowerPacker a lot. It frees up a lot of space on my hard drive (programs are often reduced by 50%), and on an accelerated machine the decompression time is not even noticeable. Its great for distributing pictures, fonts, and text files on disk, allowing you to cram sometimes as much as 2 megs worth

on a single floppy. It lets you select a whole list of files to be compressed, and will do them all for you while you work away on something else. While its compressing, it flashes the power L.E.D., so you'll know when it is finished even while in another program.

If you like it a lot, Jump Disk is distributing the commercial version, PowerPacker Professional. Its under \$40.00, and well worth the price. Besides compressing some programs, such as Deluxe Paint, that the shareware version can't, it is also faster by several magnitudes.

A useful tip for those of you who want to distribute pictures on disk, is to use IFF2EX (FF331), which transforms the picture into a self-displaying executable file. After converting the picture into a program, compress it as an executable with PowerPacker. Add an icon and you have a single, very small file, that will show your picture when run. This picture cannot be loaded into a paint program, so this is an added bonus if you'd rather not have people fiddling with your pictures (although they could always be captured with a screen grabber).

Fred Fish Overload

While not everything makes it on the Fred Fish disks, the majority of good PD software does. To help you sort through the contents of the Fish disks, a wonderful program called Aquarium (FF301) was created. This is a database designed just for the Fish disks. It lets you search by name, by the text in the disk description file, and by type, such as utilities, games, diagnostics, different types of source code, with a total of 30 different categories. You could search for an ARExx program with the letters IL in the name. Easy to use, it is also easy to update as new Fish disk are released.

Disk Offer

If you wanted all of the programs mentioned in this article, you'd have to purchase over a dozen Fish disks, and you might not even get the very latest version. Since these are programs that any neophyte PD explorer should have, I've put them all on a disk for you. The disk includes IFF.library, REQ.library, ILBM.library, Arc, Zoo, Lharc, LHArc, Zip, PowerPacker, PPMore, PPSHOW, PPAnim, IFF2EX, LHSFX, and the latest version of Aquarium up to the current Fred Fish release. If you'd like a copy, send along \$2 and a stamped, self addressed envelope to Amiga News Disk Offer, 1649 Arcane, Simi Valley, CA 93065.

Resources

PowerPacker Professional JumpDisk

1493 Mountain View Ave
Chico, CA 95926
(916) 343-7658

DevWare

11835 Carmel Mtn.
Rd. #1304-A11
San Diego, CA
92128
(619) 673-0759

Compuserve

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(614) 457-8650 in
Ohio

Fred Fish

1346 W. 10th Place
Tempe, AZ 85281
Premiere Software
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Amiga Video-Graphics Guild

Contact:
Geoffrey Williams
AVG National Director
1649 Arcane
Simi Valley, CA 93065
(805) 584-0863

AMIGA VIDEO-GRAPHICS GUILD

The Amiga Video-Graphics Guild is a national non-profit organization for artists and videographers who are using the Amiga on creative works for themselves and for clients. Through the monthly Hot Sheet and the quarterly Journal, members learn professional techniques, how to better use software they already have, and the about hottest new software and hardware products. A new disk of graphics and video utilities, each on a specific topic, is also produced every month exclusively for members and is included with full membership. The Guild also offers a Help Hotline, group buys, Professional Member Referral Service, and a PC Pursuitable BBS. The Guild is also an active advocate for members, communicating our member's needs to developers and doing educational seminars on the Amiga for universities and professional organizations.

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ProWrite 3.2

by Pamela Rothman

ProWrite 3.2 is a top of the line word processor that manages to accomplish two important and usually incompatible goals, power and ease-of-use. With pull-down menus and a complete WYSIWYG display it is simple to learn and use, while still offering multiple fonts, picture support, spell checking and thesaurus, mail merge, and macros. The latest version has updated almost every facet of the program.

4,096 color palette. This version features a new way of handling screen colors. You can adjust any of the eight primary screen colors so pictures will show on screen more accurately. A shortcoming of this process is that modifying your text colors can result in invisible text.

Once a picture is in a document, you can resize it, cut, copy and paste it just like a paragraph of text. ProWrite maintains the entire picture data, so repeated picture resizing will not lose picture information. Double-click on the picture to automatically revert to a picture's original size. ProWrite supports HAM and 64-color "Half-brite" pictures.

Once you have the pictures the way you want them, you can speed up text display by turning off the "Show Pictures" option. Picture placeholders will be displayed instead of the full pictures.

Editing

The user interface has a new 3-D appearance to give you a Workbench 2.0 look even under earlier Workbench releases. Almost every option in the requesters has a keyboard equivalent which is shown onscreen, and the versatile file requester can be manipulated using the cursor keys. You can type file names and/or paths directly into a text box, move forward or backward between disks, and select a path from a list of disks and system assignments.

Printing

PostScript printing is now built into ProWrite. You can send the output to any device or to a file. This means you can bring a disk with the PostScript file on it to any PostScript printer on any type of computer and print the file. ProWrite comes with PostScript fonts in Times, Helvetica, Courier, and Symbol in sizes ranging from 9 to 24 points. You can also use fonts from the Professional Page desktop publishing program.

ProWrite can handle over 32,000 fonts. There's a requester for picking the fonts, and up to eighteen styles and sizes of your favorite fonts can reside on a special fonts submenu. When you use the main font menu it can display a sample of the fonts to show what they look like.

No Postscript? You can get jaggie-free results from your dot matrix printer as well. With the "High Quality" mode ProWrite will automatically use larger fonts and scale them down to a finer resolution using any Amiga font. The "Smoothing" option helps take the jaggies out of clip art, and you can print NLQ text and pictures all in one pass.

Pictures

ProWrite supports color text and pictures. It can print using the full

Best of all, requesters such as the Find, Change, Spell Check and Thesaurus are dragable to any part of the screen so you always have an unlimited view of your text while you are working with it.

Your working environment is completely customizable. Everything that can be changed can be

saved as your default or under different names that you can access through a file requester. Older ProWrite preference files are not compatible.

One of the nice things about ProWrite is its speed. Typing, editing, searching, saving, scrolling, and formatting are all fast, and you can get to the bottom of a long document instantly. When you combine ProWrite's superior editing features with this speed, you have a really powerful word processing package. You can insert text or ProWrite documents into any point of your current document. If you highlight text you want to get rid of and then use the Insert function, the new text will replace the old. You can set an invisible mark in your document and edit elsewhere. When you are finished you can go back to your invisible mark.

Conveniences

If you have poor saving habits, (or even if you don't,) the new auto-save and make backups features can help you avoid losing any work. You can set the auto-save timer for any number of minutes. After the elapsed time ProWrite will automatically save for you if fifteen seconds have gone by without any keyboard activity on your part. That way an auto-save will never interrupt you.

ProWrite speaks! The adjustable Speak command, which accepts text or phonics input, can save your favorite voice settings along with the document. You can also have it speak each letter as you type, making ProWrite a good choice for the visually impaired.

A new feature in the ProWrite macros allows you to pass parameters to ARexx when macros are invoked. This means if the macro requires an argument for successful execution, you can add the argument before you invoke the macro. I find creating macros easy with simple text commands. Macros can have any name and the menus can be customized to reflect the new

names. Just type in the macro name to assign it to any shifted function key. The "About ProWrite..." choice on the View menu shows how many ProWrites are running. You can be printing with one and typing with another with full macro support if you have enough memory. You can create a ProWrite start up macro, "ProWrite Startup," that will automatically execute when the program starts.

You can have up to ten documents open at once, depending on memory, and you can cut and paste between them. Keeping track is easy with the View menu, a great feature that shows a menu of all the open documents. Choose a title and go directly to that document instead of clicking around.

You can cut, copy, and paste paragraph formats. Margins, tab settings, spacing and alignment are adjustable with a ruler than can be toggled out of your way. The Undo option will let you Undo any editing or formatting mistakes, and you can also Undo the Undo if you change your mind again. This is invaluable for those times when I select Copy instead of Paste.

And Even More...

Using ProWrite under 2.0 gives you extra features; more screen options, optional use of the ASL file requester, and use of an Applcon and AppMenuItem. Under Workbench 2.04 ProWrite can be opened on any public screen. What this means is that ProWrite can share a screen with any other application that allows this feature, thus allowing programs like ProWrite and Flow, New Horizons's idea processor, to share one custom screen.

When ProWrite is started it will put up an Applcon name "ProWrite Deposit" on the Workbench screen. If you double-click on this icon ProWrite will come to the front. Drag one or more icons on top of it and ProWrite will automatically load these files. The Workbench "Tools" menu will also have an

AppMenuItem named "ProWrite." When one or more document icons are selected and you choose this menu item, ProWrite will load the selected documents.

ProWrite is the only Amiga word processor that lets you link columnar text with graphics for video storyboards. There can be up to five columns and they can be either side by side, (newspaper style) or snaking, which is great for scripting. You can put the visual on the left and the audio on the right, and when you add a new section or edit the text, the relationship between the visual and the audio will not change. If you are a video scriptwriter and are struggling with another word processor, I strongly recommend ProWrite.

Another nice feature is the ability to load or save text files from the Professional Page desktop publishing program without losing the formatting codes. Any codes that ProWrite cannot convert will show in the file so you can edit them directly. When loading or saving files as text you have the choice of line feeds at the end of each paragraph or at the end of every line.

In Conclusion

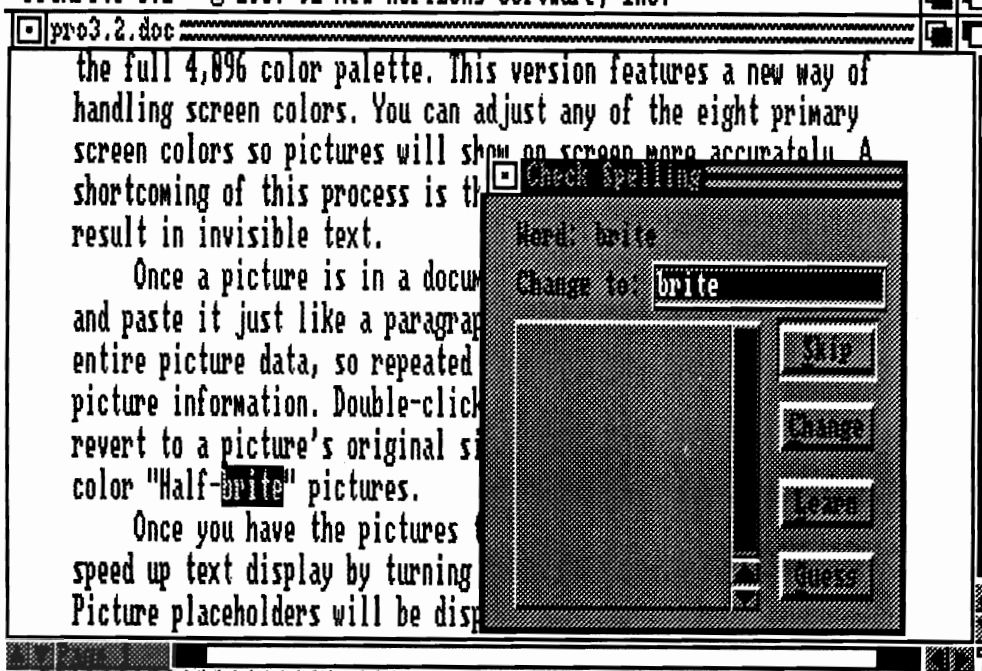
You can see why ProWrite is such a popular program. It offers the rare combination of power and ease-of-use. With new features like built in PostScript support and Workbench 2.0 compatibility, ProWrite will continue to stay on top. That helps you stay on top too.

