BACK PAGE RUMORS

OFFICIAL ANNOUNCEMENTS FROM COMMODORE!!!

Commodore Canada has officially announced a number of products.

- Hard Drive for CDTV expansion slot (presumably 2.5" IDE ala A600)

- DCTV upgrade card for CDTV (for CDTV video slot)

- Amiga 4000 an official product!!! To be shown to the public at WOC Pasadena on September 12! It ***WILL*** have the AA ChipSet! Finally the speculation is about to end!!

- AA ChipSet (as said above) officially announced.

- 600HD officially announced and SHIPPING with *40* meg drive, not the 20 meg the European versions have. It will retail for $799 Suggested Canadian Retail, with street price likely to be lower in most centres (definitely so if the units start selling in quantity).

- A570 officially announced. No word on whether it will have internal RAM and HD expansion like the UK final-revision does (which was added at the last minute). Officially ready to ship any time now.

- A3000T/040. Tower A3000 with ’040 on a card in the CPU slot, 5 megs of RAM, and a 200 meg HD. The ’030 and ’882 slots are empty. I couldn’t find out pricing, other than to get an official comment that it would be "much better" than adding an ’040 card to a normal A3000T.

The A4000 and new CDTV add-ons to ship "this quarter" (read what you like into that), but I was told that it will **DEFINITELY** ship before the end of the year, come hell or high water. If you have the dosh sitting in the bank, you WILL be able to have a AA ChipSet equipped A4000 before Christmas. These announcements were made at a local show called the Multimedia Event (hosted by Commodore and a local dealer). I had the scoop on all of them a few days before the show, though I can’t reveal my source. And I have the scoop on one other (only slightly less official). AmigaVision 3.0 Professional! As far as I can discern, this was not an error on my source’s part though I’m trying to validate that he didn’t mean to say 2.0. Possibly this means there will be an AmigaVision 2.0 ’consumer’ release. Your guess is as good as mine.

[Ed. -- I was unable to confirm any of this so I’m leaving it as rumor except for the A3000T/040 and the A3640 card which are new products. AV 2.0 may be released with the A4000.]

All information on the AA chipset is based on rumors. Commodore has not announced the new chipset. A lot of people believe the will make an announcement in September at the World Of Commodore Show in California, and at Fall Comdex.

The rumored specs about the AA chipset are:

25 Bit Color Palette (Extra bit used as Transparency Color (Genlock Use)); 256 Color Modes in Most Resolutions; 256,000 Extended Ham mode in most resolutions; Double Buffering Feature to allow for faster view of graphics; Larger Sprites with a larger color palette; Sprites can no be Hi-res and independent of the actual screen res; Main Resolutions are, 320x200/400, 640x200/480, 800x300/600 10??x10?? Can boot with old ECS chips for 100% compatibility

The only thing I believe 100% so far is that they are indeed working on the AA chipset and it should be released along with the A4000.

[Ed. -- By the time you read this, the World of Commodore show will be over and all our suspission will be confirmed]

A Wing Commander I Demo is available for the Amiga. It looks like Mindscape’s popular IBM game is being ported. The opening animations are well done. They run smooth and the colors look good. The titles all look trashy with too much dithering from the converting of IBM 256 color palette to the 32 colors they appear to be using on the Amiga. Once inside the cockpit, where most of the game will be played, it becomes evident that over-dithering will play a big part in the graphics. There was no sound in the demo I watched but it is my guess that good sound effects will not make up for the annoying graphics. If they spend more time fixing up the colors, I’d say this could be a good port but that lies in the hands of Mindscape.

The rumored WorkBench 2.1 should be a disk based upgrade using the 2.04 ROMs (2.05 for the A600). WB 2.1 was officially shown (as beta) at CeBIT fair in Germany.

NewTek might not be making any more Video Toaster Workstations due to the long-time tensions between Commodore and NewTek. Evidently, NewTek no longer covers the Amiga plate on the front of the machine but that wasn’t enough. Commodore informed their dealers that if they became NewTek Workstation dealers, they would be dropped. Anyway, it looks as if the last of the Video Toaster Workstations are those left in NewTek’s warehouse. Remember this only rumor but it wouls shut up all those shoody Mac users with Video Toaster Workstations who don’t know they own an Amiga. It may also have something to due with the Toaster not being compatible with the new AA chipset...

