



**Mediator is a PCI implementation for connecting PCI devices in Amiga computers, allowing expansion of Amiga with all kinds of industry standard hardware products like graphic, sound, network, USB, TV tuner, ISDN and MPEG-2 hardware decoder PCI cards.**

Moreover, the Mediator PCI busboard is ready for SharkPPC PCI cards based on the latest PowerPC G3 and G4 processors.

**Hardware Requirements**

The minimum hardware configuration is: Amiga 1200 in tower case with a 4MB RAM expansion card.

The recommended configuration is: Amiga 1200 in the E/BOX tower case, any 68060 (or PPC with 68060) turbo card with 64MB RAM, a SharkPPC G3/G4 card with 256MB SDRAM, a Voodoo3 graphic card.

**Features**

Mediator PCI 1200 SX features:

- 6 PCI slots (PCI 2.1 compatible)
- For simultaneous use of up to six PCI cards fully assimilated in the Amiga environment.
- Power Management Interface
- PMI allows waking up the computer with external events (e.g. with USB or LAN signals) and programmable shutting down the computer lines.
- AT and ATX connectors with control IC.

Allows to supply Amiga using PC AT or PC ATX power supply.

**Installation is very easy.**

Mediator PCI 1200 SX and PCI cards in its slots fit perfectly in the following tower systems: E/BOX 1200, Power Tower, Winner Tower, Infinitiv Tower, EZ Tower.

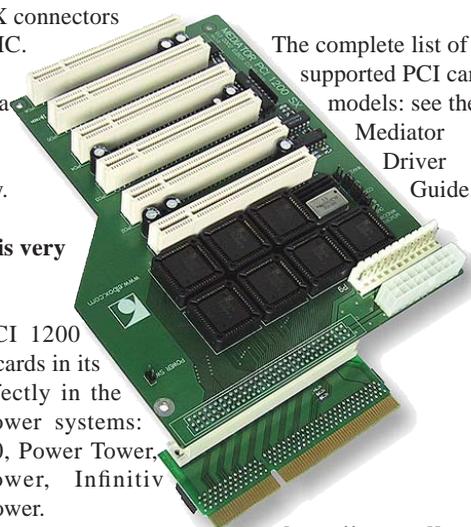
**Software**

The following PCI cards are currently supported in Mediator PCI 1200 SX:

- Graphic cards,
- Ethernet 10Mbps cards,
- Fast Ethernet 100Mbps cards,
- TV tuner cards,
- Sound cards,
- USB cards.

The following PCI card support is now being developed:

- I/O cards,
- MPEG-2 hardware decoders.



The complete list of the supported PCI card models: see the Mediator Driver Guide.

<http://www.elbox.com>



### Editor

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### Contributions

Contributions can be soft copy (on floppy 1/2 disk) or hard copy. It will be returned if requested and accompanied with a self-addressed envelope. The editor of the Amiga Users Group Inc. newsletter Workbench retains the right to edit contributions for clarity and length. Send contributions to: Amiga Users Group P.O. Box 2389 Seaford Victoria 3198 tonym@net2000.com.au

### Advertising

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## Editorial

G'day everyone,

I'll have to say I was a little disappointed in the attendances at the AGM. I was really hoping more people might be willing to help out. At least it all worked out ok in the end and all positions were filled. Still if anyone out there has a sudden urge to help out before next years AGM you'd be most welcome. Contact a committee member to find out more info.

On the Amiga front things are a little quiet. OS 4 is looking like it will be a Christmas release, Bernie's new Amiga X86 is stalled by the Picasso96 crew. I believe the P96 crew have been personally threatened with a lawsuit if they license Bernie and don't want that hanging over their heads.

**Tony Mulvihill**



### Last Months Meeting September 15th 2002

It was AUG's annual general meeting. Take a look at pages 4-5 for the meeting minutes and 5-6 for meeting pictures.

### This Months Meeting October 20th 2002

Latest news from the world of Amiga. A selection of machines to see and view and all the usual trapping of an AUG meeting.

### Next Months Meeting November 17th 2002

Nothing planned at the moment but I'm sure we'll have something come along. It's much closer to Christmas and maybe we'll have OS 4 ?

### Membership Renewals

Our membership renewals have finished for this membership year and we did pretty well with around 90 % of members continuing their membership.