New Horizons Software, Inc.
206 Wild Basin Road, Suite 109
Austin, TX 78746
(512) 328-6650

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*It's 3rd and long...
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When the game is important, there's no doubt that you want to send in your best players. The same holds true for your data: it's important, and you can't depend on second-string backup software. *Quarterback* has just been benched in favor of *Ami-Back*, and its clear who you should put on the starting line-up.

Player Stats	Ami-Back	Quarterback
Backs up to floppies (regular & HD)	✓	✓
SCSI tape drive	✓	✓
Removable & fixed hard drive support	✓	✓
Backup/restore to or from AmigaDOS file	✓	✓
Built-in graphics scheduler (no scripts!)	✓	✓
Compare mode (to check data integrity)	✓	✓
Multiple device backups and restores	✓	✓
Image backups (i.e., AMAX partitions)	✓	✓
Supports file & directory links	✓	✓
Support BBS	✓	✓

Ami-Back is the premier hard disk backup program for the Commodore Amiga. *Ami-Back* is the fastest backup program for the Amiga, and it makes the job of backing up your hard drive quick and easy to do. With *Ami-Back* you have a variety of options for performing backups and restores. You can see why *Ami-Back* is the #1 draft choice of today's power user.

AMI-BACK

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 Price includes Ami-Back

The **ABT-250 KIT** IS A SCSI streaming tape drive with 250 megabytes of storage capacity (compatible with 150 megabyte tapes). These are 5.25 inch, half height internal drives that feature an easy to use, one-hand cartridge load system. Data transfer rates of over 6 megabytes per minute can be achieved using this in combination with *Ami-Back*. Call for more information on our 2 gigabyte DAT drive.

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ABS-88 **\$549⁰⁰** ABS-44 **\$349⁰⁰**

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The **ABS SyQuest Drive** is a 16 ms. SCSI drive that can store up to 88 Mb of data per cartridge (also available in a 44 Mb version). This SyQuest drive is the fastest removable-media technology available. These drives are the perfect storage solution for the users who need quick access to large amounts of data.

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These animated fonts were created in full 3D! Ray-traced in 24-bit color, these 16-color hires font sets include upper case, numeric, 4-symbol characters, & extra palettes. Currently available **LA FONT** sets are:

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The "Diamond Store 20" is a remarkable innovation in removable media, the marriage of precision optical tracking and conventional magnetic storage to create an ULTRA-high capacity 3.5 inch Floptical disk. And also read/write compatibility with standard 3.5 inch double density and high density disks for AmigaDOS and MSDOS access.

Diamond Store 20 is akin to a new hard drive with UNLIMITED storage, but you'll be able to back-up or transport huge data files or image and sound files on a single shirt-pocket-size disk.

Some of the features of Diamond Store 20 Floptical Drive are: • Removalbe 3.5" media for unlimited storage, • Revolutionary INSITE 1325VM Floptical Disk Drive, • Variable Mode; 20.8Mb capacity, AmigaDOS and MSDOS double density and high density 3.5" disk compatability, • 1.6Mbit/Sec. disk transfer rate, • Average seek time of 65 mSec., • Data reliability, <1 unrecoverable error per 10 bits, • Supports Floptical Technology Association approved SCSI controllers, • Tested with A2091, A3000 and ICD harddrive controllers, • Internal and external configurations available, • One year full limited warranty. Includes MRBackup Professional.

The Diamond Store 20 lists at \$599.95 for the internal kit and \$799.95 for the external drive. All cables and one Floptical disk supplied. Requires an approved SCSI controller, check with TTR Development to verify your controller.

For further details contact: TTR Development, Inc., 6701 Seybold Road, Madison, WI 53719. Tel: Sales (608) 277-8071; Support (608) 277-8070; Fax (608) 277-8073; Support BBS (608) 277-8072.

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New version to include word processor, spell checker and color paint program.

Pagesetter III is designed to provide a complete text and graphics creation and layout system. The package includes a full featured page layout program, a word processor and spell checker and a color paint program. Also included is a selection of high resolution structured clip art.

New output capabilities include PostScript compatibility and color printing of bitmaps and clip art.

PageSetter III has a suggested retail price of \$129.95. PageSetter III will run on any Amiga and is Workbench 2.0 compatible.

For more information contact Gold Disk, 5155 Spectrum Way, Unit 5, Mississauga, Ontario, CANADA, L4W 5A1 or call 1-416-602-4000

BIGFOOT

Micro R. & D. has upgraded the popular Bigfoot 150 power supply to 200 watts, without increasing the price. The new version is known as the BIGFOOT. (without the 150 extension).

In addition, the voltage output on the new BIGFOOTS has been specifically adjusted to provide exceptional performance for todays high speed accelerator boards.

The Bigfoot which comes with one year warranty, will power virtually any add-on device available for the A500. Special adaptor cables are available for products that utilize their own connections, like Supra, GVP, A590, Trumpcard 500 etc. Retail price \$129.

For more information on any of these Micro R. & D. products contact George Graham at: Micro R. & D., 137 N. 7th, Loup City, NE 68853. Tel: (800) 527-8797.

TOMMY GUN

Micro R. & D. has introduced a device that lets the Amiga / Commodore owner add rapid fire capability to any Amiga/Commodore compatible mouse or joystick.

Ideal for the game player, this device will automatically pulse the fire button, saving the owner the hassle of repeatedly depressing and releasing the fire button. Besides convenience, the rapid firing Tommy Gun will help increase scores!

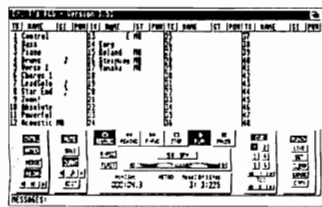
The Tommy Gun comes with a year warranty. Retail: \$14.95.

SLINGSHOT

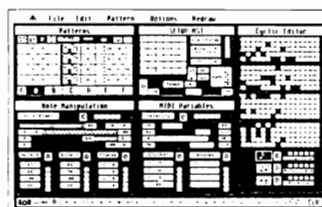
Micro R. & D. has introduced a very inexpensive, no frills, device that attaches to the A500 expansion bus and provides the user with one A2000 compatible expansion slot.

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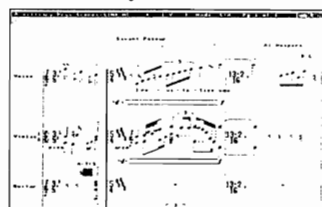
A fully integrated sound database that can get, send, load, and save individual patches or entire banks from ANY instrument in your system with a single mouse click. Profiles for over 90 instruments are included with sliders, buttons, and full graphic envelope editing. Not copy protected.

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SMPTe reader/writer and MIDI interface Hardware and software provides Amiga standard MIDI interface. SMPTe input and output, parallel MIDI output, and serial port pass through. Reads and writes 24, 25, 30, and 30 drop frame. Includes variable SMPTe offset with BIT accuracy, protection against crosstalk and dropouts, and disk storage of configurations. Compatible with KCS, and Bars and Pipes Professional.

**\$259****Copyist™** Pro-DTP and Apprentice Score Transcription and Editing

Enter scores on screen or transcribe from SMUS or MIDI files. Symbols can be entered anywhere desired and individually moved, copied, or deleted. Ties, slurs, crescendos, arpeggiatos, trills, and slanted beams available. Direct transcriptions from KCS with MPE. Not Copy Protected.

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An inexpensive but full-featured tape recorder style sequencer with 12 tracks, realtime piano roll graphic editing, and standard music transcription and printing. Supports Amiga IFF internal samples as well as MIDI. A perfect program for the beginner or serious amateur or for a school music lab. Contains many MIDI files and IFF samples. Not Copy Protected.

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**Professional True-Color Images
for 3-D Design and Video**

Texture City have released new high-resolution true-color 24-bit images for computer artists and designers. The quality textures include animal skins to scenics, quarry marble to metals, hand-blown glass to special effects.

Unlike other packages which may include small repeating pattern textures, each full screen image is real world look and clarity. The comprehensive Texture City library already includes several hundred images scheduled for release.

All images have been processed in full 24-bit color-depth. Each is severe overscan and has been tested through waveform and vectorscope to insure video safe colors. These images can be used for video backdrops and tiling with many 3-D design and animation programs for image mapping, and into many print layout programs.

The initial release includes five different packages for the Amiga platform. Three packages include a selection of 40 images and are available as 24-bit IFF, DCTV or HAM formats. The other two packages are different selections with 15 images each in 24-bit IFF format. Suggested retails is \$149.95 to \$299.95.

Texture City is the combined efforts of Victor Osaka, industrial designer, President and founder of the international Turbo-SIG (3-D graphics); Larry Rosen, owner of LA Videograms and editor of the Amiga World Animation Videos; and Steven Blaize, 3-D animator and owner of Creative Fire, a multi-media presentations production company.

Texture City can be contacted at 3215 Overland Ave., #6167, Los Angeles, CA 90034. Tel: (213) 836-9224.

**ANIMATED COLORING BOOK
PACKAGE FOR CDTV**

Priced under \$40, Animated Coloring Book combines creativity with entertainment for children of all ages.

Gold Disk's Animated Coloring Book, is a children's entertainment package for the Commodore CDTV system.

Animated Coloring Book allows children to choose any of 12 animated scenes, add their own choice of colors and then bring them to life.

Themes for the animated scenes include circus performers, dinosaurs and household pets. Each scene is accompanied by a digitized soundtrack.

By selecting one of three skill

levels, children may use up to 61 colors for each animation. The child may then color in the animation by selecting from the box of crayons appearing at the bottom of the screen. A pre-colored example of each animation is also included. Voice prompts guide the child through his choices, and announce the name of each color as it is selected.

Animated Coloring Books has a suggested retail price of \$39.95 and is compatible with the Commodore CDTV.

For more information contact Gold Disk, 5155 Spectrum Way, Unit 5, Mississauga, Ontario, CANADA, L4W 5A1 or call 1-416-602-4000.