***AMIGA*phile**
4851 Kingshill Dr #215
Columbus, Ohio 43229
USA

BULLETIN BOARD SYSTEMS

AUSTRALIA

Bad News BBS
+61 2 587-8441
Sydney, NSW, Australia
baud rates: 1200 - 9600
2.4 Gig on line
File transfers and message bases.
Memberships available.
Sysop: Wayne Steele

QUEENSLAND

Boing Amiga Archive
+61 7 344 4536
Brisbane, Queensland, Australia
24 a day / 7 days a week
Baud rates: up to V42 bis
2.46 Gig on line
File transfers: Zmodem Only
Message bases: Internet Mail Only
Sysop: David Tucker

CANADA

ONTARIO

The Land of the Darkside BBS
(519) 888-9869
Waterloo, Ontario, Canada
baud rates: 2 lines - both 1200-2400 baud (24hrs/7 days a week)
155 megs on line
File transfers and message bases. Also USENET message and mail support.
Sysop: Ken Rastin

USA

CALIFORNIA

Triple-A BBS
(510) 528-2867 (Kat-Buns)
Berkeley, CA
24 hours a day / 7 days a week
Baud rates: v.32bis/HST/v.42bis
100 megs on line (no garbage!)
File transfers and message bases
Sysop: Randy Spencer

FLORIDA

Hobbit Hole
(904) 243-6219
Ft. Walton Beach, FL
24 hours a day / 7 days a week
Baud rates: 1200-9600 HST
330 megs on line
File transfers and message bases.
Home of MechForce by Ralph Reed
Sysop: Cal Jones

The Hobbit Hole has over 2500 registered users from all over the world. New users are allowed 15 minutes until their account is validated. Afterwards, they have 45 minutes per day. Validation is automatic for those who don't abuse the system. There is no charge, fee, or donation required, requested, or accepted. This BBS is a hobby.

MICHIGAN

Wolverine's Den
(616) 922-0987
Traverse City, MI, USA
Baud rates: 300-14400 HST (or up to 9600 V32)
80 megs online (Will be expanding to 320 very soon)
File transfers and message bases.
Currently no fees or restrictions.
Sysop: Wolverine (real name Dave Cole)

PENNSYLVANIA

BerksAmiga BBS
(215) 921-1016
Reading, PA
24 hours a day / 7 days a week
Baud rates: 1200-2400
100 megs on line
File transfers and message bases
Sysop: Mike Koch

BULLETIN BOARD LISTING SUBMISSIONS

The Bulletin Board Listing is a regular feature of AMIGAphile. Bulletin Board System ads are accepted and printed free of charge. All listings are arranged alphabetically by country, state, then by area code. If you would like to have your BBS placed on this list, send the following information.

Only systems operating 24 hours a day, 7 days a week (except for maintenance), supporting Amiga related topics, for which complete information has been submitted will be included in the list.

BBS NAME:
BBS NUMBER:
BBS LOCATION:
(city, state, province, country)
BBS BAUD RATES:
BBS STORAGE (on line):
File Transfers: (Y/N)
Message Bases: (Y/N)
Required Fees and Restrictions (if any):
SYSOP NAME:

Be sure to include personal contact information (for use ONLY when verifying the information provided above), and a special password so that we may log onto your system and verify your listing.

To REMAIN on the list, the information given must be verified at least every three months by contacting AMIGAphile.

The Bulletin Board Listing is produced exclusively for publication in AMIGAphile. All information is as complete and accurate as possible at the time of publishing. Due to the nature of bulletin board systems, some listings may no longer be valid.

USER'S GROUPS

USA

CALIFORNIA

Amiga Addicts Anonymous
Berkley, CA

Focus on new users, weekend programmers, and Video Toaster users. Regular classes on Amiga use, including AREXX, CanDo, Imagine, and the Video Toaster. Group purchases on things like DCTV, 2.0 installations, and show tickets. Monthly group meeting at the Water District building in Concord across from the Acura dealer on Concord Ave. General Meeting Third Tuesday 7 pm, Monthly class (Topic TBA) the following Sunday 10 am, Board meeting (Lafayette Round Table) 7 pm, Video SIG following Wednesday (call first).

PENNSYLVANIA

Berks Amiga Users Group
RD#2, Box 297
Boyertown, PA 19512

President: Roger Malinowski
Treasurer: Mike Koch

BAUG has been in operation for almost a year and a half, and supports users of all Amiga models. The membership is primarily interested in video, graphics, 3-D modeling, animation, telecommunications, and games. Meetings are held on the third Tuesday of each month, in the Schuylkill Room of the Reading Area Community College (RACC). Meetings begin at 7:00 PM and typically last around 2 hours. The typical meeting begins with announcements and news, followed by a game demo, followed by the demo/discussion of the month. A yearly membership fee of $15 is collected from each member when they join, then each January thereafter. The membership fees are solely to offset the costs of producing the group's monthly newsletter, "Interface", which is mailed to each member. Subscriptions to the newsletter are available for the same $15 fee, although free copies of the newsletter are provided to any/all other Amiga user groups. Send us a copy of yours and we'll send you one of ours.