This year should be a good year for Amiga what with OS 4.0 rumoured to be released around Christmas time, the DFX floppy adaptor nearing completion, the Thylacine USB card working with many USB ethernet adaptors and hopefully Bernie's new Product Formally Known As Amithlon V2 will have it's Picasso96 licensing issues sorted.

Australian Designed  
**thylacine**



USB

now shipping

**\$134.95 +GST + S&H**  
<http://thylacine.boing.net>

# Bytes & Pieces



## New YAM2.4 Dev version

Download the latest YAM v2.4 development version, compiled 2.10.2002.

Fully optimized 68020 version only.

This version is currently in development, and may not work perfectly!

PLEASE do not complain about these development versions! If you want to continue getting developer versions, please read the ChangeLog file before reporting bugs.

<http://yam.boing.net/>



## MooVid 1.6

László Török has finished MooVid 1.6 now now supporting Divx, OpenDivx, Divx4, Divx5.x, MPEG4, Sorenson Video support and MPEGI-Layer2/Layer3 audio support.

Registered users can get 1.5 to 1.6 update. Check the MooVid link for more information.

<http://www.dfmk.hu/~torokl/MooVid.html>



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Issue 29, October 2002 issue of the Amiga's only monthly CD magazine is out now.

100% AMIGA are also pleased to announce that Amiga fans in Australia and New Zealand can also buy it locally from AnythingAmiga.

<http://www.anythingamiga.com>

## Hyperion Entertainment is pleased to announce the completion of its highly optimised Quake 2 port for the Amiga.

A bundle containing the full PC version and a separate CD with the Amiga executable, the Quake 2 installer, GUI and over 600 MB of (compressed) extras such as (nearly 40!) Quake 2 mods , levels and models, will be available shortly from your local dealer. Pricing may vary.

The game complies with all the usual quality standards for which Hyperion has become known in the Amiga market.

Users can register their copy of Quake 2 on the Hyperion website ([www.hyperion-entertainment.com](http://www.hyperion-entertainment.com)) to obtain support and download further mods and updates as they become available.

System requirements are as follows:

- \* PPC equipped Amiga (WarpOS)
- \* 64 MB of memory (more recommended for certain mods)
- \* Graphics-card (3D acceleration supported but not required)





As you'll all know last meeting was our AGM and as usual it was one of our most poorly attended meetings.

I honestly don't know why people stay away from the AGM, it's not as though anyone is forced into anything. It's your chance as members to ask questions, to nominate other people (although you can nominate yourself if you want) and vote on those nominations. In fact many questions were asked, questions like what room are we going to be in next year (it will be the Sun room now that we have the finances back on track), questions on the groups finances and plans for the coming year.

Still it was a good meeting anyway with several high powered Amigas i.e.. PPC machines in the fabulous chrome plated Amiga Technologies tower and A4000 in the Elbox Power Tower (see meeting pics) and those who were there will remember the hysterical laughter that racked the meeting when Barry Woodfield's Amiga powered cuckoo clock chimed with a loud "Cuckoo" just after Damien Stewart posed a question about a problem he was having with his machine.

Anyway enough members turned out and we managed to fill all the committee positions including the newly created positions for those general committee members. This greatly spreads the workload amongst everyone and makes the committee a much more viable entity. The meeting minutes are below.

## MINUTES of the 2002 AUG AGM

=====

Minutes of the Annual General Meeting held 15th September 2002 in Workshop 1 in the Moorabbin Arts Centre Complex.

Meeting opened at 3:40 PM.

John Hopkins proposed that the minutes of the last AGM published in the September 2001 "Workbench" be accepted. Seconded by Barry Woodfield. Passed.

Michael Mavracic read out the 2001-2002 Financial Report published in the August 2002 "Workbench." Col Roberts proposed financial report be accepted. Seconded by Scott Pringle. Passed.

David Myers acted as Returning Officer. Committee positions declared vacant.

## Election of Officials:

### COORDINATOR POSITION

Tony Mulvihill nominated by Jim Lewis. Seconded by Merv Stent. Elected.

### ASSISTANT COORDINATOR POSITION

Merv Stent nominated himself. Seconded by Michael Czajka.

Jim Lewis nominated by Tony Mulvihill. Seconded by John Hopkins.

Merv Stent declined his nomination. Jim Lewis Elected.

### TREASURER/MEMBERSHIP OFFICER POSITION

Michael Mavracic nominated by John Hopkins. Seconded by Merv Stent. Elected.

### SECRETARY POSITION

Michael Green nominated by Tony Mulvihill. Seconded by John Hopkins. Elected.

### MEETING CHAIR POSITION

David Myers nominated by Jim Lewis. Seconded by John Hopkins. Elected.

# AGM Meeting

Get Boinged!!



**NOMINATIONS WERE CALLED FOR ADDITIONAL GENERAL COMMITTEE POSITIONS.**

**MAILING LIST ASSISTANT MODERATOR**  
Merv Stent nominated himself. Seconded by Michael Czajka. Elected.

**MEETING ROOM OPEN/CLOSE**  
Barry Woodfield nominated himself. Seconded by John Hopkins. Elected.

**DISK/BOOK LIBRARIAN**  
Col Roberts nominated himself. Seconded by Jim Lewis. Elected.

**NEWSLETTER EDITOR**  
Tony Mulvihill nominated by John Hopkins. Seconded by Michael Czajka. Elected.

**NEWSLETTER ASSISTANT (PACKAGING AND POSTAGE)**  
John Hopkins nominated by Tony Mulvihill. Seconded by Jim Lewis. Elected.

**ARTICLE CONTRIBUTOR**  
Reid Savage nominated himself. Seconded by Barry Woodfield. Elected.

**ARTICLE CONTRIBUTOR**  
David Myers nominated himself. Seconded by Tony Mulvihill. Elected.

**ARTICLE CONTRIBUTOR**  
Damien Stewart nominated by Michael Czajka. Seconded by Scott Pringle. Elected.

**WEBMASTER**  
Michael Green nominated himself. Seconded by David Myers. Elected.

**GENERAL COMMITTEE POSITION**  
Col Roberts nominated himself. Seconded by Barry Woodfield. Elected.

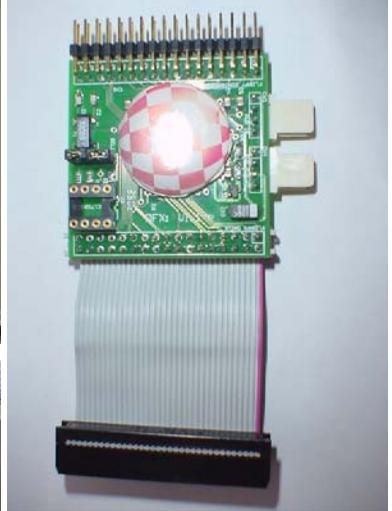
All positions filled.

Meeting closed at 4:00 PM.



# Meeting Pictures

Get Bored!!



Pictured above is the prototype of the DFX floppy interface for std pc floppy drives. It allows the reading and writing of Amiga std and high density floppys with a PC floppy drive.



# Hyperion Speaks !

Get Boinged!!

AMIGA



## Hyperion is pleased to report that it has completed the AmigaOne firmware based on the GPL'ed PPCBoot project.

Leuven, Belgium - September 27, 2002.

Hyperion is pleased to report that it has completed the AmigaOne firmware based on the GPL'ed PPCBoot project. Below you will find a description of the implemented hardware support and functionality. We want to thank everyone who has contributed to this project.

Hardware support for the following devices:

- Serial port
- USB UHCI
- USB keyboard
- USB storage devices
- PS/2 compatible keyboard
- i8259 interrupt controller
- 3com 3c920 ethernet with full busmastering
- VIA IDE controller (A and B revision)
- Real time clock (RTC)

Features of PPCBoot (as implemented by Hyperion):  
-x86 BIOS emulator capable of initialising and using nearly

all PCI and AGP graphic cards based on the chipsets of ATI, nVidia, 3DFX, S3, 3Dlabs (Permedia), Trident etc.

- Auto detection of SDRAM modules
- Auto detection of bus and CPU speed
- Support for PCI and AGP
- General ArtiticaS support
- General VIA686 southbridge support (686A and 686B)
- IDE support (harddisk and CD-ROM booting)
- Floppy support
- Booting over network"

Ben Hermans, Hyperion.