PROFESSIONAL CALC

High end spreadsheet includes presentation-quality graphs and PostScript output.

Gold Disk's Professional Calc, is a high-end spreadsheet and graphing package, targeted at the professional business software market.

Professional Calc's user interface features a graphical control panel, for fast access to commonly used functions.

Multiple fonts and colors are supported within the spreadsheet. User definable style tags control such attributes as font, type style, point size, alignment, color and numeric format.

An outlining feature allows rows or columns to be collapsed and hidden. Collapsed outlines may be expanded and displayed when needed.

Professional Calc generates full color two and three dimensional bar graphs, pie charts, line, column, x-y scatter and area graphs. Multiple fonts are also supported including special text effects such as embossed, extrude and drop shadow. On screen color dithering produces up to 136 colors at one time.

Spreadsheets and graphs may be output to any Postscript device or preferences printer.

To provide compatability with other popular business software packages, Professional Calc imports Lotus 1-2-3 files, Maxiplan files and dBase text files. Spreadsheets may also be exported in 1-2-3 format. Graphs may be saved as IFF bitmaps, Professional Draw clips, Aegis Draw Plus clips or Encapsulated PostScript files.

Professional Calc provides over 125 statistical, trigonometric, financial and user definable functions. ARexx support includes a total of 75 functions. ARexx functions may be called during spreadsheet recalculation. Keystroke and mouse macros are also supported.

Multiple spreadsheets, with multiple graphs for each, may be opened, subject to memory limitations.

Professional Calc has a suggested retail price of \$395 and will run on any Amiga equipped with at least 1MB of RAM and is Workbench 2.0 compatible.

For more information contact: Gold Disk, 5155 Spectrum Way, Unit 5, Mississauga, Ontario, CANADA, L4W 5A1, or call 1-416-602-4000.

MEDIASHOW

Multimedia Sequencer for Creating Presentations and Movies

Priced Below \$130, MediaShow allows mixing of animations, titles, sounds and music on Amiga 500's

Gold Disk's MediaShow, is a multimedia sequencer for creating presentations and desktop video productions of all kinds, quickly and easily, especially on the 500.

"MediaShow can turn the Amiga 500 into the ultimate movie making machine," said Kailash Ambwani, president of the Toronto based software developer. "The easy to use timeline interface, and our patented multitasking engine, makes creating long running presentations and movies a reality for every level of Amiga user."

MediaShow is a multimedia sequencer that allows the user to harness the Amiga's power to combine and play animations, graphics, music and sound effects. With the Amiga's multitasking capabilities and Gold Disk's patented technology, MediaShow automatically loads upcoming segments of the movie from disk while the movie is playing. This allows for long running, continuous playing animations without waiting for disk loads.

To aid in the creation of movies, MediaShow features a built-in video titler that can overlay text on top of movies with special effects such as multi-colored extrusions, shadows and outlines. And the wide variety of built-wipes, fades, transitions and dissolves gives the presentations or movies a professional look and feel.

MediaShow will run on any Commodore Amiga with at least 1MB of RAM and is Workbench 2.0 compatible. A hard disk is recommended, but not required. For more information contact: Gold Disk, 5155 Spectrum Way, Unit 5, Mississauga, Ontario, Canada, L4W 5A1, or call 416-602-4000.

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FatTracks is a revolutionary backup utility that combines nibble routines and parameters in the SAME copy process. Designed to copy European non-standard programs, this program will copy many programs that are uncopyable by parameter copiers, nibblers or even hardware. FatTracks is almost completely mouse driven and allows even a beginner to manipulate the screen controls to copy software that is protected.

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PROFESSIONAL PAGE 2.1

covered include: Installation, using style and paragraph tags, importing bitmaps and Professional Draw Clips, using Compugraphic Fonts, output page specs, Pantone Colors and producing color separations. A "related topics" requester leads users to the appropriate sections. Created entirely using HyperBook, Gold Disks freeform information manager, the help disk is freely distributable.

Also included with Professional Page 2.1 are a 50 minute desktop publishing tutorial video tape and over \$575 worth of discount coupons.

Professional Page 2.1 is available immediately and has a suggested retail price of \$395. Professional Page 2.1 will run on any Amiga with a least 2MB of RAM and is Workbench 2.0 compatible.

Registered owners of Professional Page 2.0 may upgrade to version 2.1 at no charge. Registered owners of Professional Page 1.3 may order the upgrade for \$75. Professional Page owners 1.2 or earlier may order the upgrade for \$100. Upgrading users receive the Professional Page 2.1 program disk.

For more information, contact Gold Disk, 5155 Spectrum Way, Unit 5, Mississauga, Ontario, CANADA, L4W 5A1, or call 1-(416)-602-4000.

New Version Includes Interactive Help Disk Produced with HyperBook.

Professional Page 2.1 incorporates the latest version of AGFA Compugraphics Bullet font scaling technology, and yields speed increases of up to 100% over version 2.0.

Also new for version 2.1 is improved support for all dot matrix printers, including Hewlett Packard DeskJet and LaserJet printers. Landscape printing is now supported and adjustable page offset controls allow for precise page positioning.

The interactive help disk provides tips and tricks for using Professional Page and answers most commonly asked technical questions. Topics

VIDEODIRECTOR - HOME VIDEO EDITING SYSTEM

Gold Disk's VideoDirector, is a complete system for quickly and easily editing video tape at home.

Priced under \$200, complete system includes easy to use video editing software and VCR/Camcorder control hardware.

"The average amateur videographer wastes many hours of time trying to produce a few minutes of cleanly edited video" said Kailash Ambwani, president of the Toronto based software publisher. "VideoDirector's simple push button interface makes it possible for anyone to easily assemble their favorite video taped moments into a single smoothly recorded tape, in a fraction of the time required for manual editing."

The system consists of the VideoDirector software, a universal "learning" Infrared remote controller and a serial port interface for controlling VCRs or camcorders equipped with "remote", "Control-L" or "LANC" inputs.

The system allows the user to view his video tapes using the computer to control the camcorder and VCR. Any number of passages or "clips" can be selected, named and arranged in any desired order. VideoDirector will then assemble the clips into a accurately edited final tape.

VideoDirector also maintains a video database or library or each clip the user defines. The library keeps track of the clip name, the name of the tape containing the clip and the clips exact location on the tape. Any clip in the library may be easily located and played.

Editing features include push button copying, cutting and pasting of clips and groups of clips.

A manual mode allows for the use of non-remote controllable video equipment. On screen prompts instruct the user to enter tape counter information and position the tape when required.

To allow the addition of titles or graphics to video, VideoDirector supports Digital Creations SuperGen genlock. Graphics may be automatically faded in and out.

Other video hardware supported includes the Panasonic Selectra AG1960/RS VCR and Video/Computer interfaces such as the Sony Vbox and the Selectra Vuport.

VideoDirectors suggested retail price is \$199.95 and will run on any Amiga and is Workbench 2.0 compatible.

For more information contact: Gold Disk, 5155 Spectrum Way, Unit 5, Mississauga, Ontario, CANADA, L4W 5A1 or call: 1-416-602-4000.

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Cloanto Personal Fonts Maker v1.2

by Joe Rothman

AT LAST, a well written font editor for the Amiga. Font editors on the Amiga have been a rare commodity, to say the least. The few I have seen, in my six years of Amiga ownership, have suffered from many flaws. The font editor supplied with the Amiga on the Extras disk is OK, but it just doesn't have the features needed for serious font design. Others I have seen were so buggy that using them was an exercise in futility.

Cloanto Personal Fonts Maker is a three disk set containing the PFM program, several companion programs, fifteen custom Amiga fonts, several character sets, and many macros. The PFM program will run on any Amiga with at least 512K of RAM, but 1 Meg is recommended to access all of its features. The manual is a handsome, well written, 320 page, two ring binder with an eleven page table of contents. The 28 page introduction is a veritable Amiga system primer, covering all aspects of Amiga operation.

The installation script allows you to decide exactly how much of the supplied data gets written to your hard drive. After hard disk installation a single system assignment must be made to tell PFM where to find its files. PFM may be run by clicking on its icon or from the Amiga shell.

The PFM program comes up showing an empty font grid near the left side of your screen. To the left of the grid are a very powerful set of gadgets that allow you to edit fonts with ease. Up to two fonts can be loaded at once. Characters may be copied from one font to the other without the use of the keyboard. The ASCII character number, xsize, spacing, kerning, and the default character for that position are displayed on the screen at all times.

Moving from character to character may be accomplished either sequentially or randomly under mouse control. Elements of the grid are filled in with a click of the left mouse button, and cleared with a click of the right mouse button. Characters can be cleared, turned off, copied, pasted, flipped, zoomed, or repositioned. There is even an undo function.

A brush function is included which allows you to copy any part of a character into the brush buffer and paste it back anywhere you like. The brush function is in addition to the function that will copy the entire character and past it back in another character position or in another font. The brush function operates in much the same way as the one found in DPaint, sharing many of DPaint's brush options. You can load and save brushes, perform flips, rotations, reverse, resize, and move the brush's handle. One additional option allows you to italicize the brush.

PFM will load and save fonts in two formats. It supports both the Amiga bitmapped format and a format which is compatible with a Cloanto word processor called Personal Write. You can load, save, delete, free, define, and edit character sets or fonts. Font data may be printed to a file or downloaded directly to your printer. There is even a built in printer test that will send specific characters or entire font sets to your printer for testing.

Perhaps the best feature of the many included in PFM is the dynamic view screen. The dynamic view screen can be toggled on and off at the click of a mouse button. It appears near the bottom of the PFM screen and may be dragged up a bit for use or pulled down to get it out of the way. Characters may be typed on the dynamic view screen to see their relationship to each other. Once they are on the screen, all changes to any character already typed there will be automatically updated on the dynamic view screen. This makes adjusting character spacing, size, baseline, and kerning a breeze.

PFM has its own macro system built in. Macros may be loaded, saved, recorded in real time, examined, executed with or without user control, or step executed for debugging purposes. There are over sixty macro commands available. Macros can be used for such otherwise tedious tasks as italicizing an entire character set.

The PFM preferences menu

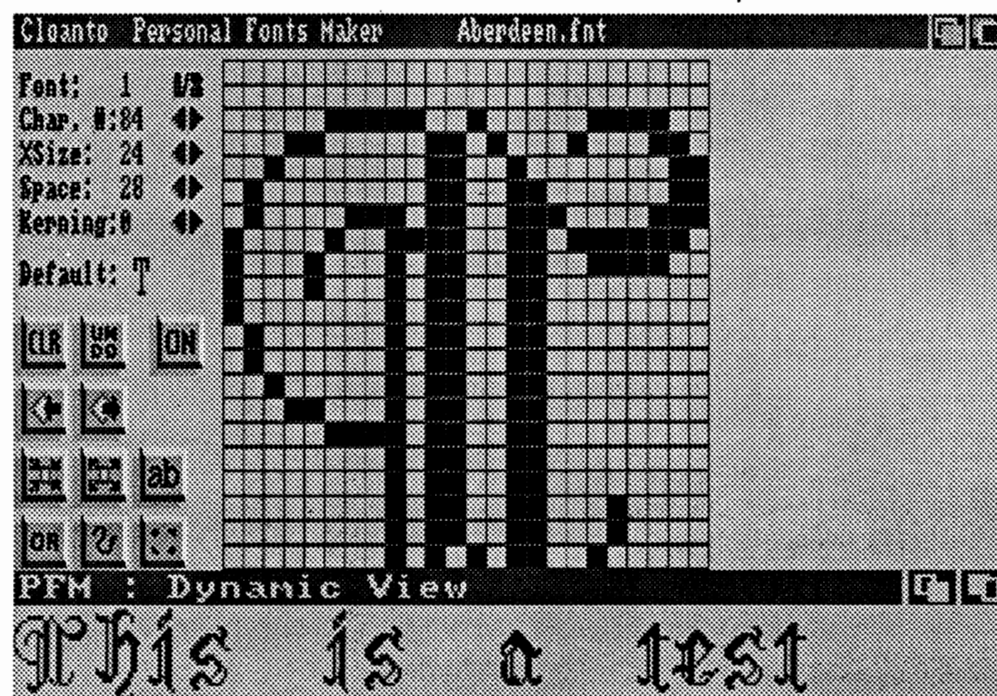
allows total customization of your operating environment. Preferences can be loaded or saved. Font descriptions, language, italic factor, audio tones and screen colors can all be changed. There are screen coordinate, grid, WorkBench, and icon toggles. Fonts can be joined, or stretched, and the file requester's attributes can be adjusted.

The attributes menu contains sixteen different selections that can be toggled on or off. They are used when the font is resaved to notify AmigaDos, or the companion word processor, of certain font attributes such as bold, italic, underline, etc.

As if this seemingly endless list of features isn't enough, Cloanto has included another incredibly useful program with this package. It's called Printer Driver Modifier. PDM alone can be worth the cost of this package to some people. It is the one and only non-programmer's solution I have seen to the ever present printer driver incompatibility problem. Let's say your printer has the capability of printing in NLQ, but your printer driver doesn't send the right codes to the printer, so that feature has never worked. PDM allows you to look up the correct codes in your printer manual, and modify your printer driver so it will henceforth work properly.

As far as I'm concerned, there is no other way to edit fonts on the Amiga. This package not only does a lot, but it does it very well. I have not been able to make the program crash under AmigaDos 1.3 and I would expect to program to perform equally well under AmigaDos 2.04 as it is fully 2.0 compatible.

Cloanto's Personal Fonts Maker is distributed in North America by Centaur Software in Redondo Beach, CA. Centaur can be reached by phone at 213-542-2226. The list price for this package is \$99.95



ALIEN DRUG LORDS

by Lee Heywood

Alien Drug Lords, sub-titled "The Chyropian Connection," is a product of Australian software company Panther Games. If the fact that this game is of Aussi origination has you thinking that it must be sub-standard, then you think pretty much like me. But I like the role-playing genre, so I pressed on, besides I get paid for doing it.

The Drug Lords scenario casts you as a Galactic Agent sent to clean up a planet -- pretty standard stuff. For a price, many of the characters hanging around will help you. Some of them are pretty useful to have in your party, but on the whole they are a pretty independent bunch. So independent that there seems to be no way of controlling what they do. I personally prefer my characters to do what I tell them to do.

There is no set path to follow for completion of Drug Lords and this open format leads to a lot of disk swapping, unless of course you install it on hard-disk, or happen to have four drives hooked up. The copy protection is of the password from the manual variety (why people bother with this form is beyond my comprehension, as anyone who is going to steal the game, will surely take the time to copy the necessary passwords).

The game starts-off in your spaceship and, after gathering a few things, you set-off into the city. You will learn quickly that initial mistakes lead to alien flowers dancing on your grave, or some other death scene that is equally strange. Sometimes it is worth dying in a new location just to see the graphics. So far, among the stranger

deaths I have suffered, have been drinking myself to death, being eaten by the local flora and others that are little too bizarre to admit to in public.

After gathering information and equipment in the city you take-off in the shuttle for more exotic locations and more exotic deaths. The name of the game is save often! The constant dying is rather tiring since resuming a saved game usually involves disk swapping. Why can't game designers simply index the point of the last disk save and just jump back to that point without reloading whole segments of program that are already in memory? And while I'm on my soapbox, why can't more software recognize how much memory is present and load to take advantage of extra memory?

The humor of this game is definitely Australian, I think! It also makes use of the speech chip, which I don't like at all -- having to listen carefully several times to the same message is tiresome, when a simple pop-up dialogue box would have been sufficient. The sound, in general, is not good. It appears almost to have been tacked on as an afterthought.

I don't know if this piece of software was converted from the Mac or the IBM, but if Panther wants to be taken seriously in the Amiga marketplace then they ought to spend the time to take advantage of the superior capabilities available on the Amiga platform.

The credits appear to take up a whole disk, if the game was up to the credits standard then it would be worth buying, but as it stands, there are far better RPGs out there. Save your money for something worthwhile.

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WHAT'S YOUR TYPE

The Winter of 1991 may be the most exciting season yet for Amiga desktop publishing - many new programs and upgrades are scheduled to be released. Gold Disk has shipped Professional Page 2.1 (\$395) free of charge to registered 2.0 owners. This release fixes the landscape printing bug and allows offset pages, something needed for using a DeskJet printer with ProPage. The new version incorporates Compugraphic Bullet font scaling technology which PageStream users have had to themselves until now. Gold Disk states that Bullet scaling yields font speed increases of up to 100% over version 2.0. PageSetter users are not being left behind, as Gold Disk has announced PageSetter III (\$129.95) for a mid-October release. PageSetter III is an entry-level page layout program which incorporates a word processor, spell checker and paint program. New features include PostScript printing and color bitmap support.

Drawing programs are an essential component of any publishing system and Gold Disk has another upgrade scheduled for the near future - Professional Draw 2.1 (\$199.95). There is no word yet on what is in the upgrade for this popular drawing program or when it will be released, but it was in beta testing at press time. New Horizons has jumped into the drawing program ring with DesignWorks (\$125), an entry-level program with perhaps the easiest-to-learn interface of any Amiga drawing package. DesignWorks features all the standard drawing tools plus Bezier curves, multiple layers and an ARexx port. Art Expression, Soft-Logik's "outline illustration" package, does not have a release date set but has an impressive feature list including blending, auto-tracing and PostScript font support.

Soft-Logik Publishing also has a new release planned. PageStream

2.2 (\$299.95) should ship this winter and is a free upgrade for PageStream 2.1 owners. Version 2.2 will have an improved interface, many minor bug fixes, and support for Amiga HotLinks. This is where things get exciting. Soft-Logik will simultaneously release HotLinks, an Inter-Program Communication (IPC) protocol. HotLinks allows applications "to exchange text and graphic data in real-time." Two additional HotLinks compatible programs have been announced by Soft-Logik, and since HotLinks is being supported by other Amiga developers, you can expect more HotLinks applications in 1992. PageLiner is a full-featured text editor which can be used independently, or in conjunction with PageStream 2.2 via HotLinks. PageLiner is similar in some respects to Professional Page's Article Editor, but HotLinks allows it to update all published editions of an article on one machine and across a network. BME is a bitmap editor which is designed for retouching bitmap pictures loaded from disk or sent through the HotLinks pipeline. The Amiga HotLinks protocol is similar to Mac System 7's IPC, so Amiga users will be able to enjoy the same new features available to Mac owners.

Saxon Industries, not to be left behind, has also released a major upgrade to its desktop publisher. Saxon Publisher 1.2 (\$395) should be available by the time you read this. The new version adds support for dot matrix printers, allowing all Amiga owners to make use of this innovative program. Saxon Industries is also releasing a companion program, SaxonScript Professional (\$130) which will be included free with Saxon Publisher. Like PixelScript and Post, SaxonScript contains a software-based PostScript interpreter. SaxonScript includes utilities to convert fonts from PostScript or Compugraphic format to Saxon format so that they can be used with Saxon Publisher 1.2. Users of other desktop publishing programs might want to check out SaxonScript as well, because it includes utilities to

convert between DR2D and EPS graphics, preview PostScript output files on screen, compress PostScript files and check screen angles for potential moire problems.

There is lots of excitement surrounding the upgrades of the two most popular paint programs for desktop publishing. DeluxePaint IV is the long awaited heir to the DeluxePaint line from Electronic Arts. The most important change is the addition of HAM paint mode, which gives you more colors to work with. Migraph has the big news for DTP users, though. Not only has it released TouchUp 2.0 which now has custom screens, an AmigaDOS 2.0 interface and a color picture viewer, but it has introduced a Scanning Utility (\$20) which has all the scanning power of TouchUp without the editing tools. If you are low on system memory, this utility will allow you to scan without closing other applications.

Migraph has also shipped the Merge Utility & Scanning Tray (\$99), another must-have bundle for Hand Scanner owners. The tray will hold your scanner straight so that you can scan a complete page in two passes. The Merge Utility will then let you join the two scans on screen to create a full page image. This package is a necessity for serious scanning, and will be invaluable for Migraph's upcoming optical character recognition (OCR) program. This as yet unnamed program will feature Omnifont technology, a powerful OCR engine commonly used in other major programs.

ASDG's Art Department Professional has a serious competitor from Black Belt. Image Master (\$199.95) is a 24 bit image manipulation program for stock 4096 color Amiga computers. This package lets you load and save IFF, GIF, HAME, DCTV and other formats. The pictures can be processed with the hundreds of included processes or modified with the 24 bit paint system. Image Master also includes an ARexx interface and is advertised with "no load, save or process options to buy, ever."

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Most people use a word processor or text editor to enter text before moving it into their page layout program because desktop publishers are notoriously slow for typing. Gold Disk's Article Editor and Soft-Logik's PageLiner go a long way towards making text entry easier, but many users still prefer to stick with a full-featured word processor. WordPerfect for the Amiga is an early version of the industry standard program, and has fallen behind its Amiga competitors. WordPerfect Corporation has recently been the target of an Amiga telephone campaign and has stated that "it is more likely than not" to change this situation with a brand new version "having the features of 5.1 and an interface similar to WordPerfect 2.0 for the Macintosh." There is little doubt that this release would be a winner.

New Horizons has a serious competitor to a new WordPerfect; they have just added PostScript support to ProWrite (\$175). One of the most important new features of ProWrite 3.2, a popular graphic-based word processor, is the ability to import and export Professional Page text files directly. If you use Professional Page, this might be the word processor you need. Other users might be interested in SoftWood's Final Copy (\$99.95). It features scalable outline fonts and graphic support. SoftWood is introducing yet another font system to the Amiga with Final Copy so don't expect to be able to swap fonts with other programs.

All of these programs and upgrades add up to the best year yet for Amiga desktop publishing users. Great strides have been made in cross-application font support. Many companies are adopting Compugraphic fonts due to their inclusion in WorkBench 2.0 while others are choosing PostScript compatibility. Hopefully, this trend will continue in 1992 so that users will not have to waste disk space on duplicate versions of fonts. In the next issue of Amiga News we will take a look at the different font standards to find out which you can use with your programs.

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GVP's MULTIFUNCTIONAL COLOR ENHANCEMENT BOARD

Great Valley Products has introduced the Impact Vision 24, a multifunctional color enhancement board that can be used to create broadcast quality video pictures, images and animations.

According to Gerard Bucas, president of GVP, "Our Impact Vision 24 board can transform the desktop computer into an affordable professional video production studio."

The board's 24-bit color resolution offers 16 million colors, and it features a built-in digital keyer and flicker-fixer. A frame buffer, and genlocks for both RGB analog and composite video signals are built-in to the unit.

The Impact Vision 24 is designed for use with the Amiga 3000; however, it is also compatible with the Amiga 2000 through a small video adaptor board. Three-D rendering software, as well as a two-dimensional 16-million color GVP paint package, is included with the IV-24.

Suggested manufacturer's retail price for the unit is \$2,199.

For further information, contact GVP at 600 Clark Ave., King of Prussia, PA 19406, or call at 215-337-8770.

XYXIS Releases New Disk-Drive

XYXIS Corporation introduced an erasable magneto optical disk-drive called the XY600RW, which is compatible with the Amiga 2000, 2500 and 3000. The high-density drive is accessed via a SCSI interface board. The Amiga can be booted directly from the optical drive. The accompanying software works with Amiga DOS 1.3 and 2.0.

Each 5.25-inch, industry-standard ISO format cartridge stores up to 600 megabytes of information. According to XYXIS, the cartridge can

be erased more than 1,000,000 times. It can also be removed from the drive for security or portability. The XY600RW is available now for \$5,245, and it comes with driver-software and cables. The rewritable cartridges cost \$250 each.

Interfaces to the Macintosh, IBM, RS6000, DEC and Sun systems are also available.

For further details, contact XYXIS Corporation at 14631 Martin Drive, Eden Prairie, MN 55344. Tel: (612) 949-2388.

GVP Scala Upgrade

GVP Scala, developed by Digital Vision Ltd., Norway, has undergone its first revision. Scala 1.1 offers significant improvements over 1.0, and upgrades are being offered to current owners for no charge. The additions to 1.1 are mainly concerned with speed and versatility and include:

- **Real-Time Anti-aliasing.** Anti-aliasing is a technique to simulate higher resolution on the screen. By adding pixels of a softer color around the edges of a letter, the "jaggies" will disappear. Other anti-aliasing techniques for the Amiga are based on converting the fonts into a separate format. Not only does this technique require special fonts, but there is no way to get anti-aliasing on brushes or outline fonts.
- **Continuous Credit Scrolling Transition.** Since credit scrolling is a common task, this is a natural addition.
- **Arexx Support.** Any of the visual commands can be called from an Arexx script. You can use Scala to create the "look" of the presentation and then work on it as an Arexx script.
- **Colorfont Support.** Scala now supports colorfonts, such as the Kara fonts.
- **Full support for Outline Fonts.** With Workbench 2.1, outline fonts may be added and called from normal Amiga programs. The operating system will then generate any desired size. To support this fully, Scala has a control for setting the exact point size of any outline font.

- **Canon Stillvideo Control.** The Canon stillvideo system consists of a small camera called Xapshot. This camera can not be controlled from a computer. Therefore, the user needs a playback unit called the RV-311. This unit can be controlled from the serial port through a serial interface. With this unit, Scala can then call up the correct picture at the right time and use any photo as a background page. Genlock graphics and texts can be used as overlays to create excellent presentations.

- **Superimpose Transitions.** The Superimpose transition takes two pictures and blends them together. The technique is similar to what a video mixer does in a fade transition between two video sources. This technique gives an impressive effect when used with intro titles, etc.

- **A-Z Transitions.** This feature runs all of the different Scale transitions one after another, from the beginning, and provides a quick way of creating a script to show all of Scala's possibilities.

- **New Underline Controls in Layout Menu.** The underline size is still accessible from the layout menu, but two extra controls for underlining have been added to Version 1.1. Underline Air decides how much room there should be around g's, j's and other characters that go through the underline. Underline position decides on how far down to put the underline. With this control, you can also achieve "strike-through" by positioning the underline in the middle of the line.

- **Loading Speed and ANIM Real Time Buffering.** According to the maker, the load speed on the A3000 has been increased five times over the speed on the original version of Scala. For all users, the buffering of the next page has become faster because preparation of the next page now starts as soon as the transition to the previous page has begun. In addition, the next picture or animation is loaded and made ready while playing back previous animation.

- **Automatic Popularity Buffering.** While keeping pages in the memory buffer for quick access, Scala now looks at the number of times this picture has been shown before deciding on what pictures to throw out of memory. Since the most frequently used pages will be automatically thrown out of the buffer last, by popular demand, the user actually has the capability to decide which pages should come up the fastest.

- **New Function Keys.** The original version of Scala contained some function keys, however, several more have been added to Version 1.1. Shift-F1 allows the user to go directly to the first page in the script, while Shift-F2 goes directly to the last. F4 makes a copy of the page. F8 allows the user to turn the Antialias level from 0 to 3, 2, or 1. F9 allows the user to turn the layout boxes on and off, and the F10 key redraws the page at any time.

Suggested retail price for Scala 1.1 is \$395. For further information, contact GVP at 600 Clark Ave., King of Prussia, PA 19406, or call at 215-337-8770.

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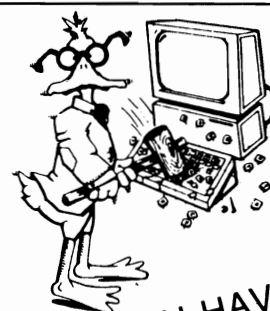
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AmigaDOS 2.0 Books

Two books came across my desk in the last week about the DOS 2.0 operating system from Commodore, which was released in late-October.

The first, "The AmigaDOS Manual" from Bantam Electronic Publishing (352 pp. \$24.95), is the "only" (according to Bantam) book that completely covers all

commands and functions of information for the neophyte CLI user, while sections two and three will be immensely useful for intermediate to advanced users seeking to customize or create new applications.

The book is divided into three main parts: The User's Manual, The Developer's Manual and The Technical Reference Manual. The first section contains the necessary

With its intuition and Command Line Interface (CLI), AmigaDOS remains a two-headed software

system. Version 2.0 adds a new twist with the Shell. The Shell extends a Graphical User's Interface (GUI) to the CLI, thus enabling some commands to be executed through the click of a mouse button. The AmigaDOS Manual tells readers which commands and functions can or cannot be activated from the Shell.

Some of the more interesting topics addressed, for me at least, are: the subtle differences between the CLI and the Shell; the script directory; directory and open-library calls; using ALink; MAP and XREF output and the reference guide to symbols.

In short, "The AmigaDOS Manual" describes the 2.0 operating system thoroughly and methodically.

The second book, from Vidia Visual Media Tools, is called "Fast Guide to Amiga CLI" (11 pp. \$8.95), and you just have to love a company that entitles its sales pitch as "The Totally Honest Sales Flyer."

The second paragraph is a tree-huggers dream, it reads:

"The Fast Guide to Amiga CLI is slim, lightweight, and easy to carry around. Our competition's books have so many pages, they need almost 2.45% of a tree for each book, and you probably don't have time to read even half those pages!

The Fast Guide to Amiga CLI has exactly twelve 8.5 x 11 forest-friendly pages, each one packed with concise, carefully distilled examples and explanations. It will sit quietly next to your Amiga without making a fuss. Unlike those huge books, which seem to constantly clamor for more, larger and fancier shelving. And don't ever consider tossing them out; they'll have to open a new landfill."

With that off my chest, "The Fast Guide to Amiga CLI" does contain all the basic information needed to work with 2.0, including Syntax diagram and template specification for every command and examples of usage that enable users to utilize unfamiliar commands. It also covers the differences between 1.3 and 2.0 quite well.

The two books complement each other, so it is my recommendation that Amigaoids purchase both.

"The AmigaDOS Manual" is available from Bantam Computer Books, which is located at 666 Fifth Ave., New York, NY 10103. 1-800-223-6934, ext. 9479 for orders.

"The Fast Guide to Amiga CLI" is a product of VIDIA, P.O. Box 1180, Manhattan Beach, CA 90266. Tel: (310) 379-7139.

THE SOUND ENHANCER

Moonlighter Software and Development Inc. announced today that they have made an exclusive licensing agreement in North America for The Sound Enhancer from Omega Projects of Cheshire, England.

The Sound Enhancer is a small device that dramatically increases the sound quality of your Amiga. Unlike a normal graphic equalizer or tone circuit, the Sound Enhancer has been specifically designed to complement the Amiga and to help overcome deficiencies in frequency response. The Sound Enhancer, a precise equalizer circuit, with a response that is the inverse of the Amiga sound circuits, lifts the performance to new heights by restoring many of the lost harmonics.

The Sound Enhancer plugs in between the Amiga's sound jacks and your monitor or stereo system, and takes power from the serial port via a 25-pin pass-thru connector. On the front of the unit are two controls, one is a proportional knob and one is to activate the unit.

"The increase in sound quality is astounding. . . If you thought the Amiga sound capabilities were pretty good anyway, you're in for a real shock. Even with some of the worst samplers, I was able grab stunning samples. . . bass became much punchier and high frequencies were enhanced beyond belief. . . once you've heard the Sound Enhancer for yourself, I can virtually guarantee that you'll want to buy one straight away. . .

Amiga Computing Magazine

According to Marketing Director Tim Perez, Moonlighter is very excited about The Sound Enhancer.

"Omega Projects has created an outstanding product that we feel has tremendous potential in the North American market. There is absolutely nothing on the market that comes close to the performance and price of The Sound Enhancer. We at Moonlighter are very happy with the agreement."

The Sound Enhancer lists for \$89.95 and is available now.

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RXTools is an object oriented interface builder which extends the programming capabilities of ARexx™ (required). With the built-in editor, RXTools provides a complete ARexx™ development environment for creating windows, gadgets, requesters, and more within your ARexx™ applications.

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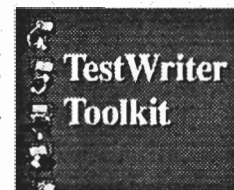
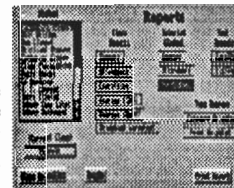
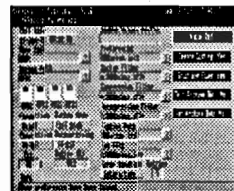
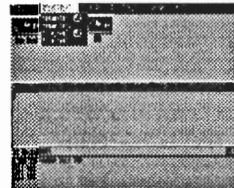
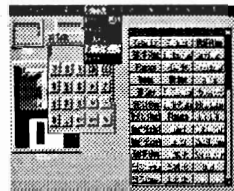
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BASICFooTball

What is this desire for Amigadom to name everything with a mixture of caps and lowercase and to run words together! Don't they know this drives my poor spell-checker crazy? BASICFooTball (BF) is exactly what the name says: basic football, as in BASIC. You remember BASIC don't you? It's that thing on the Extras disk that no one uses, or do they?

Contrary to what everyone says, BASIC is the most common

language used by the assembled might of Amigadom. No less an authority than the Harvey Research Organization says that 71% of us used BASIC to write programs in the last 24 months. So why aren't there more quality BASIC programs available on the commercial market?

BF in itself is a basic football game. You simply select your plays and watch the computer implement them; no thumb reactions needed. The display is basic and the sound is, well, basic. However, there must be a certain beauty in simplicity because BF kept me coming back

for more. Why? Because every time I felt BF needed something, I just added it! This is relatively easy to do, because accompanying the program is a program code manual that gives all the variables names. For example, the fumble routine irritated me because it simply changed possession. I altered the program to have randomized recovery.

BASICFooTball is available from Mahoney Software Products, PO Box 2962, Newport News, VA 23609-2962. Tel: (804) 591-7225 and retails for \$19.95.

Qwikforms for PageStream

As the owner of a small print-shop in a small town, I made what some of my friends in the print field said was a "strange" decision when I chose the Amiga as the basis for my typesetting needs. I use both Pro-Page and PageStream to create everything from Business cards to 120-page books with 4-color covers. The main reason I chose the Amiga was for its versatility, and, I must admit, to save money. Basically, I objected to the typesetter down the road charging me \$15+ for a simple business card. Well, not only have I saved money, but I have also increased my workload. However, the quarter of an hour that I spend setting a business card has to come from somewhere doesn't it.

Then the cavalry arrived; Qwikforms came charging over the hill to my rescue. Customers come in and we discuss their needs. After we talk, I ask them to come back in an hour or so to see their proof (well I didn't want them to see how quickly and easily I earned the \$10 or so I was charging them, did I). Then I go into the Qwikforms drawer, select the basic form, make a few alterations and bingo, instant time saving!

Qwikforms is more than just sample layouts for business cards, letterheads and envelopes etc. It contains numerous other forms that your life just wouldn't be complete without, such as resumes, bills of sale, deeds, and even a Will. Qwikforms comes on a 4-disk set that includes 2 disks of clip art that would be worth the price of admission alone, if only they weren't in .IMG format. I'm not saying that they are not good, because they are, but I prefer to output in structured format so that I don't get the "jaggies" that bitmaps give. So, I have to convert them to .IFF format and then import them into Pro-Draw to trace them, then I port them back into PageStream.

The only other complaint I have is that no printed output of the images and layouts were supplied, but I can see that including a printed output of the more than 100-forms and masses of clip art would have raised the price of the collection considerably.

Qwikforms also contains layouts for newsletters and booklets that are two of the more difficult design concepts that the 'amateur' can attempt, (and by amateur, I'm including some of the "experts" that think because they have expensive equipment, they can ignore basic criteria, such as readability, optical spacing, etc.).

In conclusion, I would say that anyone who owns PageStream needs Qwikforms, for if PageStream gives you the power to dream, then Qwikforms gives you the time to dream.

For more information contact: The Sterling Connection, Box 4850, Berkeley, CA 94704. Tel: 1-800-624-2355.

PageStream et al

PageStream 2 has been defined as "the Amiga desktop publishing king of the hill" and the "heavyweight champion". With compliments like this, why not keep PageStream as our only program?

PageStream is a great software tool. Why not add a powerful text editor, a bitmap editor, a structured drawing program, or an inter-program communication system, not to mention over 600 Type 1 fonts and quality EPS graphics?

Well, we did just that! **PageLiner** is a powerful text editor with formatting options and a real WorkBench 2 interface. **BME** is an amazing way to crop and edit bitmap pictures. **Art Expression** is the best Amiga illustrator to use when creating your drawings. **HotLinks**, the communication link, will let your programs exchange data in real time.

Instead of spending time doing each of these separately and then importing, you can spend more time being creative.

Your system is not completed yet! We still need to add those very important fonts and clip art. Desktop publishing is nothing without fonts. This is why we've added 600 PostScript Type 1 fonts. The Soft-Logik Typeface Library offers plenty of variety for every type of message. These fonts are scalable and are easily accessible through PageStream 2's font manager.

Let's talk clip art. Soft-Logik's Graphic Library contains 21 volumes of high quality EPS images that can be enlarged, resized or distorted without losing any resolution. So for those of us who can't draw, this collection is perfect.

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PageLiner, PageStream 2.2, Typeface and Graphics, BME and HotLinks available Winter '91.
Art Expression Coming Soon!

GVP LAUNCHES 68040 ACCELERATOR AT OAKLAND AMI EXPO

Great Valley Products unveils its eagerly awaited 68040 accelerator for the Amiga 3000 and 3000T at the Oakland Ami Expo.

Called G-Force 040, this board, which runs at 28Mhz, includes MMU, FPU and separate 4Kbyte data and instruction caches, and provides incredible 22MIPS workstation performance.

G-Force 040 comes standard with 0MB Ram but can be configured with 4 or 8MB of 40ns 32 bit custom SIMM modules, which give the accelerator previously unheard of speed.

The v2.0 Kickstart ROM on the A3000's motherboard can be copied and transparently mapped into the DRAM, resulting in an even greater performance advantage.

Unique asynchronous design and high-performance DRAM (40ns) design mean that the product can be upgraded to 33Mhz as soon as Motorola starts shipping the 33Mhz version of the 68040 CPU chip.

Another very important feature of the accelerator is the software switchable fallback mode, which allows the A3000 to revert to its native 68030 CPU for full backward compatibility.

According to GVP president

Gerard Bucas, "G-Force incorporates and exploits all of GVP's in-depth knowledge as the leader in Amiga accelerator products".

Some of the features of the G-Force 040 board are:

1. 68040 CPU running at 28Mhz. Includes MMU, FPU and separate 4Kbyte data and instruction caches providing incredible 22MIPS (million instructions per second) workstation performance.
2. 3.75 MFLOPS Double Precision Floating-Point Performance.
3. Up to 8MB of on-board VERY HIGH SPEED 40ns, 32-bit wide, non-multiplexed, DRAM allowing very high speed RAM access by the 68040 CPU. Access to this DRAM is an order of magnitude faster than accessing the memory on the A3000 motherboard.
4. High-speed, 40ns, on-board DRAM can be configured as 0MB (standard), 4MB or 8MB through easy-to-install custom SIMM modules, allowing an A3000 with up to 24MB of RAM to be configured for high-end workstation applications.
5. The V2.0 Kickstart ROM (on the A3000's motherboard) can be copied and transparently mapped into the high-speed, 40ns on-board

DRAM, resulting in an even greater performance advantage. (Think of it as caching the entire, frequently accessed, AmigaDOS operating system code.)

6. The memory design fully supports and takes advantage of the 68040 CPU's burst memory access, further pushing performance to unequalled limits.
7. Asynchronous design and high-performance DRAM design means that the product can be upgraded to 33Mhz as soon as Motorola starts shipping the 33Mhz version of the 68040 CPU chip. This will increase performance to over 23.3 MIPS with even more MFLOPS.
8. Software switchable fallback mode to the A3000's native 68030 CPU for full backward compatibility.
9. Requires Commodore's final V2.0 Kickstart ROM and Workbench for 68040 CPU operations. 68040 mode is fully compatible with all software which runs under the V2.0.
10. Suggested list price is \$2799 (0 RAM - Std). 4MB of custom 40ns DRAM is \$899.

For further details contact: Great Valley Products at 600 Clark Avenue, King of Prussia, PA 19406. Tel: (215) 337-8770.

NEW AMIGAVISION

AmigaVision, an icon-based authoring language used to create multimedia programs complete with sound, animation, pictures and video, has been enhanced by Commodore Business Machines, Inc. AmigaVision's new features facilitate the creation of sophisticated multimedia presentations and innovative interactive applications.

A key feature of AmigaVision 1.70Z, upgraded from the earlier 1.53G version, is the ability to chain applications together with a simple icon control.

John Campbell, director of applications development at Commodore, said the new chaining feature will allow users to manage applications in smaller, modular programs and to extend memory usage.

Additional features include an upgraded standard music file with improved support for tempo, dynamics and chords, and new video device drivers including ones for the Panasonic OMDR and Pioneer 8000

laserdisc players and the NEC-PC VCR. AmigaVision 1.70Z also lets the user drive additional peripherals out of the serial port and offers six new functions in the expression editor.

Campbell said that the AmigaVision manual and example disks have been revised to include new application and presentation development sample programs.

Currently, AmigaVision is bundled with the company's Amiga 3000 series computers. In addition, it can be purchased as a standalone unit for \$149.95 (MSRP) for use with other Amiga computers. The standalone package includes four diskettes and the user's manual.

The AmigaVision 1.70Z upgrade is available to current owners by sending their original program disk and a check for \$35.00 to: Commodore Business Machines, AmigaVision Upgrade, P.O. Box 18370, Memphis, TN 38181.

NEW DIRECTORY UTILITY

Directory Opus is a software package that provides a range of directory capabilities for the Amiga. It performs all the standard directory utility features such as two directory windows for file copying and deleting, and renaming. In addition, Opus presents a variety of features that are new to this type of program. By simply clicking on the filename in the directory window, IFF pics, brushes, and anims can be viewed, sound files played, text files read,

and executable launched. Also, Opus can be configured with more than one hundred user-definable buttons and menus. Opus includes online help for all features (as well as for AmigaDOS error codes). It provides memory and CPU usage meters, an Arexx port, and allows users to create icons.

Directory Opus retails for \$59.95. It requires DOS 1.2 or higher, and one meg of memory.

Opus is a product of INOVATronics Inc. 8499 Greenville Avenue, Suite 209B, Dallas, Texas 75231. 214-340-4991.

4000-LINE RESOLUTION SLIDES

Hammond Photographic Services have upgraded their production facilities and now offer high-resolution 35mm color slides of PostScript images created with Pro-Draw and Pro-Page. In addition, standard IFF, HAM IFF and 24-BIT IFF images can be used to produce 4000-line 35mm Color Slides. The slides are output directly from the original Amiga picture files, through an Amiga to the high-resolution film recorder. Files are not transferred to any other format before slide recording, so every pixel is reproduced exactly as created according to Hammond.

Contact: Hammond Photographic Services for guidelines and instructions at 11280 Washington Place, Culver City, CA 90230. Tel: (213) 390-3010.

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INTERACTIVE DINOSAURS

by Thorwald Esbensen

The scene is from an old Hollywood movie. Dinosaurs and ancient cavemen swirl about, locked in mortal combat. The action is exciting, and you are looking at it through your Amiga monitor. Your fingers are poised over the keyboard, waiting to interact with what is going on.

Impossible you say? What the old Hollywood film is depicting may be impossible, but what your Amiga is doing to control events is not.

And any Amiga with at least 512k can do the job.

Let me explain.

MicroEd has an Authoring System called CLAS. It was designed for users who do not know anything about programming, but who would like to create their own interactive educational software.

Unlike AmigaVision, which requires a lot of memory and must reside in one disk drive while your program runs in another, CLAS needs only 512K and creates programs that run independently.

Furthermore, you use only simple English commands to tell the computer what you want. Your Amiga then writes the program for you!

Hard to believe? Let me tell you how this works.

Suppose that you have used an Amiga paint or digitized picture program to create an image of a fossil that you would like to include in an Amiga science lesson that you are writing with CLAS. You simply put this picture in the picture drawer on the CLAS Author Disk and you give the picture a name. Let's say that you name it FOSSIL.

When the time comes to use this picture in your Amiga Science Lesson, this will be your command:

\$PICTURE FOSSIL

Your Amiga will then go into the CLAS picture drawer, get the FOSSIL picture, and display it on the screen. Simple enough?

All CLAS commands are prefixed with a dollar sign. This gives one universal signal that tells the Amiga that a CLAS command is to be processed. This enables commands to be distinguished from text within the program.

For MicroEds interactive Amiga/Laser Disc program on

Dinosaurs, a special version of CLAS was created that includes various \$VIDEO commands. A genlock is needed to connect the Amiga to a Pioneer Laser Disk.

The information content of the program was taken from a laser disk on dinosaurs produced by the Smithsonian.

An introductory explanation for the prospective student at the keyboard is presented by the Amiga, as follows:

REQUIRED EQUIPMENT

This is an interactive Amiga/Laser Disc instructional program.

In addition to your Amiga, you need Pioneer's Laser Disc Player Model 2200 and the Smithsonian Laser Disc entitled DINOSAURS.

MicroEd's Authoring System, CLAS, was used to create this interactive Amiga/Laser Disc teaching program.

PROGRAM STRUCTURE

There is a Main Topics Menu that is divided into the following parts:

1. HOW THE PROGRAM WORKS
2. LASER DISC SIDE ONE

- * Introducing Dinosaurs
- * The Charisma of Dinosaurs
- * The Life of the Dinosaurs
- * The Search for the Living Dinosaur

- * Digging for Dinosaurs
- 3. LASER DISC SIDE TWO

- * Smithsonian Bones
- * Extinction
- * Living Dinosaur

Before any lesson is begun, make sure that your laser disc player has been turned on, and that your disc has been inserted with the right side up.

Within each lesson, you will view a selected video disc segment, then respond to questions posed by the computer.

Note: Don't be fooled into thinking that the blank lines where you are to input your answers are always the same lengths as the required answers. Just enter your answers and let the different lengths of the blank lines take care of themselves.

The teaching strategy that is used is called Mastery Learning. This means that no lesson can be completed until all computer-based

questions embedded in that lesson have been answered correctly.

Sometimes, this may require you to see designated laser disc segments more than once - indeed, as many times as may be needed to achieve Mastery Learning. At other times, however, the computer will assist you directly with the answer.

In any case, one of the main ideas behind the mastery approach to instruction is that it requires the learner to attend at all times to what is being presented. This will increase the effectiveness of instruction. That is the major benefit of using computers and video disc technology as partners.

The computer now returns the student to the main menu where he/she selects from among the topics that are listed. Let us say that the first one, "Introducing Dinosaurs," is chosen.

The computer starts this selected

segment by alerting the student to some of the questions that may be posed at its conclusion.

INTRODUCING DINOSAURS

In this first video segment, you will be introduced to the world of dinosaurs. Pay attention, because you will be asked questions about this information.

However, don't worry too much, because if you can't respond correctly to what you are asked, you will be shown the needed part of the segment again.

For this first segment, pay special attention to the facts that will help you answer the following questions:

1. How large were some of the tallest dinosaurs?
2. How much did they weigh?
3. How long could they live?
4. How intelligent were they?
5. How long did these giant creatures rule the earth?

6. When did they become extinct?

The laser disc then goes into action, after which the computer poses its designated questions to the learner. And so on.

At the conclusion of each topic lesson, a summary screen is displayed showing how well the student did.

This is the general program format, although there are some small variations from one segment to another.

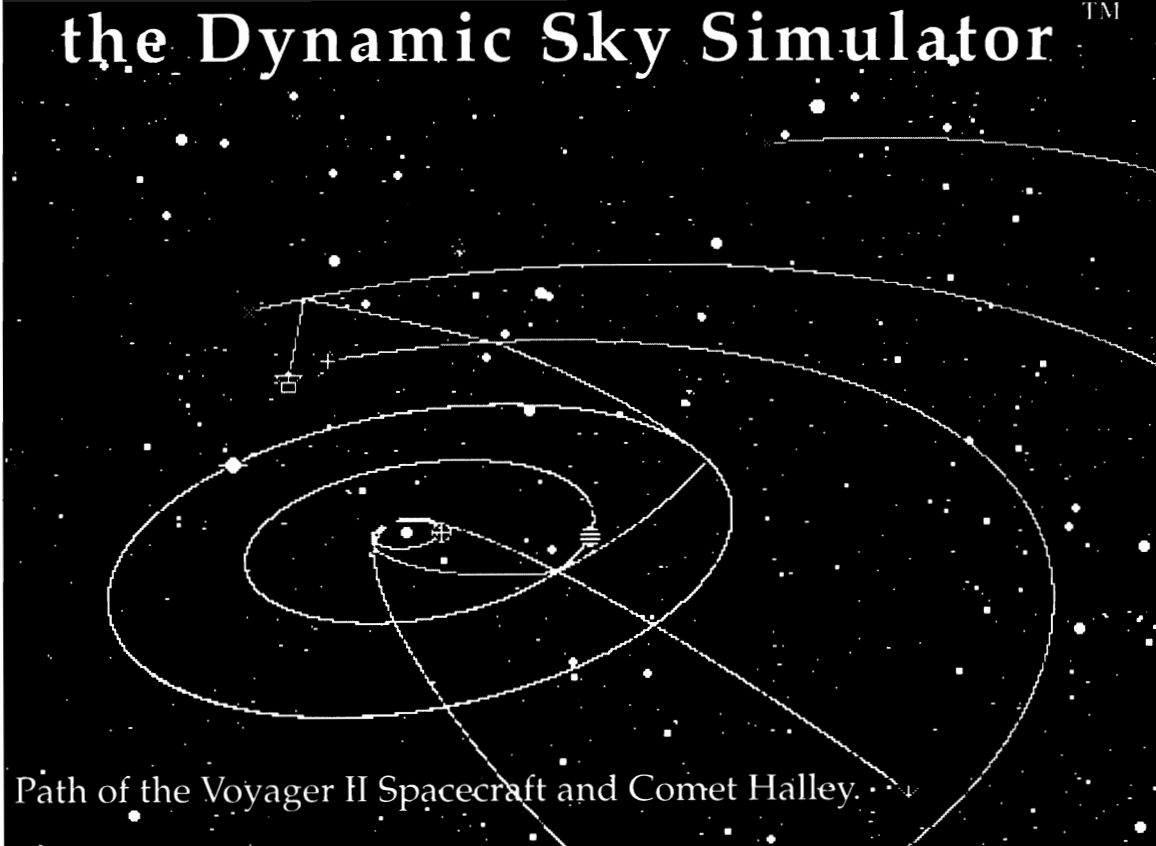
MicroEd is available to answer questions about this product. Or you can send for MicroEd's free catalog of more than seventy educational programs for the Amiga. Call or write:

Thorwald Esbensen, MicroEd Incorporated, P.O. Box 24750, Edina, Minnesota 55424. Phone (612) 929-2242; FAX (612) 949-2604.

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WELCOME to Ask Mr. Hardware. This monthly column will attempt to answer your Amiga related technical questions by explaining how things work. I will help you to solve or to completely avoid problems with your Amiga by giving you helpful tips on hardware installation procedures, operation, and compatibility problems.

Occasionally I will offer simple hardware projects that will enhance your Amiga's usefulness. These will include a joystick/mouse switch, interfacing a plain old IBM 360K or 720K 5.25" drive to your Amiga for use as both an Amiga and an IBM drive without a bridgeboard, and an adapter to add a third and fourth joystick to your Amiga. Ask me any Amiga related technical question, and I'll try to do an article on the most interesting or frequently asked questions. Please see the advertisement elsewhere in this issue for details on submitting your questions.

This month we will explore one of the most useful, though often misunderstood, pieces of Amiga hardware, the modem. Modems allow Amiga owners to connect to a wealth of valuable information and public domain or shareware software. Unfortunately some people are scared out of their wits at the thought of trying to go on-line. They find themselves hopelessly lost after reading the second paragraph of an article about modems. I will attempt to cover the subject from the beginner's point of view.

The first stumbling block in the process of going on-line is choosing a modem. There are confusing items like V.32, MNP5, and V.42 listed in the modem ads. I won't attempt to explain those things now, except to say that they are the names of various communication, error correction, and compression protocols. Although they can be important in rare instances, they mean very little to the average modem user.

Your first important decision is the baud rate of the modem you are going to purchase. You can choose between three basic baud rates, 1200, 2400, or 9600. Simply put, baud rate equals modem speed. The higher the baud rate, the higher the speed. Two modems must be capable of communicating at the same speed for a successful connection to be made. Modems always try to connect to each other at the highest available speed. If no connection can be made at the

highest speed, the calling modem will step down to the next lower speed until a connection is made.

Despite advertisements which mention 9600 baud throughput on a 2400 baud modem, all 2400 baud modems connect to each other at a maximum speed of 2400 baud. Those high throughput rates will never be achieved when transferring files which have already been compressed by various types of compression software. Most files transferred via modem these days have already been compressed. When making your decision about the baud rate of the modem you purchase, consider the following.

Faster modems are better, because faster modems mean shorter phone calls. Modem calls cost no more, and no less, than normal voice calls of equal length. Slower modems stretch out the call, and end up costing more in the long run. On the other hand, faster modems cost more money up front. If you are buying your modem to make only local calls, and have a tight budget, buy a slower modem.

The minimum baud rate I can recommend is 2400 baud. Modems that operate at less than 2400 baud are much too slow, and they should not be considered unless they are free. With 2400 baud modem prices being what they are, there is no economical reason for buying a 1200 baud modem. The only other important thing to consider in choosing a modem is Hayes compatibility. A Hayes compatible external modem will work with

virtually any terminal program and on any model Amiga. The street prices of external 2400 baud Hayes compatible modems start at around \$100 or less.

If you can afford a 9600 baud modem, things get a little more complicated. There are actually two standards for 9600 baud modems. One is the industry standard, which is called V.32, and the other is HST, the defacto standard used by a company called U.S. Robotics. HST modems are more common than V.32 modems at present, but this situation is rapidly changing. Only one company sells HST's, but V.32 modems are manufactured by a great many companies. It is only possible to make a connection between an HST and a V.32 modem at 2400 baud or less. The one exception to this rule is the HST dual standard which complies to both the HST and the V.32 standards.

There are two basic physical package designs for modem modems, internal or external. In either case, the modem hooks up to your phone line using a standard modular telephone cable, which is usually supplied with the modem. Internal modems can only be used in Amiga 2000 or 3000 series machines. They usually cost more than external modems, and they lack the flexibility of being easily moved to other machines. External modems have call progress lights that reflect the current modem status and they can be used on any computer, not just the Amiga. If you get an external modem, you will need a modem cable. An industry standard XT style serial cable will work on all Amiga models except the Amiga 1000. A special Amiga 1000 cable is available through your dealer or via mail order.

Turn your Amiga off and install your internal modem by following the directions found in the package, or install your external modem by plugging one end of the serial cable

into the modem and the other end into the connector on the back of your Amiga, marked 'serial'. Plug the modem power adapter into a wall outlet or power strip and connect it to the modem. Plug one end of the modular telephone cable into the socket marked 'line,' and the other into the modular phone socket that your phone was plugged into. You can then plug the phone cable into the modem socket, marked 'phone.'

Picking Out and Setting Up Terminal Software

You've got a modem, you're halfway there. Now you need some software that can talk to your modem, dial your phone, and connect you to the outside world. There are many terminal programs available for the Amiga. Some are public domain or shareware, others are commercial products. It doesn't matter which terminal program you start out with, as long as you are comfortable with it. Try to buy your modem from a company that can supply you with a public domain or shareware terminal program at the time of purchase.

There are several useful features to look for in terminal emulation software. If you have a choice, get a terminal program that has a phonebook built in. A phonebook will allow you to store your most frequently called phone numbers and make it much easier to dial out. Make sure the program has a good selection of file transfer protocols including xmodem, ymodem, and zmodem. You don't have to know how these work just yet. Suffice it to say that you need at least one of them on both ends of the modem connection for a file transfer to take place. I'll go into more detail about transferring files next month.

Setting up the terminal software will usually be very easy. Although terminal software has many optional settings, most of the defaults are preset to a configuration that will work well in most cases. One thing

that you must check is the baud rate. Locate the baud rate option in the terminal software menus or select it by following the instructions included in the manual for the software you are using. Most terminal software uses standard Amiga style pull down menus. Select the baud rate that matches the highest baud rate supported by your modem. Accept the change by clicking the left mouse button with the pointer positioned over the appropriate on screen button or by closing the selector window.

Now find the phonebook entry option. Enter the desired phone number and select the appropriate gadget to accept your changes. You will most likely need to save the phonebook and baud rate settings before you shut down the terminal software. Look through your menus and find the save phonebook and/or save defaults options. After your changes have been committed to disk, you will be ready to make your first call.

To call out, make sure your modem is turned on, and find the dial option in your terminal software's menus. It may be part of the phone book or it may be a separate menu option. If you have a touch tone phone, your modem will dial out at this point. If you are still on a pulse tone system, you will need to tell your dialer to use pulse dialing. This may be accomplished by clicking on a button, selecting a menu option, or in the worse case, locating the occurrence of the letters ATDT within the terminal program and changing them to ATDP. **Don't** forget to save your defaults again after making the change.

Now that you know how to dial out, call my BBS and say hello. The number is 516-234-6046. You can call at baud rates up to 9600 baud unless you have an HST, in which case you should use 2400 baud.

I'm just about out of space now, so I'll have to continue this next month. I plan to talk about downloading files, the different types of file compression utilities, and lots of other interesting things.

Got a question
about using a piece
of Amiga hardware?

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ALTERED DESTINY

by Lee Heywood

Accolade's recent release "Altered Destiny" is the second in their series of animated graphic adventures for the Amiga. One of the main failings of the larger software producers is that they tend to just port over graphics from the PC or Mac environments, this is not the case with A.D. Significant improvements have been made, including great sound and music, 32-color graphics and improved gameplay.

The first thing that struck me as I opened the accompanying booklet were the words "Altered Destiny can ONLY be played from a hard drive!" Reading on, it started talking about DOS prompts A> and B>, this subtle clue prompted me to delve further into the box, and lo and behold I discovered an instruction card for the Amiga, which informed me that the only restriction for play was a minimum of 1-megabyte of memory.

The opening title sequence quickly gets you into the main story line. P.J. Barrett (the story's hero) is at home preparing for a quiet evening in front of his newly repaired T.V., while his girl-friend slips into something more comfortable in the bedroom. P.J. settles down on the couch, grabs a handful of popcorn, flips on the T.V. and is literally sucked into the television set to confront his "Altered Destiny," armed only with a bowl of popcorn. He is confronted by JonQuah, who explains that P.J. must find Helmar -- the evil villain whose powers are slowly destroying the universe. And so the quest begins!

There are some extremely weird places and stranger flora and fauna in Altered Destiny. You must control P.J.'s journey into places where I would not step foot, but just like in the movies, if the hero doesn't go down into the basement then there isn't a movie. Puzzles abound in this RPG, and you have to pay attention to your surroundings and ask the right questions and make the right moves, otherwise your destiny is extremely short.

Control of P.J.'s movements are entered via the mouse or cursor keys. With the mouse, just click on the place you want to go, but be careful because P.J. will try to take the shortest route and his sometimes he needs to take the more roundabout route.

Your actions and communication with the characters are input, via the keyboard, in complete sentences. Accolade claims that over 1,500 words are recognized, and I have no

reason to doubt this because A.D. responded to most of my requests -- including some that were most unreasonable.

Included in the package is a hint book with maps. The first section is devoted to clues. The second section is a walk-through, and the third section contains complete maps. This is a nice touch, as with other machines, the hint book is \$12.95 extra! It does take a great deal of

willpower to refrain from opening the book at every obstacle, but it certainly saves a fortune on long distance calls and 900 numbers that some companies are introducing on their help-line.

Copy protection is of Accolade's code wheel variety, so back-up disks are easily made, and it will run on everything from a 500 to a 3000. However, on a 1000, kickstart 1.2 or 1.3 is required. If you have a

hard-drive, installation is simple: just click on the icon and follow the instructions.

Altered Destiny is a worthy candidate for the Game of the Year. Its graphics, music, puzzles and its story-line are out of this world! This is not just an animated adventure, this is an interactive visual novel. Game designer Michael Berlyn is a published science-fiction author and if you like sci-fi, then check out his

latest novel "The Eternal Enemy" published by William Morrow & Company.

Accolade deserves a pat on the back for raising the standard of Graphic Adventures several notches with this release.

Altered Destiny retails for \$59.95.

Accolade can be reached at 550 S. Winchester Blvd. Suite 200, San Jose, CA

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Available October 1st

\$199.95

This is the graphics software you *must* have if you're involved with creating any kind of 24 bit imagery. From ray tracing to graphic arts, whether you're going to reduce the resolution to an Amiga format or to an unusual format such as HAM-E or DCTV, **Imagemaster** is the key to quality.

With more image processing and image composition features than all of the competing image processing programs combined, more 24 bit paint functions, and more image analysis capabilities, **Imagemaster** is the heavyweight graphics system the Amiga community has been waiting for.

You can work with, load, and save in all standard Amiga formats from 1 to 24 bitplanes; unusual formats like Targa, DCTV, SHAM, HAM-E, GIF and many, many more. **Imagemaster** has a complete **public interface** which allows all Amiga developers to create load, save, and process capabilities for it extremely easily. PD, shareware and commercial efforts are already underway to extend **Imagemaster** in many ways.

Imagemaster uses a very intuitive interface designed to help you get things done quickly, yet not limit your options. The program is complemented by a carefully indexed 212 page spiral-bound manual. It is replete with sample images of various operations, pictures of significant controls, hints and more.

We've taken care of the details as well as providing major power tools. All image conversions are aspect ratio compensated, all scaling is fully interpolated and all operations run in 24 bits. Complete Undo and Redo capabilities are provided. A sophisticated ARexx interface is included for "power users". **Imagemaster** handles standard fonts, "color" fonts and WB 2.0 "outline" fonts.

There is more — an incredible amount more. **Imagemaster** is the graphics tool to beat all tools on the Amiga. We've priced it affordably, and we've powered it unbelievably. There is *nothing* like it! But don't just take our word for it - here's what the critics said when they saw the first Imagemaster series product:

Amiga World: "significant... This is one of the most capable pieces of graphics software available for the Amiga... [the] list of features reads like the Manhattan phone directory... extensive ARexx support... A remarkably powerful tool." (Nov/91, Page 100)

Louis Markoya: "the most intuitive, most powerful 24 bit image processor I know of... a joy to use for anyone who loves visual effects... User support is super"

Amiga Format: "quite the most comprehensive 24 bit image processing tool ever developed for the Amiga - probably even for any micro-computer... the range of features, the degree of user control... the interconnection of its utilities is so great that the program might have been overwhelming... Instead... it is very approachable and relatively easy to use, encouraging an almost addictive desire to experiment... operation is quite intuitive... brilliant!" (Issue #27, pages 46 and 47).

Lou Beach: "One of the finest, most powerful and most fun things on my hard drive (or anybody else's)"




Amazing Computing: "might just be the best thing that has ever happened to Amiga graphics processing... reservations will be swept away with your first glance... it is easy to achieve effects just about impossible with traditional [software]... their support [is] among the best offered in the Amiga community today" (Volume 6, Issue 6, pages 27 and 28)

The good news is, what the critics saw had far fewer features than **Imagemaster** for your Amiga; it wasn't as polished; and it required special hardware. This product is all that they saw and much, much more - and you can get it! For more information, call (406) 367-5509. To order, call (800) TK-AMIGA in the US, or you can dial [01] (406) 367-5513 from outside the country. Dealer and Distributor inquiries welcome.

Versions for Firecracker 24 and HAM-E also available. Call for availability on the Digital Micronics DMI Resolver and the Progressive Peripherals Rambrandt versions

Imagemaster (c) Black Belt Systems. DCTV tm Digital Creations. Amiga tm Commodore-Amiga. GIF tm CompuServe.

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