USER'S GROUP SUBMISSIONS

Please send me your newsletter and I'll send you mine. In this manner, we can trade information. The User's Group Listing is a regular feature of AMIGAphile. All listings are arranged alphabetically by country then by state. Send me your ad telling a little about your group and I'll print it along with these in the next issue. Please keep your ads up to date by keeping in touch with AMIGAphile at least every three months. The User's Group Listing is produced exclusively for publication in AMIGAphile. All information is as complete and accurate as possible at the time of publishing.

you've ever see before. Binary only. Author: Richard Horne

HamLabDemo -- Demo version of an expandable image format conversion utility that converts GIF, IFF, JPEG, Targa, BMP, TIFF, PBMPLUS, MTV, Spectrum 512, QRT, and Sun images into IFF (normal, HAM, halfbrite, and "sliced" variations of each). Images can be scaled, dithered, color corrected, and cropped. This demo version is limited to processing images of 512 by 512 pixels or less. This is version 2.0.6, an update to version 1.1 on disk 466. Shareware, binary only. Author: J. Edward Hanway

JEyes -- Amiga version of XEyes, a program which opens a window on the WorkBench screen containing eyes, which follow the cursor about the screen. Version 3.0, binary only. Author: John D. Gerlach Jr.

Solitaire -- An amiga version of klondike solitaire. Provides multiple options including six different decks, customizable game rules, game timer, the ability to view a stack, and an undo feature. Binary only. Author: David Meny and Albert Penello

CONTENTS OF DISK 713

Free -- Display how much free space (bytes or blocks) you have on any or all of your mounted disk volumes. Runs from CLI only. This is version 1.06, an update to version 1.01 on disk 388. Free now searches your device list if desired (under AmigaOS 2.0+ only), and several minor bugs have been fixed. Includes source. Author: Daniel J. Barrett

ICalc -- A powerful calculator with many features, including user-defined variables and functions, C-style programming constructs, complex number calculations and more. Has comprehensive instructions, and numerous examples. This is version 2.1a, an update to version 2.0 on disk 695. Enhancements include flexible number-base control and scripts to perform numerical integration. Binary only, source available from author. Author: Martin W. Scott

JoinSounds -- A utility to join 8SVX sound files. Graphical interface allows samples to be previewed, and start/stop points to be set. This program will join both stereo and mono sound files in any combination. Uses buffered disk I/O, allowing samples larger than available memory to be joined. This is version 2, binary only. Author: Joe Tatman and Brian Roy

LongPlay -- An 8SVX IFF sound file player. Reads samples directly from disk while playing, allowing unlimited length samples. Runs as a background task and multi-tasks well. Can also be used as the default tool of a project icon. Binary only. Author: Joe Tatman

MathsAdv -- A simple game where you, the young adventurer, must try to escape the king's Maths Adventure. To do this you must pass through a series of rooms. In each room you are given a math problem to solve, after which you can proceed to the next room if you answer correctly. The problems become more involved and more difficult in each room. This is an update to the version on disk 602. Includes source. Author: Jason Lowe

ReflexTest -- A game which tests your addition, subtraction, or multiplication skills. The goal is to answer forty math questions in the shortest possibly time. Binary only. Author: Jason Lowe

CONTENTS OF DISK 714

CoGo -- An engineering/surveying program to solve coordinate geometry problems for highway design, surveying, subdivision layouts and constuction. Needs 1 Mb of memory. CLI only with output to screen or printer. Manual, with sample problems, available from author. This is version 1.0, binary only. Author: Don R. Benson

JoeyDemo -- A demo version of a Sokoban type game where your task is to push Grullies (the only food of the Joey) to the stock, which is designated with little rhombic symbols on the floor. To complicate things there are iceblocks and teleporters. The demo version contains 5 levels while the registered version contains 60 levels. Shareware, binary only. Author: Richard Ziegler, Roland Schreiner

XStat -- A UUCP utility that computes several statistics from the XferStat file (similar to UUTraf). Offers lots of options. Requires Andrew "Charly" Kopp's uucico V1.15c or later, and also Kickstart 2.04 (V37.x) or later. Version 1.07, freeware, includes source in Modula-2. Author: J| rgen Weinelt

CONTENTS OF DISK 715

Intuisup -- A shared library with support routines for using texts, menus, borders, gadgets, requesters, and more, under AmigaDOS 1.3. Includes a template editor and source to library and test programs. This is version 4.4, an update to version 4.2 on disk 708. Author: Torsten J| rgeleit

LhA -- A very fast archiver that is compatible with MS-DOS LhArc V1.13 and LHA V2.13, as well as the Amiga LhArc. LhA is very memory efficient, has been written with stability and reliability in mind, has carefully optimized compression and decompression routines, is multitasking reentrant and pure, handles multiple volume archives (registered version only), and more. Version 1.32, an update to version 1.22 on disk 637. Shareware, binary only. Author: Stefan Boberg

CONTENTS OF DISK 716

BCount -- A utility to count files, directories, hardlinks, and softlinks for a given root directory. Requires Amiga OS 2.04. This is version 1.12, binary only. Author: Norbert Bazin

ReOrg -- ReOrg is a fast disk optimizer that can be used for floppy disks and hard disks. Supports new Kickstart 2.04 features including hard and soft links and High-Density drives. Includes program versions in English and German for use with Kickstart 2.04 only. This is version 2.31, an update to version 2.3 on disk 699. Shareware, binary only. Author: Holger Kruse

TalinCode -- A bunch of source code for demos, tests, and experiments, that the author wrote over a period of 8 years, mostly for recreation or for general R&D for projects that never materialized. Includes 3D techniques, a maze generator, logarithms, basic utility functions, dos functions, random numbers, and much more. Includes source, mostly in assembly code. Author: David Joiner

Wasp -- A picture format converter. Input formats supported include GIF (87a), IFF (lores, hires, HAM, EHB, 24-bit, sliced, dynamic, etc), SRGR, Sun rasterfile, PPM (P5 and P6), HL2, and MTV. Output formats supported include IFF, SRGR, and PPM. Version 2.02beta. Includes source. Author: Steven Reiz

ZMachine -- A program which can interpret Zork Implementation Language (ZIL) data files. ZIL is the language used by the interactive fiction series of games from Infocom Inc. Version 1.0.3, binary only. Author: leo@marco.UUCP, Amiga port by Kent Dalton

CONTENTS OF DISK 717

ADev11 -- A complete development system for Motorola's 68HC11 processor, including a macro assembler, linker, librarian, downloader and disassembler. Supports multiple source file and multiple relocatable segments per file. Binary only. Author: Stan Burton

ALock -- A limited multiuser security system for your Amiga. This is version 1.04, binary only. Author: Trevor Andrews

FileStat -- Facilitates the editing of all information about a file, such as protection bits, name, comment, etc., using a graphical interface. Version 2.0, binary only. Author: Robert Lang

PacMan -- A pacman type game with 20 levels, 5 bonus levels, and extra tools. Automatically adjusts to either PAL or NTSC. Can be controlled with a joystick, mouse, or keyboard. Written in assembly. Version 1.1A, shareware, binary only. Author: Edgar M. Vigdal

SpaceII -- A hot-key program with over 50 functions including four screen blankers, screen shuffler, path/filename transmitter, text reader, virus checker, boot block display, calculator, disk copier and/or formatter, palette selector, screen dumper, etc. Version 2.3 beta, binary only. Author: Edgar M. Vigdal

ViewIcon -- Simple program to view icons from the shell. Opens up a sufficiently sized window so that the icon can be displayed in it. If you click the icon, it has the same effect as clicking it on the workbench, so you can see the icon's alternate image. Version 1.0, binary only. Author: Robert Lang

CONTENTS OF DISK 718

BootPic -- BootPic allows you to install nearly any IFF picture that you like in place of the WorkBench hand that appears after a reset, and additionally plays a MED-Module. Version 2.1b, an update to version 2.0 on disk 635. Includes source in assembly. Author: Andreas Ackermann

Less -- A port of a UNIX text file reader. It can use pipes, accepts multiple filenames, and has many convenient positioning commands for forward and backward movement, marking positions, etc. This is version 177.4 an update to version 1.4Z on disk 511. Includes source. Author: Mark Nudelman, port by Frank Busalacchi

Settime -- Set the system time from the internal hardware clock. Written to be very small and fast. Also includes versions that can be installed as boot blocks. Version 0.9, includes source in assembly. Author: Andreas Ackermann

SmallMath -- "Drop-in" replacements for the Commodore IEEE math libraries for users with a math coprocessor. Since these libraries do not contain the coprocessor-emulation code normally present, they are 60%-90% smaller than the usual libraries. For the same reason, however, they cannot be used without a coprocessor. Version 1.1, public domain, partial source included. Author: Laz Marhenke

CONTENTS OF DISK 719

CrcLists -- Complete CRC check files for disks 521-710 using the brik program. These were made directly from my master disks. Along with the CRC lists from previous disks, these lists will allow you to check all of the disks in the library to make sure they are correct and complete. Author: Fred Fish

DefTool -- Programs that allow you to easily change the default tool of one or more project icons, from either the CLI or from WorkBench. The WorkBench version is a commodity. Binary only. Author: Robert Lang

DrawMap -- A program for drawing representations of the Earth's surface. New features include seven new types of map projections, user specifiable point to be at the center of the maps, and box views that can now cross the international date line. Also includes accelerated version requiring a 68020 CPU and 68881 FPU, and versions for PAL systems. Requires 1.5 Mb of memory and a hard disk with 1.6 Mb of free space. Distributed in two parts, the other part is on disk 720. Both parts are required. This is version 4.1, an update to version 4.0 on disks 639 and 640. Includes full source. Author: Bryan Brown.

FixIcon -- Fixes some icons that show bad markings when run on greater than 4 color Workbenches. Doesn't fix them all, but fixes a common problem. Includes source in C. Author: Robert Lang

MakeIcon -- Allows you to create any of the Workbench 2.0 default icons for anything, disks, projects, drawers, the works. Designed for people who work from the shell making disks that will ultimately run from the Workbench. Requires Workbench 2.0. Binary only. Author: Robert Lang

CONTENTS OF DISK 720

DrawMap -- A program for drawing representations of the Earth's surface. New features include seven new types of map projections, user specifiable point to be at the center of the maps, and box views that can now cross the international date line. Also includes accelerated version requiring a 68020 CPU and 68881 FPU, and versions for PAL systems. Requires 1.5 Mb of memory and a hard disk with 1.6 Mb of free space. Distributed in two parts, the other part is on disk 719. Both parts are required. This is version 4.1, an update to version 4.0 on disks 639 and 640. Includes full source. Author: Bryan Brown.

word games with one or two players. Version 1.0a, an update to version 1.0 on disk 694. Binary only. Author: James Butts

FishCat -- A program designed to allow searching the entire library. Was written specifically for KS 2.0. Features very fast searches and the built-in ability to easily add new disks to the database. Supports many 2.0 features such as AppWindow and public screens. Iconifies. This is version 1.2, an update to version 1.1 on disk 607. Adds a simple AREXX port, printing, compact update files, and fixes all known bugs. Author: Matt Brown

MFR -- Magic File Requester is a replacement for other file requesters. Features include complete keyboard control, nice outfit, proportional font support, multiple directory caching, file find mechanism, file class support, file notification, many configuration options, history list, etc. This is version 2.0a, shareware, binary only. Author: Stefan Stuntz

NewIFF -- New IFF code modules and examples for use with the Release 2 iffparse.library. This code release is again 1.3 compatible (the 37.8 release was not). This code is intended to replace the 1985 EA IFF code modules, providing significant enhancements including support for arbitrary display modes and overscan (2.0), clipboard load/save, centralized string handling (for ease of localization), and simplified subroutines for displaying, saving, and printing ILBMs. And the 8SVX reader now plays! This is version 37.10, an update to version 37.9 on disk 674. Author: Submitted by Carolyn Scheppner

CONTENTS OF DISK 706

ABackup -- A new backup utility for the Amiga. May be used both for hard disk backup and for file archiving. Has a full Intuition interface, can save/load file selections, handles HD disks, etc. Includes both French and English versions. This is version 1.31, shareware, binary only. Author: Denis GOUNELLE

APrf -- A freely redistributable printing utility for the Amiga. Features include a full Intuition interface, preview function, page selection, margin setup, line numbering, an AREXX port, a multi-columns mode, 2.04 system release support and more. Includes both French and English versions. This is version 1.30, an update to version 5.00 on disk 628. Binary only. Author: Denis GOUNELLE

AUSH -- A new command line interpreter, designed to replace the CBM shell. Features include file name completion, pattern expansion, expression computation, command history, for...done loops, and much more. Almost fully compatible with ARP or Commodore shells. This is version 1.42, with full support of AmigaDOS 2.04, a heavily modified parser, "pure" code, a few Enforcer/Mungwall hits removed, and other bug fixes and enhancements. Requires "arp.library" under 1.3. Binary only. Author: Denis GOUNELLE

PatchOS -- Enhances OS 2.04 with three new features: keyboard-shortcuts for menus while a string-gadget is active, use of the star ('*') in AmigaDOS pattern matching and input of any char by typing its ASCII-code on the numeric pad. Requires at least AmigaOS 2.04. Implemented as a commodity. Version 1.00. Includes documentation in german and english language. Author: Hartmut Stein / Bernstein Zirkel Softworks

WalkingMan -- A small screen hack that makes a variable number funny men appear on the WorkbenchScreen and CustomScreens. They move depending on the graphics shown and changing graphics will be noticed by them. Includes source. Author: Jan P. Katz

CONTENTS OF DISK 707

AMines -- A small game, like the X-Window's game XMines. The aim of the game is to detect all of the 99 mines in a 30 by 16 playing field. Selecting a field uncovers a number that indicates how many of the adjacent fields contain mines. This is version 1.1, binary only. Author: Manfred Huesmann

Aniso -- A small puzzle game for your Workbench screen, similar to the "Brain game". Played in a small window containing two 3 by 3 grids. One grid is already filled with numbers between one and four, and the other is empty. The goal is to form an image of the first grid by clicking on squares in the empty grid. Includes source. Author: Barry McConnell

MungWall -- Munges memory and watches for illegal FreeMem's. Especially useful in combination with Enforcer. Output can go to either the serial or parallel port. Includes a new MungList program that examines used memory areas for MungWall tag info, and outputs a list of who owns the various pieces of allocated memory, their sizes, etc. Can even identify the owner of the memory by task name. This is version 37.54, an update to version 37.52 on disk 699. Binary only. Author: Commodore Amiga; submitted by Carolyn Scheppner

RayShade -- Rayshade is a ray tracing program ported to the Amiga from UNIX. Rayshade's features include eleven types of primitives, composite objects; several types of light sources, texturing, bump mapping, antialiasing, linear transformations, rendering of stereo pairs, rudimentary animation support, and more. Includes some example input files, original sources in C, and diffs for the Amiga. Version 4.0PL6, Amiga Release 0.5, an update to version 4.0PL6 Amiga Release 0.4 on disk 679. Author: Craig Kolb, Rod Bogart, Martin Hohl, et. al.

CONTENTS OF DISK 708

HardBlocks -- A shared library with support routines for Commodore's hardblock standard, and a small tool which demonstrates use of the library. Version 1.2, an update to version 1.1 on disk 653. Includes source. Author: Torsten J| rgeleit

Icons -- Some WorkBench 1.3 icons with a WorkBench 2.0 3D look. They also look pretty good under 2.0 when simply run through one of the many icon remapping tools available. Author: L. Guzman

Intuisup -- A shared library with support routines for using texts, menus, borders, gadgets, requesters, and more, under AmigaDOS 1.3. Includes a template editor and source to library and test programs. This is version 4.2, an update to version 4.0 on disk 654. Author: Torsten J| rgeleit

SmartED -- Demonstration release of a DX7 voice editor, librarian, bulk storage utility. When you run the Smart-ED demo you have one voice. Load, Save, and Receive voice have been disabled. This is version 1.0, binary only. Author: William Adjei

VoiceBoy -- A small WorkBench utility which allows you to use DX7 voice libraries produced by both Smart-ED DX7 and Music-X. Also contains a voice library drawer with a total of 64 voices for you to try out. This is version 1.1, binary only. Author: William Adjei

CONTENTS OF DISK 709

CPUClr -- A small hack, inspired by CPUBlit, that replaces the BitClear routine of the graphics library with a highly optimized 68020 (or higher) routine. This results in about a 60% speed up on a 68020 and should be even more on a 68030/68040. This is version 2.000, includes source. Author: Peter Simons

LittleBoulder -- A "Pick'n Run" Action-game, which contains eight different levels to be completed within a certain time limit. This is version 1.0, binary only. Author: Carsten Magerkurth

Planets -- A pair of programs to calculate the positions of the planets and the moon (as viewed from a specific point on the earth), for an arbitrary date and time. This is version 1.1, an update to version 1.0 on disk 321. Includes source. Author: Keith Brandt et al.

ThinkAMania -- A 'Concentration' like board game. It features excellent hires graphics, funny sound effects and enormous fun for up to two players regardless of age and education. This shareware version is 100% functional, but does inlcude a requester that pops up from time to time to remind you of the shareware fee. All options are available and the complete set of stones is integrated. Version 2.9, an update to version 2.1 on disk 541. Binary only. Author: Thomas Schwoeppe, Dirk Respondek

CONTENTS OF DISK 710

AntiCicloVir -- A link virus detector that detects 25 different such viruses. Version 1.5, an update to version 1.3 on disk 664. Shareware, binary only. Author: Matthias Gutt

bBaseII -- A simple database program using an intuition interface. Stores, sorts and searches for information. Limited to 9 fields in each record. Features include fast sorting, search in any field, mailing label support, and best of all, it's really easy to use. This is version 5.5, an update to version 5.32 on disk 652. Enhancements include a 270% increase in storage capacity, range search, and add or delete a field. Binary only. Author: Robert Bromley

CryptoKing -- A game for those who like to solve Cryptograms, (those coded sentences that have to be decoded to be read). Operate with keyboard or mouse. This is Version 1.1, an update to Version 1.0 on disk 609. Shareware, binary only. Author: Robert Bromley

TypoGrapherFix -- A patch for the TypoGrapher v2.05 font editor on disk 697. It fixes a bug which kept the program from running on KickStart 1.3 machines. Author: Dietmar Eilert

CONTENTS OF DISK 711

MouseAideDEMO -- A demo version of a "Mouse utility" with all the standard functions; mouse acceleration with threshold, window and screen manipulation by mouse and keyboard, mouse and screen blanking, SUN (auto-activation) mouse, user definable "hot key" command, keyboard "string" macros, etc. Also has functions other mouse programs do not, such as multi-icon-select with only the mouse, left and right button swapping, mouse port switching, WorkBench to the front function, freezing of the mouse and keyboard of all input, etc. Written in assembly language for efficiency in size and CPU usage. Version 5.02a, an update to version 4.23a on disk 646. Shareware, binary only. Author: Thomas J. Czarnecki

Solitaire -- A shareware solitaire game of klondike solitaire. The rules can be varied, and there are five different ways of working through the deck. Also includes an undo function that will un-move more than the last move, a wrapup function for when a game is all but won, a palette requester to fine tune the colors to your liking and a save-setup function that remembers how all the options are set. This is version 1.9, an update to version 1.8 on disk 511. Shareware, binary only. Author: Gaylan Wallis

TheWeb -- A graphic-diagram based, interactive environment for data acquisition and processing. This is a freely distributable demonstration edition that has a restricted set of modules, and cannot save things to disk, but is otherwise fully featured. The concept is of data packets travelling along paths between data handling elements. Configurations are built by placing and connecting the desired elements on screen using the mouse. Needs the 2.04 or later operating system and at least 1MB of memory. Version 1.1, binary only. Author: Pete Goodeve and David Navas

Windowtool -- Windowtool is a program that allows you to switch between windows, to close them and to change their size. You can also open a new shell and stop multitasking. The program is a standard commodity and can be controlled by the workbench exchange program. Version 1.0, includes source. Author: Klaas Hermanns

CONTENTS OF DISK 712

AniMan -- AniMan combines Amiga animation, speech synthesis, and voice recognition, to provide you with an animated talking head that will run any Amiga program by voice command. Ask for an Amiga program by name, and AniMan will oblige. If AniMan becomes impatient, you may be insulted. AniMan will also recite poetry if you ask nicely. This is Version 3.0 of AniMan, an updaate to version 2.1 disk 653. It corrects a bug that caused AniMan to crash on some machines but not others. This version will also automatically adjust for either NTSC or PAL systems. Either the Perfect Sound 3 or Sound Master (Sound Magic) audio digitizer is required along with 1MB of fast memory. AniMan is like nothing

Global Effect, you must constantly click on a directional pad, which costs you energy points. Also, you seem to have a more direct control on your planet in SimEarth; the results of your actions seem to come much faster.

Although the concepts are basically alike, strategy is vastly different. In SimEarth, I found that I could make several mistakes without a major change happening on the planet. Therefore, I had a bit more room to experiment. In Global Effect, moves are very costly, so one must be cautious and plan well in advance. Spacial arrangement of the buildings in Global Effect is also a prime consideration, unlike SimEarth. For example, start building too far away from a water source, and you will start to lose people due to dehydration.

As for complexity, both games must have a very large algorithm to handle the simulation. The reproduction and mutation of species in SimEarth, and the environmental effects of habitations in Global Effect are modeled very well.

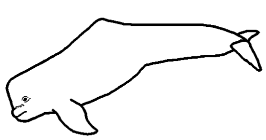
Both games also have a definite bad point. In SimEarth, a noticeable lag time occurs quite often, and play is sometimes very slow. In Global Effect, the computer opponent is very fast, and I have yet to be able to keep up with it before being destroyed. Besides other minor points, both games are very enjoyable, and will provide hours of fun as you become a god once again...

	SimEarth	Global Effect
Originality:	9	8
Graphics:	7	10
Sound:	3	8
Playability:	8	7
OVERALL:	8	9

SimEarth - Graphics could have used 32 colors, I think, and the only merit of the sound is the introduction of the tone monitor.

Global Effect - I think this one followed in the other's shadows. Good intro music and sound accompanies mouse clicks.

FRED FISH FORUM



CONTENTS OF DISK 701

Du -- A very small (only 932 bytes) program to display the total disk space used by a directory and all its sub-directories. This is version 2.5, an update to version 1.0 on disk 416. Enhancements include wildcards, totals, clearer output plus the program can be made resident. Requires Kickstart 2.0. Includes source in assembler. Author: Stuart Mitchell

Examiner -- Will question you with files produced by SpellCheck. Smaller than SpellCheck, looks better under AmigaDOS 2.0, and has some extra features. Version 1.0, binary only. Author: Preben Randhol

GNUPlot -- An interactive function and data plotting program which supports a great number of output devices. Includes extensive on-line help. This is version 3.2, an update to version 3.0 on disk 552. Includes source. Author: Thomas Williams, Colin Kelley, et. al.

SpellCheck -- A program which aids you in learning foreign words. You enter the words and their translations, and then the computer quizes you later. Version 1.3, update to version 1.2 on disk 606. Binary only. Author: Torgeir Dingsxyr, Pantheon Softworks

CONTENTS OF DISK 702

A-Gene -- Latest demo version of a popular genealogy database program. A-Gene now supports both PAL and NTSC systems. This demo is complete but limited to 200 persons/70 marriages, and does not have on-line help. A-Gene includes a text-editor to add free-form reports to records and allows you to show digitised pictures from within the program. This version also includes Ordinances for Church of Latter Day Saints users. Pedigree charts and family group sheets, among other reports, can be printed. A-Gene needs 1Mb of ram. This is version 4.18, an update to version 3.10 on disk 425. Binary only. Author: Mike Simpson

DoubleSquares -- A game played on a 10x10 board, where the goal is to set as many tiles on the board as possible. There are 100 different color combinations for a single tile, and rules which control where tiles may be place. Shareware, binary only. Author: Manfred Kopp

Indent -- A C source code formatter/indenter. Especially useful for cleaning up inconsistently indented code. Version 1.4, an update to version 1.3 on disk 672. Includes source. Author: Various, Amiga port by Carsten Steger

PointToPoint -- A board game where each player gets to alternately set one of his stones on the board until the last field is occupied. The goal of the game is to enclose as many stones of the opponent as possible. Version 1.1, shareware, binary only. Author: Manfred Kopp

CONTENTS OF DISK 703

BootX -- An easy to use boot, file and link virus killer. For use with KickStart 2.0 only. Has lots of options to detect and kill Amiga viruses, extensive manual, locale support and AmigaGuide online help. This is version 5.00, an update to version 4.45 on disk 641. Binary only. Author: Peter Stuer

HunkX -- A utility to examine the hunk structure of executables, static libraries, dynamic libraries or object files. Supports all AmigaDOS 2.0 hunks. For use with KickStart 2.0 only. This is version 2.00, binary only. Author: Peter Stuer

LVD -- A first defense utility against file and linkviruses. It patches the LoadSeg vector(s) and checks every executable that comes along. Recognizes 33 file or so linkviruses. Version 1.73, an update to version 1.72 on disk 641. Binary only. Author: Peter Stuer

MAssign -- A little command to make 'M'ultiple assigns. Also allows you to remove all assign and makedir statements from your startup-sequence. For use with KickStart 2.0 only. Version 2.00, Binary only. Author: Peter Stuer

MPE -- A compiler tool for users of the M2amiga programming environment. MPE does the same job better than your batch file. You can do everything with the mouse or the right amiga key. With this Modula-2 Programming Environment you can compile, link, and run your program. When there is an error, the editor is started automatically. You can set all switches for M2C, M2L and M2Make. This is version 1.17, an update to version 1.0 on disk 671. Binary only. Author: Marcel Timmermans

CONTENTS OF DISK 704

Flex -- A replacement for the UNIX "lex" (lexical analyzer generator) program that is faster than lex, and freely redistributable. Lexical analyzer generators are generally used in combination with parser generators (such as yacc or bison), to generate frontends for language compilers and other tools. Version 2.3.7, an update to version 2.3 on disk 407. Includes source. Author: Jef Poskanzer, Vern Paxson, et. al.

GrabIFF -- Lets you grab any screen, window, portions of a screen or a mousepointer-image as an IFF-ILBM-file, which can be used by nearly any paint program on the Amiga. Gives you lots of useful options. Implemented as a commodity. Version 1.00. Includes documentation in german and english language. Author: Hartmut Stein / Bernstein Zirkel Softworks

PowerPlayer -- A very powerful, user friendly and system friendly module player. It can handle nearly all module-formats, can read powerpacked modules, and comes along with its own cruncher that uses the lh.library written by Krekel/Barthel. Has a simple to use user interface and an ARexx port. Needs the powerpacker.library and the reqtools.library to run, both included in the package. This is version 3.0, an update to version 2.7 on disk 687. Freeware, binary only. Author: Stephan Fuhrmann

SFCoder -- A program that allows you to encrypt and decrypt files by using a password. Uses complex routines to assure the security of your data. Requires OS 2.0 to run. Version 3.2, an update to version 3.0 on disk 687. Freeware, binary only. Author: Stephan Fuhrmann

SPClock -- A clock that uses sprites to display the time. This allows the clock to remain visible no matter what screen is being displayed and no matter where you scroll on a Workbench 2.0 autoscrolling screen. Version 2.1, includes source. Author: Mark Waggoner

SunClock -- Displays a map of the world showing the portion that is presently illuminated by the sun. Version 1.0, ported from X11 and Suntools versions. Includes source. Author: Mark Waggoner, John Mackin, John Walker

CONTENTS OF DISK 705

CrossMaze -- A crossword puzzle game where the player is given the words but no clues. The object is to find a way to place all the words back into the puzzle. Options include 10, 20, or 30