### Below are a series of comments posted by Ben Hermans clarifying a few aspects of OS 4.0

#### Posted by Ben Hermans/Hyperion

With ExecSG finished, the only work required to get a full system is integrating the 68K emulator for those system modules which will not be PPC native.

This work is currently underway and in the hands of an expert in the field (not somebody from Hyperion).

The idea that this will take a year is simply ridiculous.

I could mention the number of



weeks we agreed on contractually but that would ruin my chance to make some lucrative bets with some of the nay-sayers here.

#### Posted by Ben Hermans/hyperion

We will of course merge our code back into PPCBoot provided the maintainers of PPCBoot are interested.

We will comply fully with the GPL license.

#### Posted by Ben Hermans/Hyperion

I have already mentioned this quite a few times but I will go through the motions again.

OS 3.x source-code which compiles with GCC can be made to compile with OS 4 nearly out of the box.

The OS 4 development team has obviously been using GCC for quite some time now which essentially means that any C based OS 3.x component will be available in PPC native format for OS 4.

This includes components such as DOS, Exec SG, Roadshow, the Shell, the USB stack, FFS2, Intuition, Reaction etc. etc.

Only non-performance critical components will still be 68K if no C version is available.

## **Posted by Ben Hermans/Hyperion**

Like I pointed out before, we are currently at work on integrating the 68K emulation layer into the system.

It should be pointed out however that the following components have been tested thoroughly:

- Exec SG (PPC native)
- 68K emulation with real life applications
- new OS modules as 68K code (\*)

(\*) It's clear that any bugs present in the 68K version will with a likelihood of close to 100% also be present in a PPC

native version.

This is why it makes sense to first test the modules as 68K code so that any bugs that are detected can be attributed solely to the code itself rather than the 68K emulation or Exec SG+emulation layer.

## **Posted by Ben Hermans/Hyperion**

Of course CPU exceptions are not free.

But the overhead involved with an exception is far, far less on PPC than on 68K.

Thomas Frieden has studied this for quite some time and as he's the one who wrote Exec SG, I'm sure he knows what he is talking about.

Remember, he wrote the exception handling.

Sure, there is a performance penalty but this has to be balanced against the fact that it obviates the need for emulation traps that need to be inserted into the source-code and which pollute the code-base and API/ABI.

The idea is to move away from 68K entirely at one point and the MMU approach allows us to do so without leaving any clutter behind

once this is accomplished.

## **Posted by Ben Hermans/Hyperion**

>I still claim that going from 68K->PPC is not that trivial he wants ppl to think.

This was already asked and answered so many times.

Sure, if you are using SAS C as opposed to GCC, you will need to invest a bit more time to migrate your code but then this would be the same irrespective of whether you would be targeting the same CPU or not.

If you are already using GCC, you can look forward to near perfect compatibility at the source-code level.

Let me remind you again what Thomas Frieden told me the previous time somebody came up with these issues.

(I do find it particularly funny BTW that some people are always bashing us for being "game porters" and then turn around and claim that we would be in the dark about exactly that - moving code from one platform to another.



# Hyperion Speaks !



These past few years we have moved code from Windows to Linux x86 and PPC, Mac OS 9/X and AmigaOS and from Linux x86 to Mac, from Amiga to Mac etc. etc.)

Here goes again:

>“Okay, so explain how callback hooks, inpuhandlers, interrupt code and > similar work?

Hooks and input handlers are just 68k code that is called from PPC. No special precautions are needed, the emulator will catch instruction reads from illegal code segments and just assume they are 68k.

For interrupts, there's a different mechanism. Interrupt code is called through specialised hooks (struct Interrupt), which contain a full struct Node (including type). There are now two types that actually define an interrupt, NT\_INTERRUPT, which is an old 68k interrupt, and NT\_EXINTERRUPT, which is a PPC native interrupt.

> They must be 68k code or else old 68k apps could not run at all. If you > compile your app for PPC, all code will be PPC -> problem.

That's the usual bullshit, and

that's the prime reason for the exception based cpu switches: With our approach, there is **\*NO DISTINCTION\*** between 68k code and PPC code. All code is assumed to be PPC, and is jumped to accordingly. But PPC code is only loaded into specific virtual segments (these are flagged as executable). If the CPU tries to fetch instructions from a non-execute segment, an exception is triggered, and the emulator will pick up. Likewise, the emulator knows which segments contain PPC code, so if a 68k program wants to jump into PPC code, the emulator just transfers control to the normal operation.”

# Amiga Networking



## Amiga Networking .... Now what?

So you have your Amiga (or amiga emulator) on a network. You can Ping, ftp, browse using your favourite browser, but you would really like to be able to shift files/folders, hell, whole disks over the network as if it was locally to your machine.

Well after all if WinBlows can do it, and AmigaOS was a better operating system before they showed up, why cant we?



Well we can. There are 2 ways to do it.

1) Using Samba - You can mount and manipulate files and folders both on Windows and other Amigas/macs/Linux systems that also happen to be

running Samba. Since this is a rather lengthy and time consuming operation, it wont be covered here.

2) Using AmigaNetFS - The native Amiga to Amiga network file system.

By Randall Lasini

## -----The Software-----

“NetFS?!?” you say? “Whats that?”. Well if you hop on to aminet and got to the ‘comm/net’ folder you will find a little utility called: netfs053.lha 22242bytes which contains the following files:

```
netmount .....9948
rwd 20-Nov-93 13:52:44
netfs.doc 7345 -
rwd 26-Nov-93 17:18:54
netfs-server 14876
rwd 20-Nov-93 13:52:32
netfs-handler 11592
rwd 20-Nov-93 13:52:18
```

As you can see by the date stamps they have been around for a while.

Anyway, have a read of the documents and they are fairly instructive. The big warning though, is that this is a 0.53 version.

To get it installed you need to put the file in the following files in their respective locations:

### netfs-server:

Depending if you are running miami or Genesis (or even amitcp), I would suggest that you create a subfolder in your chosen TCP-Stacks folder

called

SERV/

Eg: AMItcp:SERV/,  
Miami:SERV/ or  
Genesis:SERV/

And place this file here.

### netfs-handler:

This can go into any of the paths assigned to the : system volume. Most TCP-stacks have an L: folder that is added to the L: system assign. To help identify what it goes with, I would suggest you place it at the same location:

Eg: Amitcp:L/, Miami:L/ or  
Genesis:L/

### netmount:

This file needs to be placed in the dos search path. If you have a TCP-Stack system folder that has a bin subfolder, and it is in the system search path, this is where I would suggest you put it. However, you can just put it in C:

Eg: Amitcp:bin/,  
Miami:miamibin/ or  
Genesis:Bin/

### netfs.doc:

And it allows helpful to keep the documentation around, so

put this somewhere safe.

## Configuring the TCP-Stack

Once the files are in place you now only have 2 configuration items that need to be handled.

### Part 1:

If you are using amitcp edit the file

Amitcp:db/services

And add the following line of text to the end of the file.

```
amiganetfs 2500/tcp
```

If you are using Genesis or Miami go in to the Prefs and select the Services option.

Add a new service with the following details:

```
Name      AmiganetFS
Port      2500
Packet Type TCP
```

Save these settings.

### Part 2:

If you are using Amitcp edit the file

Amitcp:db/inetd.conf

and add the following line of text to the end of the file.

nowait root  
AmiTCP:serv/netfs-server

Of course if you placed the netfs-server file in a different location, you should change the last item in the line to the new location.

If you are using Genesis or Miami, go to the prefs and select inetd option.

Add the new Network service with the following details:

```
Service Name  
AmiganetFS  
User  
Root  
Server  
    ***1***  
CLI Name <none>  
Args <none>  
Packet Type  
TCP  
Data Type  
Stream  
Run Mode  
nowait
```

Where \*\*\*1\*\*\* is the location you placed the file netfs-server.

Eg: Miami:SERV/ or  
Genesis:SERV/

## —Using the Netfile system—

Note: At this point after your initial installation, you may want to reboot all the Amigas involved.

Once you have your services installed it's time to get your network file share running.

Simply open a CLI, and type the following:

```
NETMOUT ***2*** SYS:  
Remote_SYS:
```

Where \*\*\*2\*\*\* is the other Amiga's network name or IP address.

Now if you check your desktop you should see the extra icon representing your

friends' Boot drive. Using your favorite tool (eg Dopus) you can now browse, edit, create, add, shift and delete files from the remote machine.

As long as you know the volume name on the remote machine you should be able to connect to it. (eg: netmount remoteamiga RAM:  
rem\_RAM:

But suppose you want to protect some volumes. Well there are 2 very minor ways to do this.

1) Make it read-only to everyone. Create a file in the volume(s) root folder called '.readonly'.

2) Make it unmountable to everyone. Create a file in the volume(s) root folder called '.nomount'.

Those are the only 2 options available.

Anyway, Have fun.

## In-flight entertainment

All too rarely, airline attendants make an effort to make the in-flight "safety lecture" and their other announcements a bit more entertaining. Here are some real examples that have been heard or reported:

As the plane landed and was coming to a stop at Canberra, a lone voice came over the loudspeaker: "Whoa, big fella. WHOA!"

Another flight attendant's comment on a less than

perfect landing: "We ask you to please remain seated as Captain Kangaroo bounces us to the terminal."



After a real crusher of a landing in Sydney, the Flight Attendant came on with, "Ladies and Gentlemen, please remain in your seats until Capt. Crash and the Crew have brought the aircraft to a screeching halt against the gate. And, once the tyre smoke has cleared and the warning bells are silenced, we'll open the door and you can pick your way through the wreckage to the terminal."

## How do you use your Amiga?

By Tony Mulvihill

I use my A1200 extensively and it forms an integral part of my overall computer experience. I used to think A4000's were the expandible Amiga but now days it's just as much the A1200 and we have the ingenuity of Elbox and many other manufacturers to thank for that. Together they have made the A1200 one of the most expandible and unique custom built pieces of electronics ever

How far can you take an A1200? Depends on how much you'd like to spend.

For Example.

My main A1200 is towered with a Motorola 060 50 mhz processor. Don't think that in these days of gigahetz pentiums and AMDs that 50 MHZ isn't usable. Infact it's very usable and at the Comdex 2001 Melbourne show almost all of the PC users I demoed my machine to thought it had a processor of between 700~900 mhz. I also have a scsi card, 128 meg ram, an IDE expansion, Mediator PCI board, Voodoo GFX card, 10 mbit pci ethernet card, serial expansion, a couple of scsi

harddrives, a couple of ide harddrives, a scsi burner and an ide cdrom, as well as a scsi scanner. It also has Amiga OS 3.9 and Opus Magallen II installed.

It's a great machine and infact it's the gateway to the internet for my lan (local area network) and also runs a proxy server for web filtering. The proxy server is started by MiamiDX and filters out all those little nasties like unwanted cookies, popups, advertisements and the many "Web Bugs" which are usage tracking devices and are usually in the form of an invisible gif. Plus being on a lan means if I hit a website that has a few problems with AWeb, (my Amiga browser of choice) I fire up VNC (like PC Anywhere only free) and open

a remote screen on my Ami and use Internet Explorer/Modzilla remotely on my Ami.

I do all my email on this machine using YAM 2.4-dev. Why would I prefer to use Yam on my Ami? Several reasons really, first is being Amiga it's immune to all those nasty PC virus and lately I've had a run of PC virus arriving in my mailbox. It's nice to know it will have no effect on me whatsoever. Secondly is I've never found any email program for the PC quite like Yam. Yam is very intuitive to use, highly configurable and the latest versions of the developer compile have been very stable for me. Thirdly is I like to do a "pre-selection" of mail. Using Yam I connect to my mail





server and view the list of messages on the server before I download. This way I can delete the obvious spam, choose to leave large mails on the server for later download and select only the mail I wish to download at the time. I have yet to find any PC email mail program that can do this. They all force you to download all the mail from the server.

Of course this machine didn't just happen, I bought it in '96 and have been slowly adding it over the years. So yes it's cost a fair bit but then again I probably otherwise would have had a few PC boxes over that time which I reckon would have cost me more.

I have several other machines and yes several are Windows boxes. I also have another A1200 which is hooked to a video edit controller to control my video camera and edit decks. My other machines are an AMD xp1800 with eight operating systems installed. I built it mainly to run Amithlon as in I bought hardware to suit Amithlon specifically. It has Amithlon Amiga OS 3.9 and Opus Magallen II, Mac OS 8.1 running via ShapeShifter, Windows 3.1 running via PCTask, Windows 98, Windows NT server, Windows Advanced Server, Windows

2000 Pro and Windows XP Pro.

I use Amithlon to do all my AUG work as it's so fast it cuts my work load down considerably. Pagestream is used to produce the AUG newsletter along with a suite of other programs which all benefit from the huge speed advantage Amithlon gives. I've found even with an XP1800 Windows can feel sluggish and poor at multitasking, where as in general Ami OS will run rings around Windows. I fact a friend of mine bought a HP computer from Harvey Norman and I was surprised at just how poorly Windows XP performed on it. Amiga OS 3.9 on my 060 Ami was faster and not by just a little!

I use the Windows installs for study purposes and I recently sat for and passed my Microsoft Certified Professional exam (it's a 3 hour exam and costs \$245.00 to sit). Hey ! It's guerrilla tactics. Learn and use the other's weaknesses against them ;-)

My remaining 2 other pc boxes are a Win98 install which I use to recover files from other peoples Win98 major crashes (the sort where you cannot get Windows up

and running). To recover files I use a network boot CD or floppy disk and slam a network card in the failed PC. The other machine is set up as a domain controller and handles things like Domain Name Resolution, Dynamic Host Configuration Protocol, authentication and print server. Really about all I do with Windows is install it, learn it, break it and fix it (if possible). Oh and I play a couple of games to relieve the frustrations Windows brings (I'm a big Medal of Honour fan).

I can honestly say in all my years of Ami use I've never had to reinstall the OS because of a software problem. With Windows it is usually quicker and less frustrating to simply recover the files you want, then wipe and reinstall. In fact at one contract I worked, the policy was if you cannot fix it in 10 minutes (it's almost impossible to fix a failed Windows install in 10 minutes), then re-image the drive (typically it takes 15 to 20 mins to re-image, which is way faster than a reinstall) and I can say I did a fair amount of drive re-imaging.

There you have it. That's how I use my computers and "My Amiga's" form an important part of my overall computer usage.

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hosting  
ecommerce  
specials  
products  
amiga  
resellers  
contact  
sitemap

**Thylacine USB Now Shipping**  
thylacine.boing.net

Hosting from \$49.95/yr + Domains from \$25/yr  
new site for hosting [www.boinghosting.com.au](http://www.boinghosting.com.au)  
Thylacine USB AUD\$148.50  
Netgear EA101 USB-Ethernet AUD\$77  
Thylacine USB+Ethernet Bundle Only AUD\$219.95

**Coming soon to boing.net**  
DFx : Amiga-PC Floppy Reader/Writer  
Designed for Amithlon, WinUAE, Classic Amiga  
[dfx.boing.net](http://dfx.boing.net)  
...\*\*\*\*\* V2 delayed...  
<http://boing.net>

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backup utility  
amiga friendly hosting

# ANYTHING AMIGA

**Eyetech Z4 Amiga 1200 Tower Case AU\$420.00**  
Eyetech's famous A1200 tower conversion.

on your A1200. A necessary item for tower conversions.

**Maximus Amiga 1200 Mid Tower AU\$320.00**  
Based around our AmigaOne tower this mid tower case utilises a new fabricated rear panel that allows fitting of your A1200 motherboard.

**IOBlix High Speed Serial Port 1200S AU\$81.00**  
High Speed Serial Port 1.5 mbps for Amiga 1200 computers.

**Amiga 1200 Magic Pack AU\$399.00 Brand new**  
Note:These packs are fully imported from our supplier ...

**Highway USB Controller AU\$190.00**  
USB-Controller for Amiga Zorro-II/III Bus  
Compatible with USB 1.1

**EzyMouse PS/2 Adaptor AU\$70.00**  
Mouse adaptor and software. Now you can use any PC PS/2 mouse on your Amiga.

**4 Way IDE Interface AU\$49.95**  
Eyetech 4 way buffered IDE interface for A1200 and 600. Fit this device and use up to 4 IDE harddrives

**EzyKey Keyboard Adaptor AU\$58.00**  
The EzyKey adaptor allows the use of PC keyboards

**Blizzard 1230/50 A1200 Accelerator AU\$250.00**  
Brand new boxed Blizzard 1230/50 Amiga 1200

**ANYTHINGAMIGA (a division of Off The Planet Software) ABN: 19 696 132 131**  
Postal Address 19 Moonah Parade, Port Macquarie, New South Wales, 2444 Australia  
Tel: +61 2 6582-7772 [sales@anythingamiga.com](mailto:sales@anythingamiga.com) <http://www.anythingamiga.com>

## *AmigaDealers Victoria Western Australia*

### **CompRepair Pty. Ltd.**

36 Tarella Drive Keilor Downs, 3038  
Phone: (03) 8307 3260  
<http://www.computamagic.com/index.html>  
sales@computamagic.com

### **MVB Computer Supplies Pty. Ltd.**

508 Dorset Road, Croydon, 3136  
Phone: (03) 9725 6255  
Fax: (03) 9727 6766  
gordon@ozramp.net.au

### **MC-1**

7 Boyle Crt. Sunshine 3020  
Phone: 03 9352 5544  
Web: <http://connect.to/amiga>  
Email: MC1@pobox.com

## *South Australia*

### **G-Soft Computers Pty. Ltd.**

Shop 4/2 Anderson Wlk, Smithfield, 5114  
Phone: (08) 8284-1266

## *New South Wales, Canberra*

### **Amiga Genius**

Phil Eastham  
Mobile: 0414 853 849

### **Desktop Utilities**

PO BOX 3053, Manuka, 2603  
Phone: (06) 239 6658

### **Anything Amiga**

19 Moonah Parade, Port  
Macquarie NSW 2444  
Phone: 02 6582 7772  
Web: <http://www.anythingamiga.com>  
Email: sales@anythingamiga.com

### **Amiga Innovations**

Dwayne Osborne  
PO Box 114 Osbourne Park W.A.. 6917  
<http://surf.to/amigainovations>  
sales@amigainovations.com  
Phone (08) 9349 0889

## *Queensland*

### **Don Quixote Software**

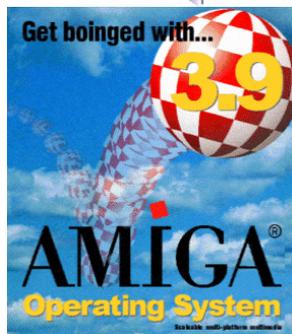
PO BOX 786, Toowoomba, 4350  
Phone: (076) 391 578

### **Synapse Computers**

190 Riding Road, Hawthorne, 4171  
Phone: (07) 3899 0980  
<http://www.uq.net.au/~zzjason>

### **Keyboard Electronics, (Ralph Down)**

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# About the Group

## AUG Contact Information

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<b>Disk/Book Librarian</b>	Colin Roberts	9889 1819	colroberts@bigpond.com

### About The 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

<http://www.aug.org.au>

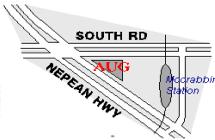
### Membership

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 .....	\$33
June-August .....	\$29

Mail to.

**Amiga User Group  
PO Box 2389 Seaford Vic 3198**



### Amiga Disk and Book Library

AUG has a collection of Amiga books, magazines and programs. Members can borrow for a period of one month. The library is available at most meetings.

### World Wide Web Access

The vast array of internet providers can make choosing a provider for yourself a difficult task. The AUG can help with advice and a helping hand with setting up your own internet access.

### Members Mailing List

The AUG moderates a members mail list at Yahoo Groups. Help, advice or anything Amiga related can be discussed.

[http://yahogroups.com/group/Amiga\\_Users\\_Group\\_Vic](http://yahogroups.com/group/Amiga_Users_Group_Vic)

### The Dead Letter Department

The AUG's 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 from 2:00pm to 6:00pm. There is ample parking at the rear of the complex off South Road. Meetings are held in either Workshop 1 or the Sun Room. Ask at reception if you get lost. Cost: \$2.00. This is to cover some of the rental costs.

## Membership Form

First Name:.....Surname:.....

Address:.....

Post Code:.....Email:.....

Phone (AH):.....Phone (BH):.....

*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: / / 2002

If joining by mail please allow 2-3 weeks for your membership to be processed. (The following is optional)

Year of Birth: \_\_\_\_\_ Amiga models: \_\_\_\_\_

Occupation: \_\_\_\_\_

Where did you hear of the AUG ?:

Can you assist the AUG to provide services ?: