



For those of you who couldn't make it to AmigaFest '98 at Albert Park, Melbourne on Saturday 24 October you didn't miss much! I don't want to denigrate the Amiga and it's supporters but the show (a glorified user group meeting actually) was poorly organised and a great disappointment from that which was advertised. Now that I have that off my chest let's get on with the show report.

The original show which was to be held over two days only managed a Saturday showing. The venue was one of the corporate boxes above the Grand Prix pit complex at Albert Park. The large room still seemed empty even after all the exhibitors had arrived and set up their displays and wares. Entry was reduced to \$5.00 dollars to compensate for the lower quality of the event than that which was advertised.



The Venue: Pit Straight at Albert Park Lake

The exhibitors included the Melbourne Amiga Users Group (formally the North Western Amiga Users Group) which set up an internet cafe site right in the building using Amiga 3000's and 4000's. You could surf the web using a familiar interface and computer at the same time. The service was really fast and the group were charging \$1.00 per hour for the privilege. The group also had a User Group stand set up and were recruiting new members at the meeting.



What to buy?: Computa-Magic shows its wares to software starved enthusiasts

Computa-Magic had a large stand and had many items for sale including all the latest Amiga titles on CDROM. Whilst the vast majority of titles were hideously expensive there were some bargains to be had and many people handed over their hard earned cash for some of the hottest

Continued: Page 9

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Contributions

Contributions can be soft copy (on 3½" disk) or hard copy. It will be returned if requested and accompanied with a self-addressed envelope.

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Newsletter produced by



Doggone Productions®

Well this is the last edition of *Workbench* for 1998 (see below). I think this year has gone quite well for the club. Although membership has decreased we still have many enthusiastic members in the club.

Some of the events that affected the club this year was the closure of Crazy Diamond BBS. This was unexpected but has since been remedied by Craig Hutchison's BBS - The Dead Letter Department. This service is free to all members and fills the gap left by Crazy Diamond. I'm sure I speak for everyone in the club when I say thanks to Craig for this service.

I would like to say thanks to all those members who have donated their time to write articles for this newsletter. Your efforts have not gone unnoticed and I'm sure the members appreciate reading stories from their peers about the Amiga. The club has a vast experience base and I encourage any one wanting to pen to paper to do so and send your contributions to me.

1999 is shaping up to bring some advances to our beloved computer. Amiga OS 3.5 is scheduled to be released in the first quarter of next year. For those of you that have the 3.1 chipset this will be a must have - hopefully it won't be too expensive and will be totally compatible with our existing software. The PC based Amiga operating/developer system will also be released sometime next year. This should set the cat amongst the pigeons whilst we wait for the new miracle chipset that will herald Amiga OS 5.0.

From everyone on the committee I want to wish you a Merry Christmas and a Safe and Happy New Year. We all hope to see you in the next year.

Tom Heeren



Meeting

November 15: It's that time of year again when all members can bring in their unwanted Amiga stuff and try to sell or swap to other members. These events have proved very successful in the past and will no doubt be again this time around. As usual at the end of the day items not sold will be auctioned for the members' or clubs' benefit. Come along and get rid of your unwanted stuff or buy some really great bargains.

Please note that the meeting will take place in a different meeting room.. The new venue is in the brick building beside our usual meeting room.

Forthcoming Meetings

If you can help with ideas for our monthly meetings please contact a committee member.

December 13: The meeting before the Christmas break will take place one week earlier than usual. At this stage no meeting theme has been devised but rest assured that something interesting will turn up.

Club Donation

During the AmigaFest '98 Show Greg Perry, the creator of DOpus, donated a T-Shirt to the club. This will be auctioned at the November meeting with all proceeds going to the club. It is sized XL and should fit anyone who buys it. This item is not available in shops so bid for something that's a little different and Amiga!

Bumper Sized Issue

Workbench will be taking a holiday during the month of December hence this larger issue. As the editor is moving house, in early December, it was felt that rather than compromise on the December issue on newsletter would be produced. Your next edition will delivered in early January 1999. This may also be a bumper issue to make amends for not having anything to read during the Christmas break.

Please remember that you can download the .pdf version of the newsletter on our website. This edition is in colour and is optimised for on screen viewing. You can also see the special edition newsletter that was handed out during the AmigaFest '98 show.

Tom Heeren

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Amigas at Cape Canaveral

Yes, there is an elaborate system of Amigas used by NASA at Cape Canaveral, Hangar AE since 1987. I wrote an article for the August 1996 Amiga Computing which details how the Amigas are used, and was a member of the team that built this system. I acted as the Commercial Developer for our group, and did a lot of the evaluating and buying of equipment. I was always looking for the latest storage, speed-enhancing and other devices to increase system capabilities.

This system was primarily built to support two unmanned launch programs, Atlas-Centaur and Delta. It processes vehicle (and sometimes spacecraft) data for presentation on stripcharts, monitors and printouts. Hangar AE has served as a facility for both NASA and contractor personnel to monitor all major pad tests and launches. It has been important to the vehicle contractors because their own facilities often were not roomy enough or flexible enough for all necessary personnel to monitor

tests. Data is also sent around the Cape, and to contractor facilities in other parts of the country, where we set up small versions of the Amiga systems. Engineers who could not travel to the Cape can use these remote systems to look at their own selection of data channels in real time during pad tests.

The CARDS program data presentation within the AE hangar includes up to 700 stripchart channels, several hundred video monitors, and a number of high-speed line printers. An engineer sitting at a monitor console can, at any time, set up custom video pages showing any combination of measurements desired, or have select printouts made at one of the printers.

The first systems were Amiga 1000's with Byte-by-Byte PAL boxes and Ronin Hurricane 14.32 MHz 020 accelerator cards, plus our own design Zorro I cards to input and output data. The second generation were Amiga 2500's with CSA Rocket Launchers (030/882 50 MHz), and I/O cards re-designed to the Zorro II shape. The present generation are 4000's in Micronik tower kits with Warp Engine 040-40's and improved I/O cards.

AE does have two 060 cards and one 060/PPC; not much work has been done with the PPC yet, as the programmers have been too busy trying to keep up with day-to-day tests and software, especially since Dave Brown retired at the beginning of the year.

The multitasking OS has made it possible to do many things in the CARDS program that would be a nightmare or impossible with Windows or a Mac. Measurements can be added or modified while the system is running. If Centaur powers up while a Delta test is in progress, it can also be handled without rebooting anything. The remote systems can be re-programmed and tested from the Cape.

People bash Commodore, but we had good working relations with them, and were usually able to get help when we needed it. The engineering troops were fine; management was a mixed bag.

The Amigas should be on the job at Hangar AE for several more years, even if no new Amigas appear.

Hal Greenlee, NASA-retired

HardDrivers Co.

hrgreen@worldnet.att.net



Amiga Blasts Off

~~power up~~ ————— A4000TX Tower Case

Now Amiga 4000 owners of Rev. A, B and D boards can upgrade from their desktops to the new A4000TX case.

Finished in a chrome and powder-coated internal surface, its stylish look and robust case gives the Amiga 4000 an unique look.

With greater expandability than ever before, you can now add many more peripherals with ease.

The floppy drive sits at the top, with 5 x 5¼" drive bays below it and 5x3½" HD drive bays inside. With an 8 cm cooling fan at the top and an optional cooling fan at the bottom, this will solve any overheating problems. the A4000 motherboard is mounted on a removable slide-out tray and makes servicing, upgrading or repairing a breeze. With plenty of space on either side of the motherboard, this makes accelerator

\$395.00

or Amiga Technology Australia can install for just \$495.00 including postage and handling within Australia

SPECIFICATIONS

- Custom designed for A4000 desktop computer
- 1x3½" dedicated floppy drive bay
- Drive bay best used with Super Drive LS120
- 5x5¼" universal drive bays
- 5x3½" hard disk drive bays
- Super quiet 8 cm cooling fan
- Optional cooling fan for expansion cards
- Removable slide-out tray for motherboard
- Ideal for service and upgrading
- Individual removable external panels
- Solid 1.2–2.0 mm steel construction
- Fully powder-coated for extra protection
- Fully chromed backing panel
- 230 Watt ATX power supply
- Power LED, HDD LED and Reset switch
- Allows fitting of all accelerators
- Provision for CyberVision PPC connector
- Provision for Centronics 50 pin connector for external SCSI devices
- Provision for 2xD25 and 1xD9 for future expansion
- Additional custom slotted vents for extra cooling
- Easy upgrade from desktop to tower
- Simple to fit – Instructions included
- Supplied with mounting feet
- Full 1 year warranty
- Manufactured and designed in Australia
- Available Now!
- Price \$395.00



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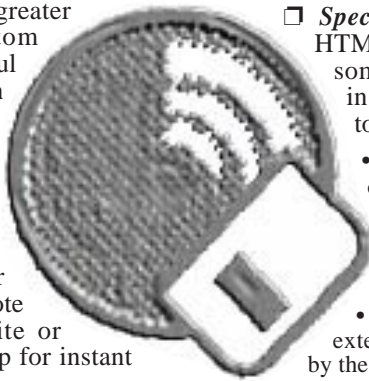


Directory Opus has become firmly established as the premier Workbench replacement and file management solution for the Amiga. With the arrival of DOpus Magellan II the tradition continues. Over 500 changes in the internal code, this new version harnesses the power of object orientated multitasking like never before giving the Amiga a modern context-sensitive GUI combined with a very powerful built-in file management functions.

DOpus Magellan II not only upgrades many of the earlier functions but also involves and extensive re-development of many components of the Opus 5 system. Amongst other features, we have concentrated on providing greater user control over your custom Environment with a more powerful but easier to use configuration section, plus many new features such as custom Themes, custom sounds and scripts, improved User and Start Menus, greater Lister functionality, and a dramatically enhanced OpusFTP system where you can now tailor custom setting for individual remote sites and even leave out the site or remote files on your Opus desktop for instant access.

Some of the new features of DOpus Magellan II include:

- Custom Themes** – customise your system with your favourite images, sounds, fonts and colours.
- Enhanced Lister** layouts feature proportional fonts; resizable fields; sort indicator; full In-line editing; new popup menus; optional Space Gauge on drives; and the ability to drag and drop files directly into sub-directories. Supports *long file names up to 107 characters*.
- An **Amalgamated Options and Environment** editor gives you more intuitive layout and better management of the display and program operations including:
 - New **Outline** and **Shadow** Font options
 - Fully **user configurable screen title** for display of used and available memory, OS version, processes etc...
 - New **Sound events** for Opus and system events
 - New Opus **Path List** settings allowing you to easily set the system paths for commands etc...
 - Enhanced **Scripts** system with more events and linking to internal commands and OpusFTP. Internal commands are now replaceable by user defined scripts and functions.
- Improved **Button Banks** and **Start Menus**: new graphical layout and better configurability; background pictures including random images;



new *open under mouse*, *auto-close*, *auto-iconify* functions plus new *active popups* – each button can act as a start menu. New *multilevel start menus* are now always *sticky*.

- Improved **filetype** identification system and new filetype-matching functions for foreign disk types.
- Better **Icon** support with faster displays plus new and extended icon, Lister and Group *popup menus* plus improved *Snapshot* ability.
- New **Icon Information** requester with more detailed display, new functionality including the ability to change icon type and the icon image.
- Improved Drag and Drop functions.
- Many New ARexx Commands

To coincide with the release of Opus Magellan II, GPSoftware has commissioned a new CD specially for Opus Users. It gives you custom written tutorials to complement Opus Magellan and collects hundreds of megabytes of images, sounds, icons, scripts and other utilities to enhance your Opus installation.

- Specially commissioned tutorials** in HTML and AmigaGuide format from some of the leading DOpus experts in the world covering such diverse topics as:
 - **Definitive Opus Magellan tutorial** covering much more than the manual ever could!
 - How to **customise** DOpus using the new features that Magellan II introduces.
 - **Coding** – the ins and outs of the extensive DOpus ARexx port and SDK by the best programmers around.
 - **Filetypes** – how to really get the most from the internal power of Opus.
 - **FAQ** – all the questions you ever wanted answered about DOpus.

- Themes** galore! Special DOpus themes can be immediately installed on your Amiga.
- Lots and lots of **icons** for StartMenus, Button banks and Amiga files and folders.
- Lots of predefined **Filetypes** to support almost any Amiga program or file.
- Complete collection of all DOpus files from Aminet and other sources.
- The list goes on and on...

The Wait Is Over!
Directory Opus Magellan II
available from November 15th.
www.gpsoft.com.au



DOpus Magellan II

OxyRon 040/060 Patcher Review

Are you the owner of a nice 040/060 accelerator? Are you happy with the speed increase that goes with it? Have you found a few programs that run dog slow with your 040/060 that actually ran much faster on your 020/030 etc...? Welcome to the world of Motorola's instruction streamlined 68060 and to a lesser extent, the 040. Motorola in their infinite wisdom decided to streamline the 060's instruction set, meaning they dropped quite a few little used instructions. Most of these instructions were in the area of floating point maths, so only programs that use a maths co-processor are usually affected, usually that is. Programmers managed to use a lot of those little used instructions, often in ways Motorola never dreamed and these missing instructions require the 040/060.library to emulate them, drastically slowing processor speed.

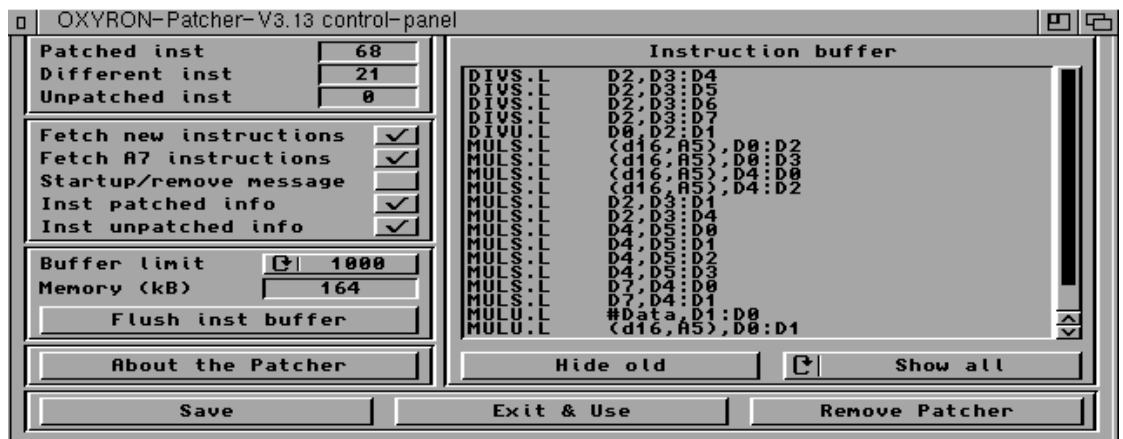
Enter OXYRON Patcher, this little program installs itself using a second initial boot and patches the system to use replacement instructions generated by OXYRON instead of using the 040/060 libraries. This results in a huge speed increase for the program in use (see benchmarks listing) and is of great benefit especially if you run *Fusion* the Macintosh emulator as many Macintosh programs tend make heavy use of the unimplemented instructions in an 060.

The program has a GUI that allows you to set the buffer limit for patched instructions, also to

flush and view the buffer, switch on a visual screen flash for patched/unpatched instructions (AGA only) and to switch certain instructions to library emulation or to let OXYRON to patch them. The documentation it came with left a lot to be desired. A short note in the package (in German) that tells you how to install and use OXYRON. Fortunately there is a guide file on the disk in English but it's obvious the authors native language is not English. Luckily installation is not that difficult.

What programs actually use it? Almost any program that uses a math co-processor eg. ray tracers, image manipulation programs. *Fusion* and *Mac* programs hit it heavily and even the 3d game *Breathless* uses it. *Fusion* users have an extra with OXYRON in that virtual memory in the emulated Mac will work although some programs will quit because of a type 3 error (an FPU error). Test your program before using both MacVM and OXYRON together. I've also found that having the GUI open seems to cause quite a dramatic slowdown especially in disk access times and that the GUI seems to throw a wobbly occasionally, as though it's being redrawn again and again. *ADoom1.2* crashes on exit if the MMU tooltype is set. Normally though usage is transparent and all you will notice is some screen flashing (if you have it set to flash) and some programs running much faster.

Currently OXYRON Patcher is up to version 3.13 and is available from Vince at ComputaMagic for \$35.00 plus \$3.00 post and package. Tested on an EscomA1200 with a Blizzard060.



Program	Unpatched	Patched
MaxonC4D V4.0		
Scene1	00:10:58	00:01:13
Scene2	01:14:32	00:04:38
Scene3	05:56:03	00:16:58
Lightwave V5.0		
Scene1	00:17:57	00:06:03
Scene2	01:24:06	00:26:31
SceneryAnimator V4.0		
Scene1	00:19:24	00:01:23
Scene2	00:13:26	00:01:07
Real3D V3		
Scene1	00:34:14	00:14:51

Above: The OxyRon-Patcher GUI allows the user to configure their system to use the OxyRon-Patcher. It also displays the number of patched instructions and what they were.

Left: Benchmarks taken from the OxyRon documentation guide comparing before and after results with the use of the OxyRon-Patcher. These results apply to the 68060 processor. As can be seen some dramatic speed increases have been recorded.

Tony Makuhill

After the World of Amiga announcement by Amiga Inc., on 16th May 1998 it was obvious that something had been missed out - how do users and developers move forward over the next few years?

After some discussions on Saturday night in the bar I went home and wrote up some notes. They may not be written in a very coherent style as they were produced between 4-6am on Sunday morning 17th May 1998 so that they could be presented to Jeff Schindler later that day. I also pass on apologies to those who attended my presentation later that day as I had lost my preparation time and was pretty tired, however I made it up as I went along and it seemed to go ok!

When reading these notes please take into consideration that these were some suggestions put forward, they do not necessarily represent the way that anything is being implemented. These notes were well received and appear to have set in motion various behind the scenes initiatives, and while the credit is not down to just this note, we have seen many of the points being addressed, namely:

- OS4 is now renamed to OS5Dev
- Amiga Inc., have shown support for the Classic Amiga
- OS3.5 will be developed and released in early 1999

The following document is presented here for historical interest only.

The problem

The current announcement has effectively killed the Amiga software developer, hardware developer and dealer market by removing the future for existing Amiga users. This will leave no support for the new machine.

There is no support for the original publicly stated progression to PPC/68k systems.

The interim (OS4) solution is largely a developer platform and has too short a life for many retail customers. The important sales are to developers and the wider public domain developers and to the technology fans that are looking to have the latest product. Of course there will be good sales because it is supplied by Amiga Inc and has a direct link with the future, however for the market will not survive on those sales alone (1-10k units against 100k Classic owner/buyers).

There will be no more software development so in 18 months time the Amiga applications will be too far behind the required standard.

Developers will have no funds to finance the porting and new developments required to support the new platform.

No matter what any of us think about the announcement, we cannot turn the clock back and

therefore will have to find a solution that rebuilds customer confidence.

A way has to be found to bring along the whole developer and dealer community.

The Solution

Access, Phase 5 and H&P held a long discussion session in the bar and are well on the way to agreeing an interim solution. Amiga Inc., have said that they agree with the points that had been discussed and would agree subject to:

- Publicly backing their plans for OS5
- A signed agreement of how the plan will be put into action.
- A joint press release.

The plan

Access, P5, H&P and Amiga Inc., make a press release stating that we intend to continue the development of the Classic Amiga platform, independently of Amiga Inc. [note: this should be extended to include other developers, dealers, etc...., who are behind the plan]

P5 & H&P have agreed a unified way of implementing PPC in the future - P5 will produce the hardware and H&P will supply WarpUP and developer tools to make the transition to PPC Amiga's quicker, easier and to the new unified architecture.

The dealer, developer and user community will be encouraged to back the plan as a "community lead" initiative.

Amiga Inc state that OS4 is a developer platform for the new generation machine (with interim Classic Amiga compatibility - Siamese PCI), not a replacement for the Classic Amiga. The OS5 machine is not a migration path but a new generation machine, which will have a strong support route for moving Amiga applications over to it. Amiga Inc strongly support the Classic Amiga and will release OS3.1 to H&P to carry out the development of OS3.5 and future generations of the OS.

Access Innovation look at adding support for a 32-bit PPC interface on the Siamese PCI (InsideOut) so that a single machine supports development for 68k, PPC & OS5. Ideally the basic connector and pin out should be compatible with the BoXeR (except the BoXeR supports 64 - bit data) so that the number of different PPC boards doesn't have to be too great.

The specification for Amiga OS 3.5 will have to be basically agreed. I would suggest that this includes bug fixes, support for things like large HD's, internet support and improvements to the user interface [perhaps Magellan for the front-end as the latest version has 'personality' modules that allow things like a kids interface, a professional interface, etc...]. This must be ready to ship by November 1998. [we will have to discuss if future versions are viable]

Dealers will support the initiative because it helps to maintain sales, perhaps increasing them because of the clear development strategy and the invigorated cooperation in the community.

Continued: Page 10

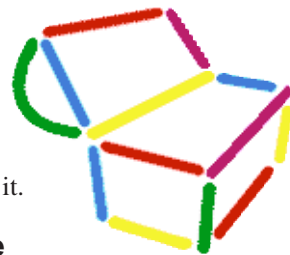
CyberGraphX Version 4 Retargetable Graphics System by Vision Factory Development.

Overview

- This is Pre-Release information. Everything is subject to change.
- CGX V3 was near the end of its life with phase5. CGX V3 will not be supported by phase5 anymore, so we decided to expand its features and make it commercial.
- Schatztruhe will sell a CGX V4 CDROM
- Planned price is 49DM for new owners and 29.90DM for updates (price subject to change)
- Should be shown at the Cologne show 1998

A few of the new CGX V4 features (over V3)

- German/English documentation/online help for CGXMode
- CGXMode monitor database
- CGXCommodity (cgx config program) for control of envs and tooltypes and some superlayers features like hide/show windows
- Fully compatible with CGX V3
- Bitmapcache support added for all drivers (supported cards)
- Latest V43 24Bit DT, picture.datatype will come with it.



Distributed by: Stefan Ossowski's Schatztruhe Gesellschaft for Software mbH

SCHATZTRUHE

After the failing support and all the complaints about former AFS distributor Fourth Level Developments, the author, Michiel Pelt, reclaimed copyright and will republish PFS2 under the label of Great Effects Development.

Improvements over Ami-FileSafe:

- Special price for registered AFS users.
- 68000, 68020, 68040 and 68060 versions.
- Built-in interface for live optimiser. There is no optimiser yet, but this interface makes it possible to optimise the disk without taking it off-line. When the disk is accessed during optimisation, PFS2 will stop the optimiser, which can continue afterwards. A dormant optimiser can even be automatically notified when the system is idle, making optimisation completely transparent.
- Improved testing procedures making PFS2 more stable and reliable then ever before.
- Enhanced documentation including programming docs (disk structure and special packets).
- New versions of all supplied tools (bug-fixes mostly), pfs1s, diskvalid etc...
- Full support plus disk repair service.
- Fully Ami-FileSafe compatible.
- Early problem detection mechanism. This mechanism detects problems with your disk before it is too late, ensuring optimal protection of your data.

- Extended disk structure to make disk-repair easier.
- Comes on CD.
- **FREE Bonus:** the award-winning game Kang Fu, now with extra levels!

New in version 4.2:

- Partitions upto 104GB and harddisks up to 2TB utilizing TD64 and Direct SCSI support. A free update for PFS2 customers will be available on Aminet soon.

Plus all that Ami-FileSafe already had...

- Superior performance. Up to a 500% improvement over FFS.
- Disk are always valid. No more *validation disk* errors!
- Reliability
- Concurrent access without performance loss. PFS2 handles simultaneous accesses very well!
- Easy file-recovery with the delete directory. Getting a deleted file back never was so easy.
- Automatically truncated logfiles. Get rid of those ever growing logfiles.

**Only DM 99,-
Update from AFS only DM 59,-**

From: Page 1

titles available on the Amiga – though \$109.00 for the Amiga version of Quake seemed a little steep for PC conversion!

Beside Computa-Magic Amiga Technology Australia constructed a very large display of all the latest hardware available including a locally designed and built Amiga 4000 Tower conversion. This tower was very impressive indeed, its all metal construction was a change from the mainly plastic tower conversions seen in the past. The company also showed what a souped-up A4000 can do. With a PPC board and CyberVision PPC graphics card this machine was a sight to behold. Amiga Technology also supplied a catalogue of the hardware and software that they can supply to the public at what seemed like very competitive prices indeed.



Internet Cafe Amiga Style: The MAUG shows how it's done.

Draco was present with their linear video editing machines. These boxes are apparently the bees knees when it comes to economical professional video editing. Based on Amiga technology and using OS 3.1 these computers showed what can be done with an Amiga.

The BAEUG was also present and had a display of the Siamese system in which you can connect an Amiga and a PC together and have both functioning in parallel. This is useful for manipulating files across platforms and using the hardware in the the PC for use by the Amiga like the graphics card or sound card. Once connected only one keyboard and mouse need to be used for both computers.

The organisers AAG were present and had a small display in which you could subscribe to their magazine and purchase back issues. Their stand also included four A1200 which were raffled off during the day. These were donated by Amiga International. Other items which were given away as prizes included MasterISO, the CD authoring software from Asimware, AmigaForever, the Amiga emulator from Cloanto and copies of the Amiga Theme on CD.



Video Editing: The Melbourne distributors of the Draco system explain some of the finer points to keen listeners.

Our own club members were present as volunteers manning the entrance desk, handing out a special edition newsletter and other jobs that needed throughout the day. Many new faces were canvassed which may mean some new members in the not to distant future.

The shows' success was a result of the enthusiasm showed by participating members and vendors associated with the Amiga. The shows' organiser, whilst having booked the venue, played a smaller role in the overall event. In the future if a show like this is to be held a different approach is required and a venue selected that may make it possible for more people to attend.

Text: Tom Heeren

Photos: Alexander McCooke

**Watch this space for
Amiga Show Reports
in the New Year!**

**24th - 25th
OCTOBER**  **AmigaFest98**

AmigaFest '98 Report.

From: Page 7

The new processor company produce and release the source code for a compiler (code generator), this is supplied to H&P who will integrate the compiler in their Storm development environment. Siamese Systems will develop and supply an Amiga compatibility API (Siamese PCI implements much of the Amiga API on the host and will be able to supply this element quicker and with less overall development effort). The Storm IDE will allow quick and simple movement of applications between 68k, PPC and new CPU. [note: the releasing of this compiler code is the one part that Amiga Inc., were uncertain about]

Dealers supporting the new movement will help to pull along software and hardware products from developers and help to continue the development of software products, ensuring that upgraded products keep pace with developments and will provide a good pool of applications for the new machines.

The H&P IDE will allow late movement of applications from Classic Amiga to the new machine (there may be some performance loss because of the portability API, however this will be relatively minor because of the substantial performance improvement of the CPU), allowing virtually a single source code version to compile for the 3 processors.

While supporting and profiting from their current products developers will be encouraged to develop new, next generation, applications using the *developer machines*.

Amiga Inc. drop the reference to OS4 and call it *development machines*. OS5 is renamed to something else. The apparent progression from OS3.1->OS4->OS5 is confusing to the current Amiga owner because it suggests that their

migration path is to an incompatible hardware and software upgrade, rather than to a totally new mega performance machine. They are different platforms... [using the OS4 title for that future Classic Amiga OS version would be desirable - Amiga Inc may release the interface code for their new OS which may be useful to give a common appearance, while targeting the future Amiga's as media creation tools]

This plan is designed to keep active development going for 2 years with a 1 year overlap with the new machine, leaving developers and users happy that they have a safe platform from which they can sit back and assess the new machine rather than having to jump over the edge committing to a machine that they have not seen (and therefore moving to other platforms in the interim).

Amiga Inc., will supply design information on the new processor as soon as possible and perhaps sample boards so that we can look at developing our own motherboards for OS5. [we are for example interested in developing a future replacement for our Access kiosk board]

Conclusion

Hardware developer, software developers and dealers have an active market.

There will be active developers and applications will be current versions when they are moved to the new machine.

Developers will have cashflow to allow them to develop their next generation applications directly for the new machine.

There will be a larger active Amiga customer base available to move to the new machine, rather than trying to claw them back.

Mick Tinker 6 October 1998

This list shows all areas where a cheat code can be used in Genetic Species.

- FrameCount** - Enable FrameCounter.
- DangerZone** - Maximum Weapon Ammo.
- FoxMulder** - Maximum Weapon KillPower.
- Caffeine** - Immortality
- FullCircle** - Remove Player Shot Collision.
- Goldbeer** - Disable Artificial Intelligence.
- Sober** - Enable Artificial Intelligence.
- SatanClaus** - Remove All Weapon NoiseFactors
- Scorpions** - Disable Puzzle Board.
- AlienRace** - Make The Player Invisible To All Enemies.
- Chainsaw** - Change The Death Sequence A Bit.
- JumpingJack** - Enable Jumping Bunny Function.
- HellRaiser** - Reset Weapon Reload Time.
- MindFields** - Unlock All Doors.
- Sissies** - Able To Carry Everything.
- Fuck You** - Surprise!
- RushHour** - Extreme Enemy Movement Velocity.
- Astronomical** - Enemies Will Never Retreat.
- Elite** - Extreme Enemy Shot Rate.
- Muppet Show** - Set Shade Factor To \$D000
- Retribution** - LevelCode For Stage0
- Dysfunctional** - LevelCode For Stage1
- Antimatter** - LevelCode For Stage2
- EyeOfTheStorm** - LevelCode For Stage3

- Ambrosia** - LevelCode For Rocket Launcher
- Cncd** - LevelCode For Plasma Gun
- Iris** - LevelCode For Flechette
- Polka B.** - LevelCode For Assault Rifle
- Parallax** - LevelCode For Mini Gun
- SpaceBalls** - LevelCode For Flame Thrower
- 3LE** - LevelCode For Tazer
- Stellar** - LevelCode For Ind. Drill
- Puzzle** - LevelCode For Stun G. Launcher
- Kefrens** - LevelCode For Pistol
- Impact** - LevelCode For Sil. Pistol
- Silents** - LevelCode For Fire Axe
- Scoopex** - LevelCode For Aut. Pistol
- Deathrow** - LevelCode For Hugger Acid
- Loonies** - LevelCode For Laser Mine
- Impulse** - LevelCode For Mantis Beam
- Depth** - LevelCode For Laser Rifle
- Floppy** - LevelCode For Hand Grenade
- Budbrain** - LevelCode For Zombie Hands
- Gods** - LevelCode For Poopie
- Artwork** - LevelCode For Data Disc
- Rage** - LevelCode For Violet Keycard
- C-Lous** - LevelCode For Red Keycard
- Subacid** - LevelCode For Green Keycard
- Balance** - LevelCode For Blue Keycard
- Efreet** - LevelCode For Bio Toxin
- TBL** - LevelCode For Save Game
- VirtualDreams** - LevelCode For Orange Keycard

Fleecy Moss, Amiga Inc. Clarifies Company Strategy

Gary Peake of Team Amiga posted this email from Amiga Inc.'s Fleecy Moss in a recent newsgroup thread. In it, Mr. Moss states that an Amiga desktop is not the primary focus of Amiga Inc. and that they do not "need" the existing Amiga community to be successful, but that it does give them an edge.

From: "Gary Peake"
Newsgroups: comp.sys.amiga.misc
Subject: Re: Sober Analysis of "The Plan"
Date: 27 Oct 98 23:13:04 -0600

fleecy@netreach.net scribed to us about Re: Sober Analysis of "The Plan" (fwd) in EMail

This is a response from Fleecy Moss, Amiga Inc regarding my post to comp.sys.amiga.misc ... reposted here with permission from Fleecy.

For Amiga Inc we don't "need" the existing community. Our market is much bigger than just desktops and, in another sense, it won't be us that concentrates on the desktop and high end, it will be our licencees. Our OS and HW references will scale.

So technically the Amiga community could die and we would be ok. However, this is a limited way of looking at the situation.

The existing Amiga gives us

- a good name and reputation -many ppl remember it very fondly,
- a worldwide seed community for the new machines - not many companies can work on a product with an almost guaranteed first sale of 100,00 units.
- a worldwide evangelical force
- a very talented pool of developers
- a philosophy and attitude that is just waiting to be promoted and will be so much more effective than the stale Apple "think Differently"

The problem is that many in the existing community are only looking at their existing 1980's definition of computing, and of how the Amiga fits into that, so because we are not building PPC A5000s with PPCOS4, they feel betrayed. It requires a whole new mindset -computers are no longer just geek toys - they are the conduits for digital information.

Feel free to repost this.

Thanks for watching the newsgroups and correcting us where we need it Fleecy!

Fleecy Moss Clarifies Earlier Statements

In response to his earlier posting, Mr Moss now again clarifies Amiga Inc's position on the Amiga. Sometimes it's better to say nothing!

From: "Fleecy Moss"
Newsgroups: comp.sys.amiga.misc
Subject: Clarification on Desktops
Date: 2 Nov 98 11:10:17 -0500

Hey there 8-)

I just went over to Aminew on CUCUG and became steaming mad - that bastard from Amiga, Mr Moss says that desktops don't matter anymore, and that Amiga doesn't need us anymore....well f**k him!!!!
...eeerrrr, oh, that was me.....

To clarify (and to demonstrate once again that sarcasm and innuendo is hard to do with a colon and some brackets), the letter I wrote to Gary was in response to a particular letter expressing concern that Amiga Inc. is abandoning the current market.

If you look, you will see that "need" is in quotes - the reason, because technically, we don't "need" desktops to succeed, precisely because we are not concentrating solely on desktops.

This I feel is an important point that the community needs to understand. I have said many times that we are not just about bringing an up to date Amiga desktop back to the existing market. To do that would probably spell our doom.

We are about defining a new market, a market in which desktops are at home with intelligent TVs, games consoles, servers and workstations - where it isn't the size of your hardware that counts but its ability to do the work you need it to do.

Rest assured that there will be desktop Amigas, workstations and servers - you lot out there are living proof that a market exists for them. I am in constant contact with HW companies who are looking at the logistics of producing their own NG medium and high end Amigas.

As for not needing the community, again the comment made was a technical metaphor - of course we don't "need" it, in the same way that France doesn't need its world cup players to play in the world cup in 2002 - they would just be idiots not to use them.

The Amiga community is the heart and soul of the Amiga.

A Word From Fleecy

Blittersoft are very aware of the interest the new BoXeR motherboard has generated world wide since it's announcement. Unfortunately, for a number of reasons we cannot go into, there has been several unexpected delays that have prevented it's release.

We would therefore like to make a statement to clarify the current situation.

The BoXeR motherboard is being developed by Access Innovation Ltd. Access are also involved in several other important projects, including the Inside-Out board and therefore development time has been spread accordingly. The delays have, however, allowed some further improvements to the original BoXeR specification. These changes (subject to change) are detailed below.

Changes to Original Specifications

- 64-bit design for maximum performance with PPC/G3 processor boards
- Twin independent IDE ports supporting Modes PIO 0-4, DMA Modes 0-2 and upgradable (via Flash) to UDMA, giving high transfer rates with low processor overhead
- Replacement of the Buster chip
- Full Parallel port implementation (allowing use of more parallel port peripherals)
- Board layout change to accommodate Video Toaster
- Implementation of enhancements to increase CHIP RAM access times

A new prototype board is about to go into production allowing all the latest design features to be tested and also prove earlier changes. Once the prototype has been built and on completion of preliminary testing we will have a better idea of production schedules and will keep everyone informed.

The BoXeR motherboard delivers a medium cost home/semi-professional Multi-Media computing motherboard based on the Amiga Chip Set and Operating System. This will allow complete machines to be priced between the A1200 and A4000, providing low purchase price and expansion options, while delivering a performance in excess of the A4000.

The expected release date for the BoXeR motherboard is in the first quarter of 1999.

The BoXeR will be sold in 3 ways

- As the heart of the new Blittersoft range of *Black Box* Amiga systems.
- As a single motherboard solution to the customer, to build their own unique system.
- Through OEM dealers who may customise the unit to their own particular markets.

Technical Information List

- 100% Amiga compatible.
- Baby-AT motherboard based on Amiga technology - fits in ANY standard PC Desktop/Tower case.
- Motorola 68040 or 68060 at 25-75MHz supported in a single processor socket.
- On board 2Mb CHIP RAM.
- 4 x 72 pin standard SIMM sockets allowing up to 2Gb FAST RAM.
- Dual IDE Hard disk interface, with standard pitch 40 pin header.
- Flash ROM 2Mb, 32 bit wide. Used to provide kickstart ROM's and resident modules.

- Floppy disk drive interface, operating as DF0:, including 0.5sec delay on RDY.
- CD-ROM audio input connector and mixer.
- Real Time Clock, using NiCad.
- Keyboard port is a standard DIN connector for PC compatible keyboard.
- 2 x 16 bit Active ISA slots, in-line with 4xZorro 3 slots.
- Amiga Video slot

Connectors

- Printer port, 26 pin header.
- AV slot - provides audio, composite and RGB signals.
- RGB video (on rear AV board).
- Serial port 10 pin header
- Joystick and mouse port, 10 pin headers.
- Audio header, 4x1.
- Power In - standard PC 12 pin connector
- IDE - 40 pin (Dual)
- Floppy drive DF0:/DF1: header.

Key Design Points

- The all-new leading-edge design uses the AGA chip set for compatibility but has completely redesigned logic to achieve the highest performance and most flexible design.
- Supports 68040 or 68060 from 25MHz - 75MHz.
- Designed to achieve low system cost.
- Supports 4x standard 72 pin SIMM's for total FAST memory of 2Gb.
- High-speed CHIP memory read/write technology which can boost access by up to 30%.
- Mounts in standard PC baby-AT case. (Huge selection of cases available from a wide range of suppliers at the lowest price points)
- Processor connector to support a low cost PowerPC upgrade (in development). This expansion allows the on-board 680x0 to remain in place so that the upgrade is little more than a PowerPC on a card.
- MPEG/Genlock module with high quality output and broadcast quality genlocking is in development.
- Has live working 16-bit ISA slots to support low cost peripherals such as Modems, Ethernet and Sound cards.
- FlashROM allows software and hardware updates.
- CD-ROM File System in ROM allows booting from CD's.

Product Pricing

- BoXeR £TBA





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Amiga Technology Australia

17 Thompson Circuit, Mill Park, 3082 Phone: (03) 9436 5555

Byte One Computers

24 Silverton Drive, Ferntree Gully, 3156 Phone: (03) 9752 3991 or 015 316 147

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Synapse Computers

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December Meeting

This is just a reminder to all members that the December AUG meeting will take place on the second Sunday of the month (December 13th). This will ensure that the meeting will not interfere with the Christmas break. All members with a current Email address will be notified before the meeting.

Email Addresses

This is a request from the Secretary of the AUG to all members. Could everyone with access to Email please send your Email to the following address so it can be recorded.

doggone@blaze.net.au

Please state your name and membership number (you'll find this on the address label in the top right hand corner of the *Workbench* envelope). This information will be considered confidential and be used for club announcements only. It will not be given to any other outside party whatsoever and only be used for official club matters.

PageStream 3.4 Beta Testing Now

The latest version of the premier desktop publishing program by SoftLogik is now under going beta testing. The first two beta versions were very buggy but version 3 has fixed a serious text entry bug. This newsletter was produced using the latest beta version. As you can see it works. Hopefully by the New Year the final version will be released.

Amiga OS 3.5 Update

As of November 8th the Amiga OS 3.5 project has completed 11% of the new operating system. Only 89% to go! Workbench will keep you updated on further developments.

Genetic Species Goes 24Bit

Marble-Eyes Development is proud to announce the release of a new Genetic Species Add-On. And what an add-on: 24 bit finally hits an Amiga game! So we're writing history. In other words the Amiga and Genetic Species goes true colour, that means 16 million colours per pixel. The human eye recognizes about 14 million colours but you'll get 2 million extra! In order to support the 24bit screen modes in Genetic Species we had to re-write all the functions which access the display screen. It has been a lot of work but looking at the result, the time has certainly paid off. The improvement is simply amazing. Not a single pixel is rendered in Genetic Species without putting it through an alpha channel - and the result will blast you away!

The Future for Genetic Species

We were extremely excited about finally releasing Genetic Species but the sales have been minimal while at the same time, the future of the Amiga is looking more and more bleak. Because of this, during these last months our excitement has gradually dissipated. Since the financial rewards for the game are all but pocket money, and we no longer feel the *old* excitement and commitment, we've decided to move on, and thus we've started looking at new projects which point to the future, not the past..

All current development of GS has been halted, and further add-ons are not likely to appear. We're sorry about this. But keep the faith; we'll be looking forward to giving you another mind-blowing game sometime in the future.

Stay tuned for further information!

Marble Eyes Development

In Brief

CyberStorm Accelerators

CyberStormPPC cards (A3000 and A4000) including UW SCSI interface. Choose from:
PPC 604e 180, 200, 233MHz with either an 040 25MHz or an 060 50MHz.

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Permedia II Glint 3D Graphics Engine with 8Mb Video RAM. (Features 1600x1200 True-colour mode)

BVisionPPC Graphic Cards

Very fast graphics accelerator card which plugs directly into the BlizzardPPC series boards.

Permedia II Glint 3D Graphics Engine with 8Mb Video RAM.

Apollo Accelerators

A1240 cards are available with either an 040 25MHz or an 040 40MHz CPU. For those who require more speed, the A1260 includes an 060 50MHz CPU.

Both cards accomodate a Fast SCSI-2 module, available seperately. A2000 cards are also available.

Buddha, Catweasel, and other strange Amiga things.

Now you can use a standard PC high density 3½" floppy drive on your Amiga using the Catweasel.

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Programs:

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Maxiplan, Amiga Basic, Advanced Basic, DOS
manual, Programmer's Guide, Audiomaster II

Hardware:

Multi-sync Monitor (Commodore 1960) -
accept 1084\$ as part payment. Yamaha PSR-
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throw in free lessons.

Any reasonable offers accepted
Contact Norm Christian
9798 6552

Reader Classifieds

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Amiga Users Group

The Amiga Users Group Inc. is a non-profit association of people interested in the Amiga family of computers and related topics. We do not support or condone software piracy. To contact us call our Secretary; or visit our home page at: <http://www.aug.org.au>

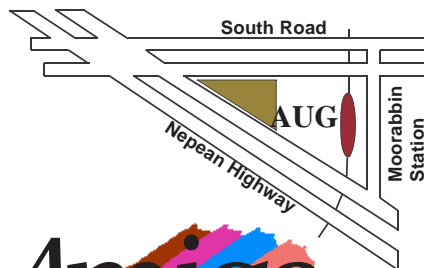
The Melbourne Amiga Users Group was formerly a special interest group of AUG but is now a separate entity.

Membership

The AUG Inc. membership year runs from September to August. If you are joining in:

August–September.....	\$25
October–November	\$21
December–January	\$17
February–March	\$13
April–May	\$9 or \$33
June–July	\$5 or \$29

Disk and Book Library



AUG has a collection of Amiga books and magazines. Members can borrow for a period of one month. The library is available at most meetings. Programs from the public domain library are available at many meetings.

World Wide Web Access

Chris Quonoey can provide a very competitive Internet connection to all AUG members at reduced rates from BlazeNet. Connection costs are as low as \$0.95/hr. There are no joining or monthly fees and your access time is paid for in advance. For details contact Chris (0418 377 975).

The Dead Letter Department

The AUG's new BBS run by Craig Hutchison has access to all the latest AmiNet files as well as other goodies. Registration is free to all members. Phone: (03) 9571 7194

Meetings

The Amiga Users Group meets at the Moorabbin Arts Centre Complex, 979 Nepean Hwy, Moorabbin (see map) on the 3rd Sunday of each month at 2:00pm. There is ample parking at the rear of the complex off South Road. Meetings are held in the "Sun Room" or on the 2nd floor (up the stairs then turn left). Ask at reception if you get lost. Cost: \$2.00 members;

\$4.00 non-members. This is to cover rental costs.



Membership Form

First Name: Surname:

Address:

Post Code: E-mail:

Phone (AH): Phone (BH): Fax:

I have enclosed a cheque or money order as outlined in the table above. Once admitted as a member of the Amiga Users Group (Vic.) Inc. I agree to abide by the rules of the association for as long as I continue to be a member.

Signed: Date: / /1998

If joining by mail please allow 2-3 weeks for your membership to be processed.

(The following is optional)

Year of Birth: Amiga model(s): Occupation:

Interests:

Where did you hear about AUG?:

What services would you like AUG to provide?: