AMIGA®

Back for the future

BRAINEART

12/95

AmigA

X-mas part 5

C64

pARTy-zine

party-zine Brainfart

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Editorial

It's partytime!
On the x-mas party 1995 it's time for a new edition of Brainfart and were back to present you this latest issue. Whats new about this? First: It is printed and not copied. Second: Its for free. Third: There weren't made 100 or 200 of it like the last time, but 2000! You will find many interesting things to read in this issue about parties, the future of the Amiga, the allmighty internet, latest press releases
concerning the Amiga and much more. It was hard work to make all this possible. Now one week before the PARTY 5, we are preparing for printing and hoping everything will work as we want it to. (And we are still veeeeery nervous!) The ones who made all this possible are Amiga Technologies, who solved our financial problem of printing within 4 (FOUR) days. Thank you. Another thing which is usefull to tell is: WE WILL NEVER DROP THE C64!

In this issue we have more information for all 8-bit users than before, because this time we started working on this very much earlier than the last times. (3-4 Weeks before christmas, instead of 4-5 days!)
Another thing that might be new for the most of you is that BRAINfART doesn't just cover the C64 but also the Amiga. This had been changed on the last CeBit, to be able to reach more readers.
This was allready enough for you to know, now start reading.

Yours sincerely

The staff

LAME is LAME

LAME IS LAME

Let's define this curious word "lame". What is really lame? Do you know that? Well, when I say
lame to you, I define you as a lamer. I also could say: "You lamer!" And when I'm talking about
you, i could say, lamer is lame! Nobody would understand it. What is this lame guy talking about,they would say! And I would say you are lame! So what we have? I was talking about a lame lamer, to lame lamers! Lame, isn't it? This lame lamers were so lame that they were so lame to understand that lame lamer is lame lamer! Okay, now lets define lame again. When I define your car as lame, I also could say, you have a lame, or, you drive a lame! Or: Your lame is lame! Or: You lame lamer, driving a lame lame!My lame is much faster then your lame! And if I speak to other people, I could say: Lame lamer is driving a lame lame much lamer then my lame lame! Okay. Another example. You say "everything is lame!" Don't say that! Because, if you say that, you define everything with the word lame! Lame lame, laming a lame lame, lamest lame lame the lame???
Shakespeare: To lame or not to lame, that's the lame here!
Orwell: Big lame is laming you!
Bucks: We lame on lame!
Music: Everybody lame now!
Schwarzenegger: Hasta lame vista, lamer!
Star Trek: I am Borg of lame, you will be assimilamed.
News: Lamies and Gentillame
okay... you lame, it was lame to lame in this lame lames, but don't lame, be lame! Lame you next lame!

BIG BROTHER
is watchin' u

To get in touch with the subject of cryptography, I just want to write some words for those of you, who have no idea what PGP (_ritty _ood _rivacy) is as an introduction. PGP is an public key encryption program, which means you got two codes (keys) to decode and encode. Each key is the negative of the other one. You can spread the public key, which is used for crypting everywere you like and everyone who would like, could send you a crypted message which only you could decode using your secret key. The great advantage of this is that noone needs to know your password and even your worst enemies could have your public key. It works the following way: The text is encrypted via the conventional IDEA crypting method and the key to this is encrypted via the RSA code, using the reciepants public key. When the reciepant decrypts the message with his private key, PGP decrypts the IDEA code using the secret key and with the result it decrypts the message.

Regarding the problem of encryption one should step back in time to old ages when encryption was started up by using secret chars or words, like for example Leonardo da Vinci, who had to be feared of people reading, what he wrote down. This idea was improved more and more,also by mechanical and electrical machines during World War I and II, were the British were able to crack the German codes. Just think about the developement from the first car to a formular one car. This was made in only hundred years and has physical borders, while encryption could only reach the borders set by mathmatics and imagination.

The NSA had the cryptographic monopoly for a long time when in 1975 it suddenly crashed. A computer freak called Whitfield Diffie had developed a system of public key cryptography in cooperation with a man called Martin Hellmann which was undoubtly a shock for the NSA headquaters. Diffie was interested in cryptography since he was a child, and soon saw the weakness of conventional encryption:

Everything was secure as long as the system administrator was willing to guard your privacy, and one could find secret ways to transmit codes.Later on in 1977 three men named Rivest, Shamir and Adleman build up a bundle of algorythms and called it RSA. This system was much stronger than the system promoted by government which was called DES and had only a lenght of 56 bits.RSA was patented and licenced to RSA data security.

This is the point were Phil Zimmermann hits the scene. He had a job as a computer programmer and his personal interest was in political activity. He was twice arrested for anti-nuke sit-ins. Caught by the idea of combining both, politics and programming, he started to develop a public key encryption programm which he later on called PGP. From the first idea of it in 1977 and the start of programming in 1984 a long time passed. 1986 he implemented RSA and in 1991 it was ready for release. He was feared of the day when government outlawed private encryption and so he decided to give PGP away.After the release PGP spread around the world within hours, wich was for sure not approved by RSA data security. Zimmermann defended himself by saying it was a research project. He didn't sell or spread it and because of this he also didn't need to bother about US export regulations.

The problem of being legal isn't solved yet.

Zimmermann only gives aid in updating PGP and its users guide. For sure one shouldn't forget about the RSA patent holders who claim that not only the producers of PGP are in danger but also everyone who uses it. US Government and NSA have a big interest in stopping private Cryptography. In the Arms Regulation Law of the US cryptography is rated as importand as tanks are. There are three ways US government attacs cryptography. The first way is to keep the secrecy with which the NSA handles encryption. This was going so far in earlier days that even the existence of the NSA was denied. The second way is to use the export regulation as restrictive as possible, which makes companies like eg microsoft think it is unprofitable to produce two versions of all these programs for national and international use. Many people think that the quite uncomfortable use of other products isn't in need for the things they write. This all leads to normal users having less security than they would be able to have. And as a third way the FBI tries to stop every way of communication that make it impossible to watch what is going on, which would be also from the economical point of view a large step back for the very competitive american communication industry.

It is obvious that control of things like fascism, organised crime and child molestes is needed, but how could this look like? All these things were a problem before the internet came to our minds, there will be more possibilities for the Mafia to do business if e-mails with uncrypted credit card numbers were posted .The child molesterers could easily go back to the playgrounds were they don't have any communication network between them and the children. From my point of view these are no facts which are suitable for arguing against encryption.

If you watch the lack of interest from most of the population for all these subjects, it is obvious that there will be only a few who protest.

The internet will change to mass media. A few years ago you needed at least to study to get into the net, nowadays everyone could surf around and within a few years it will be as normal as watching TV. This doesn't mean that I want to restrict the internet to only those who study, but I think the way netiquette is treated will change, as well as the whole net. There will be masses of people who just want to surf the web and think about how they could have some fun.

From my point of view it is also a question how much freedom of mind is there on the internet today. From my point of view there are wide parts of the net were is only freedom of speech if it hits the ideals of the masses, because control by the public in some parts means also, control by the opinion of the masses.

Massive control of the population was only possible in earlier days when most of the population accepted this kind of control.

Big brother might be watching you on the net earlier than you think, and ifyou regard camera installation in the UK were networks of them are installed in some cities, it is sometimes already happening. We should not only watch the government becoming big brother but also ourselfs, because we are the ones who will decide what will be happening.

PGP is our chance to start working for our privacy and against the things, George Orwell had been feared of to happen 11 Years ago, in 1984.

It is astonishing which amounts of locacion for the small Commodore could be found on the net, while the three weeks when I was searching for interesting sites, I discovered many interesting things. The ways to get in touch with the world are for sure Internet providers, but also Compuserve, and a american service called GEnie, provided by General Electric. The first thing which I would like to promote to you is the complete List of all eqipment commodore ever built, which is starting off with the PET series, via the different types of C64 (Special Japanese versions) and to the different types of Amigas. (http://

Another great site is the home page of Jim Brain, who is living in the US and working for the support of the 8 bit Commodore machines, from here you could find a lot of other links to interesting pages and great amounts of information about the 64, 128 and the c65. (http://www.msen.com/~brain)

The c=hacking magazine is a great mag for commodore machines, which is concentrated on technical facts on the c=64. Also available in ascii. (http://ccnga.uwaterloo.ca/~csbruce/HACK ING/Hacking.html)

aNother Great Page, is the home page of Triad(http://www.df.lth.se/~triad/Triad_Home.html) from which you also should visit the homepage of King Fisher, read his article (GREAT!) about cracking and the try out TRIADS kicking C64 links to the web. The Philes page (http://www.df.lth.se/~triad/Philez.html) is more than worth visiting.

Another interesting part of the web is to be found on a server in the US, the main site of Creative Micro Designs, CMD who are the producers of the C64 hard disks, upcoming turbo boards (20Mhz), ram cards and 3.2 MB DiskDrives.

All these nice things, prices, software and all kind of support for the C64 could be found here. Visit this site and start dreaming of a brainboosting C64 with 20 Mhz Cpu, 4 meg ram and 2 GB Harddisk. (http://www.msen.com/~brain/guest/cmd.ht ml)

Last bur not least the is one great site, which is called "THE COMMODORE COMPUTER CULT CORNER", were you can get information about everything which is cult on this machine, famous coders and musicians like Rob Hubbard and funtastic linkages.

Before you get bored you should just try out these:

Fairlight homepage:
http://www.ludd.luth.se/~watchman/fairlight/

Padua
http://www.cs.tu-berlin.de/~poing/padua/

Motive 8
http://www.Informatik.Uni-Oldenburg.DE/~grfrog

Focus
http://www.bart.nl/~tdj/focus.html/

Noice
http://www.ts.umu.se/~gnilk/

Active
http://jota.sm.luth.se:80/~d95-pen/

The Sharks
http://stekt.oulu.fi/~mysti/the_sharks/

If you got any further questions or just want to mail me:
magnus.kutz@hamburg.netsurf.de

Telekoma

Telekoma '96 - Back to the stone age of communication ?

Maybe it was one year ago. Today I do not quite remember when I heard of it first, but one thing is definetly sure. From the time of its first announcement there have been many discussions and arguments in the public and I believe there will be even more when the Telekom will deliver the first bills in late January 1996. Germans know what I am talking about. On January 1st 1996 the Telekom starts to use new rates for all calls from germany. It all sounded good. Telekom spokesman announced new rates that will be much cheaper for their costumers - it sounded quite reasonable when you look at still used rates for calls from germany. A lot of rumours were spread, tons of files claiming to contain the right information overflowed nets and boards. Finally by now every customer should have received an information booklet about the confusing reform, so you might have discovered on your own. In fact every private costumer was fooled. The Telekom calculated the price for 3 minutes - to be honest, what can you do in 3 minutes - and discovered that such calls are much cheaper under new rates. We have to admit that this is true, but we are not lying if we say that calls of 5, 10 or more minutes are even more expensive if you make local calls. But what have they really achieved ? Long distance calls become cheaper - a step into the right direction, but if you compare the horrible rates for city calls with the free calls in the USA the reform is not satisfying. Also calls to foreign countries will get much cheaper, with the new rates the Telekom will beat also AT&T's price for USA-Direct calls. It is quite obvious that the reformers have just thought about providing companies better conditions. Private costumers especially with a small financial budget who are mostly calling in their city's area, will have highly increased phonebills. New services common in other industrialized countries like internet and telephone banking will decrease enormously. The only hope is the new night-rate, but why is ther no night rate at weekends - Telekom spokesman said it is just ment for data-transfer for businesses and companies, who just do it during the week. But what did they invent for the rest - nothing. But do we have any alternatives ? As the US-companies like AT&T and MCI mainly provide transatlantic calls under worse conditions for european callers, they are no alternative, yet. As we still have the Telekom-monopoly, we hav to look somewhere else. As there are many companies offering mobile phones, there might be a strong challanger among them. The price for mobile telephones has decreased a lot, but you just have to look in the whole bunch of information sheets to discover that they still quite expensive if you want to call an ordinary Telekom line. The cheapest rates are offered by the e-plus service. The monthly rates are twice as much as a normal Telekom line. If you are thinking of buying a mobile telephone this might be a real alternative when you have to do long distance calls . Long distance calls are just 6-10 pfennigs more expensive than the new telecom rates, and if the person you are talking to is also using an e-plus mobile telephone it might also be cheaper. What can we do ? Sadly it seems nothing. Finally we have to go trough it the last 2 years and dream of 1998.

Masters Of Deception

"Today everything is different. AT&T estimates that 50 percent of all telephone calls can't be connected. Seventyfive millions of telephone calls are blocked. The breakdown came completely unexpected. At 2.25 a switch failed. Just a single one. Nobody knows why. He routed his calls to another switch. But instead of taking over the tasks of the other switch, the new one also failed. The situation got more and more worse, because like in a chain reaction one switch after another turned of. Switch by switch. And two teenagers in queens wondered if all it was their fault."

The Masters of Deception were a hacking group wich some of you may know and this is also the title of the book. It's about members of this group, how they started hacking and witch was the way they went into the networks of AT&T and Timenet. But it is not only the story about them, it is also the story of those who hunted them for years and how they tried to convince the fbi of the dangers of hacking, but the only answer was "What is a switch?". The way they went into all these Computers is described quite clearly:

Searching the rubbish of New York Telephone until someone finds a internal list of telephone numbers, calling operator services to get informations or passwords, war-dialing and setting trojan horses into unix systems.

When it all starts off they are all members of the Legion of Doom, but later on this connection gets lost when one of the guys from New York is kicked out of the Legion of Doom. A new group is formed, the Masters of Deception. This is the beginning of a new war in the scene. Throughout the whole book it is described how they are hacking AT&T switches and

timenet. Calling with operator status, changing telephones of peoples they don't like into phone boxes which demand a coin to be thrown in and getting credit information obout VIPs like Julia Roberts are the ways they have fun. All this isn't just gambling around for them but the only possibility to learn how all this works (just imagine: would anybody of AT&T teach them?) . Allthough the book was written for readers which aren't due to the subjekt and some explenations of modems etc. might put a grin on your face, it is absolutely fascinating to read this book. After reading the first paragraph of it, I was uable to stop until it was finished. In the beginning of book it is described how the sixty-four and copying protection came up with the first disc drives and why programs like double hack'em were written which and as a scener one might know the groups or persons mentioned in the book. For sure I cant say if everything written in there is true, but its really fascinating and I think nearly everyone who reads this book will have as much as I had.

RADWAR

Yep, and some of you thought it was time again for a real explanation of what "phun" means... for all those who haven't got the slightest idea who or wh at "radwar 1941" or "radwar party" are.. .: better piss off now! .... well...basically there were several dates announced,but all got cancelled again and again anyhow... finally mws/radwar announced the nineth edition of the radwar "the rain-booze" party for the 28+29/10/95 on the boards and the internet...So I didn't hesitated a single second and me and a local Amiga pal (Dragon/Incal) started our way off to Heinsberg, near Aachen /Germany. first of all,however,we stopped at Danzig and Mustaine's (both X-rated) house and we spent a cewl night in a pub of the village both are living in.we also spent some time in front of the most decent computer around (guess what... 64 rules!)
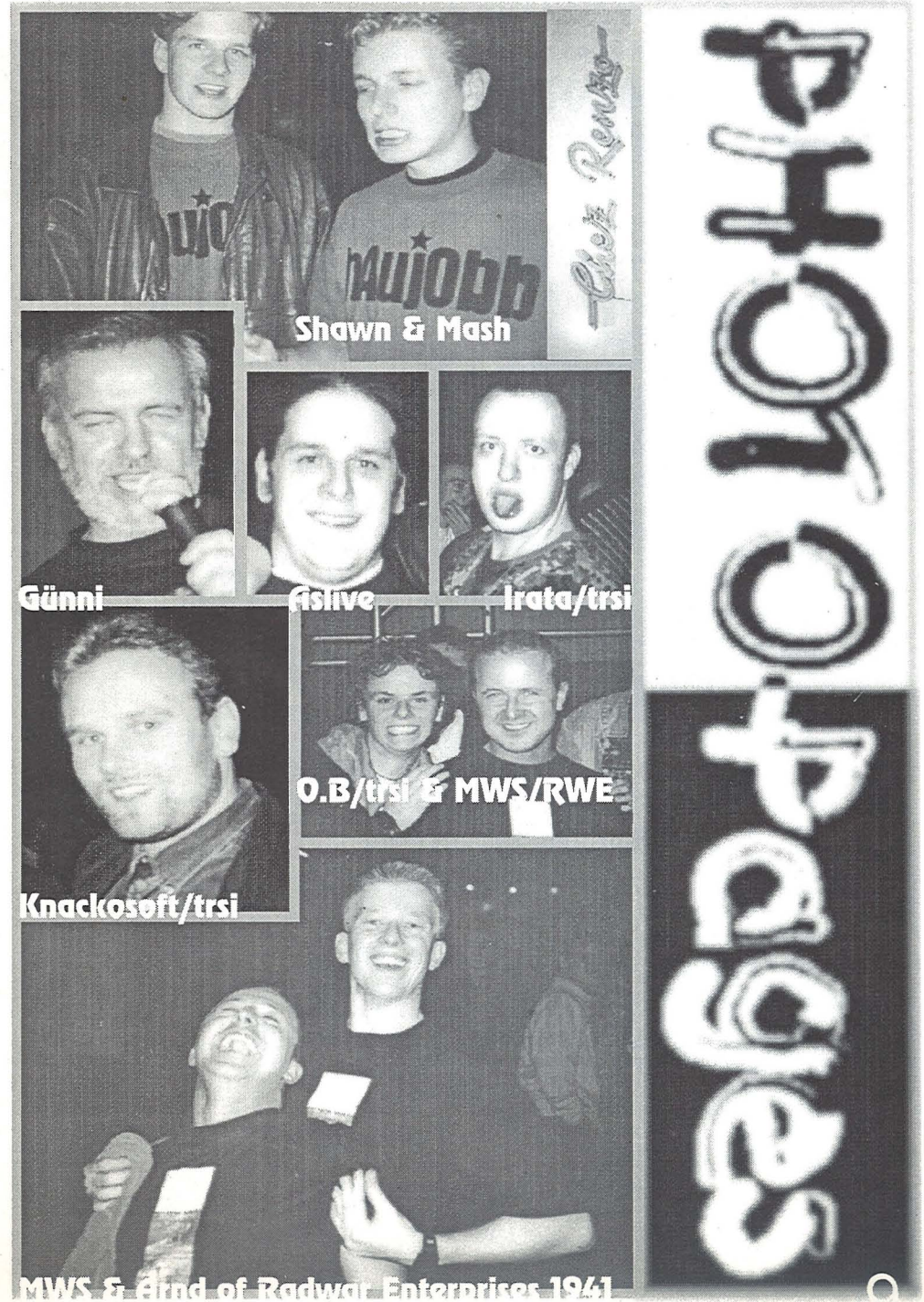
The next day we were all a bit tired,but that didn't matter as we all were xtremely looking forward to the party... so we sat in the train and in duesseldorf/germany we used the waiting period and "Mc Donald's" had to cope with a massive onslaught,let's say we left a disaster behind us... anyway,back in the train again, TGI/Paralyze joined in with whom we had been in contact all the time via a german VMB, so we knew that we would meet him in the train somewhere somewhen ,but when was not quite sure... so we were now five guys (TGI/Paralyze,Dragon/Incal, Mustaine/XR ,Danzig/XR and Stan/XR... in the afternoon (somewhat like 17:30 pm) we reached Erkelenz/Germany and from now on we had to fetch a bus transfer to the way Arnd/Radwar told me on the phone.. We succeeded and we finally reached the partyplace as it was

the same location as the years before,the discotheque "Chez Renzo"... so we got out of the bus and and even before we could enter the disco Arnd/RWE stand in front of us and we shaked hands... he told us that the party would start at 19:41 pm (guess why? :>) and he added that he may not let us enter the disco before... moreover,he said that we first should have a visit at a pizzeria in the neigh bourhood as it was supposed to offer a "radwar menue!"... well,we also already met some dudes there,about 5 or 6 Trsi guys and some more,who cares... so we returned to the party place and also to the park which was exactly situated in the opposite of the disco.the park was for all those who enjoy smoking any kind of different things... but well,we finally (!) entered the disco itself and when we came in some real cool trance tunes were playing and i saw a sign saying "beer for two german marks!"... that is quite cheap in a disco and so what else to do first than order a couple of beers... of course it was now time to watch out for sum familiar faces and the first i was able to spot were two of those typical (!) party animals who miss quite seldom a party.... airwolf/ex.genesis*project and l.a.style /ex.Genesis*Project... and as inside the disco the music was pretty loud,all the people gathered outside next to the street ... therefore firstly the real party was outside.more and more people came veloped into a real "rainbooze" party... the disco featured a small screen which showed some vidoes of former radwar parties what i personally really appreciated to watch... the tekkno music by the dj's were still playing though while showing the videos in the background (like the famous soccer games around the "radwar trophy"...).but to come

RADWAR

present time again... I regret that far too less 64-sceners of today came to the party, but that was also due to the late announcement of the paddy... (quite nobody in the 64-scene knew when the party took place,it just got spread on some boards some day before...). However,there were quite a lot guys present who were in the 64-scene in the 1980's... and that was cool again to meet some old faces you comm only don' speak to at normal computer parties... people who just come as it is the radwar party which is definitely one of the most traditional parties in 64-history as well as in overall computer business... well,one of the highlights of the radwar party was a karaokee competition featuring about 5 or 6 guys.... one of the competitiors was Freiherr Guenther von Gravenreuth ,known as "Freibier Günni" who is the most infamous software piracy-buster in germany... he competed with "strangers in the night" by Frank Sinatra if I remember right... also MWS/Radwar,the host,competed and three or four more people... but hell,even me and tgi took part with... "roxanne" by the police... and we really pushed ourselves up to the limit... but we were stoned so you might imagine the way we sang... but we weren' the worst,i suppose rather average... no results got released afterwards if iIremember correctly,but i don' suppose that we won,haha... btw,when Freiherr G.von Gravenreuth performed his "strangers in the night" tgi and me were go-go-girls in the background and we shamely supported this guy, it was phun anyway,so what... next to the party location there was a small restaurant offering little dishes.so most of the party visitors ate some crap there instead at that lame pizzaria ... somehow the 64-

sceners among the visitors of the restaurant were the loudest as we shouted our opinion about the others straight out.... airwolf: "pc..." - the rest: "sux!",airwolf: "amiga..." - the rest: "sux!",airwolf: "console!" - the rest: " sux!",airwolf:"64?!" - the rest: "ruuuul es!" and then we started to sing the air wolf-introtheme from that tv-series (due to airwolf/ex.gp as leadsinger!.got the phun about it?!) and somehow it became a habit at the party and we repeated that ceremony about a dozens of time... irata gained the award of "the hotstepper of th e party" while he was dancing on one of the loudspeakers well.the party lasted about 7 hours,then most started their way home.. and so did we as arndt/radwar was so kind to drive us to the train station we came from (erkelenz/germany). He also provided us with a large number of old radwar posters of the radwar party iv and vii and even the very last stickers,they that was cool.... well,as I'm in the mood for some Radwar greets.here we go now... hiho to aslive/ex.rsi,airwolf and l.a.style/ex.g*p,curlin-peacemaker-tyron-jihad of hitmen,irata,knackosoft a nd the thousands of other trsi dudes you were able to spot there,mws/radwar,arnd t/radwar (thanks for the party and your other efforts!!),danzig+mustaine/x-rated ,tgi/paralyze,guenni,lexi/fairlight, ... and many more,but i'm outta time to me ntion them now all... but one thing for sure,the radwar party was cool though so me say it was not,i really enjoyed my ti me there and had some really asskicking chats with lotsa people and that's what the original sense of the party was... ... alright,see ya at the xmas-party'95 in fredericia... regards,.. stan/x-rated ! ... ```````

Chez Renzo

Shawn & Mash

Günni

Aslive

Irata/trsi

O.B/trsi & MWS/RWE

Knackosoft/trsi

PHOTOpages

MWS & Arnd of Radwar Enterprises 1941

Party-Zone

GATHERING
OSLO, NORWAY
April 1996
The legendary
Party for Amiga
and PC

X '96
UTRECHT, NL
Eastern 1996
Party for C64
and PC held
by SCS/TRC

S.I.H.
ROOSENDAAL, NL
Summer 1996
Party for Amiga
and PC held by
Spaceballs

ASSEMBLY
HELSINKI, FINLAND
The legendary
Party for Amiga,
C64 and PC

SYMPOSIUM
HAMBURG, FRG
5-8 April 1996
Party for Amiga, C64
held by Lego, Polkabros
Oxyron, Phantasm

CE BIT
HANNOVER, FRG
March 1996
The world's biggest
computer exhibition

Together with _Escom in the new multimedia age.

A bit of history: 1985. New York. A new computer is presented to the amazed press by Commodore. What journalists saw there was the beginning of a big adventure for millions of people worldwide: The Amiga was born !

Its incredible features in video, sound and animation, thanks to a smart design of custom processors, bundled to a fully multitasking OS and the powerful 68000 processor from Motorola quickly made the Amiga the system of choice for all computer fans. The first Amiga had 256 KB of Memory and an 880 KB 3,5 inch disk drive. Ten years later, hundreds of megabytes of memory can be used and the latest 68060 processor from Motorola is 100 times faster than the original 68000. Through this computer, a real community of users had been created, software and hardware suppliers quickly joined the bandwaggon to create a true environment for those who knew from the beginning that the Amiga was more than just a tool to type letters and to run spreadsheets.

The amiga also had its detractors: "Animation and sound ? that's just good for games, no need of that for serious applications". This is what could be heard and read some years ago, when the competition was still struggling with monotasking and monochrome systems. These same people are now saying that they invented Multimedia...

The keyword Multimedia: an important keyword for those who know that the Amiga actually invented Multimedia. Escom knew that from the beginning and recognized in the Amiga a valuable technologiy, the key to success.

In April 1995, after a long period of latency it finally happened: Escom took over the complete technological and intellectual proberty of Commodore in a spectacular auction in New York. Amiga users, professionals as hobbyist were very worried,: what was going to happen to their Computer of choice, waht could Escom's plans be? Escom received hundreds of user letters from all around the world, asking to continue manufacturing and development of the system.

This is actually a phenomenon that can only be observed very rarely for a product: commitment and even attachement of a devoted international community. Support by dozens of dedicated magazines: More than ten magazines for Germany and the UK alone! And several more in other countries. All these factors made Manfred Schmitt, President of the executive borad at Escom, decide to buy Amiga and create a new daughtercompany: AMIGA Technologies. The commitment to the technology and its furture was brilliantly demonstrated in Frankfurt, at a major international press conference on May 30th, 95, only one month later after the takeover.

ABOUT US: Amiga Technologies is a 100% daughtercompany of Escom. We are located in Bensheim, 40 miles southwards of Frankfurt and a few miles away from Heppenheim, where Escom has its offices.

OUR TEAM: To be good in making, selling and promoting the Amiga, one has to like the Amiga and stand

Votesheet

Paralyze & Incal

... and again it is your task to fill in this sheet !

Please handle the filled sheet to the BRAINFART party-staff right here at the party, otherwise mail it to the addies listed in the impressum. Thanx in advance.

TOP 5 Cracking Groups
1.
2.
3.
4.
5.

Top 5 Demogroups
1.
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4.
5.

Top 5 Coders
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4.
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Top 5 Scene countries
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Top 5 Graphicians
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3.
4.

Top 5 Composer
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Top 5 Magazines
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5.

Top 5 Parties
1.
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4.
5.

Top 5 Intros
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Top 5 BBS's
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2.
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5.

This votesheet may be used by both 64/Amiga. Please remark the system on the sheet.

Reaction:

behind it. We at Amiga Technologies think that our team has to be made of Amiga Specialists who believe in what they're doing and that the way we go. Our staff is about 40 people, working in sales, production, marketing/PR, accounting and finances, human resources, support and especially development of new hardware and software. We think internationaly because we are an international company. People from all parts of the world are joining our young and dynamic team. In our offices Englsih is more spoken than German. OUR PARTNERS: Third party support on the Amiga is excellent and nurmerous. We know that we have creative and productive partners who make the Amiga a better system every day. We want to work together with these people and build up fruitful partnerships with them. We allready have signed agreements with SCALA software to bundle our systems with their outstanding multimedia authoring system. The Amiga can be now be used as a powerful multimedia workstation out of the box.. OUR CURRENT PRODUCTS: From the entry level Amiga 1200 to the high-end Amiga 4000 Tower, our product range is suited for everyone, from the computer freak to the professional user. The Amiga 1200, thanks to its low price is a perfect home computer and its expandability will give the user many upgrade possibilities for faster processors, more meory or new storage medias. The Amiga 4000 Tower is perfectly suited for the professional video and multimedia market and ahs aufficient connectors and free room to host any kind of

internal expansion device. For more computing power, the 68040 processor can be replaced with the new 68060 from Motorola. An exciting device for Multimedia and interactive applications are the new Virtual IO glasses, distributed and promoted in cooperation with Amiga Technologies. With Virtual IO, the Amiga users will have a closer relationship to their computer! with 3D compliant software like games or 3D demos, the I-Glasses can simulate a true stereoscopic vision.
OUR TECHNOLOGY, DEVELOPMENT AN WHAT WE CAN MAKE OUT OF IT: Power to the user is our goal at short and ölong term. Going towards Power PC is a priority for us. Porting our operating system to a new generation hardware technology in a user-friendly manner is the best way to keep our loyal customers and gain new ones. For the short term, implementing the fast 68060 processor is an evident move we will do quickly. Again, here we hire the most excellent technicians and have the best partners to achieve this abitious endeavour. In 1996, we will release the A1200 Internet Bundle. Fitted with a modem, the a1200 will also come with all software needed for optimal Internet access. Included will be a TCP/IP Stack, a new WEB-browser and numerous clients for FTP, E-mail, IRC etc. The package will be available in January at a price bellow 1300 DM. It will be a plug & play solution, where the user can directly dial in with the provided internet Account. The Amiga Q-drive will be available early 1996 and will consist of a quad-speed CD Rom drive that

can be easily plugged into the PCMCIA port of the A1200. It will be delivered with drivers needed for using CDTV and CD32 software on CD Rom. Also on schedule for early 1996 is the A1200 plus. This new keyboard computer will feature a more powerfull processor and will be easily expandable with standard SIMM's. The A1200 plus, like the A1200 will be bundled with attractive, ready to use software packages.
The first Power Amiga will be available 1st quarter of 1997 and will feature the Power PC 604 RISC CPU. Further models will be available later in the entry-level, as well as in the mid-range. Amiga Technologies will be flexible in licensing the RISC Operating System as before so that a global solutin will be available for all above mentioned Amiga computers. This is especially important for the foreseeable partnerships. The 68060 board for the A4000 T will be available during the first quarter of 1996 and will provide the power needed by applications like 3D rendering software, compilers and high-end graphic software.

You are welcome on our WEB- Page for more information at http://www.amiga.de

Welcome folks, feel welcome to the Interview chapter, this time we interviewed a scener, who was active on both systems. He was one of the best in 64-coding.
It's TTS of Oxyron, so let's go:
Realname: Michael Piepgras
B: Well we already know your name, but what do you do in your real ?
T: I have been studying „Wirtschafts-informatik" for 2 years. I am also doing jobs working for a EDV-distributor and in my parents little store.
B: Do you still work on the 64 or is it just a past-machine for you, is it dead ?
T: It is a nostalgic system, watching demos is the only really active thing I still do on the 64. My inactivity is caused by some bad incidends at the Tribute party.
B: What happened there ?
T: Well, I don't want to tell you, because I would have to give you names. I just say, that people said very unfriendly and wicked things about me while I tried to sleep, so that I lost my motivation.
B: So no 64 anymore?
T: Ok, if I had an idea of coding something, which has not been done by Graham & Axis yet, I would certainly do it. But I have to admit that I have problems to understand what Graham is doing on the 64 !
B: Is your old „Sticker 64" still workin'?
T: Yes, but my floppy-drive is damaged and it's hard to get a new one nowadays.
B: Ok, let's come to the Amiga then... Are you the only coder in Oxyron on the Amiga?
T: No, of course not. Oxyron Amiga coders are Axis, Graham & AKC

Interview

B: So all the old 64 members are now on the Amiga ?

T: Yes, especially Axis is quite active. But in the last month Graham did some amazing routines. But Axis & Graham are also still active on the 64.

B: What is your Amiga Configuration, and what is your dream Amiga ?

T: Well, I own a standard A1200 with a 68881 CPU, 4MB FastRam and 2 HD's and a CD-Rom. Well, if I could choose a Amiga- Configuration now, I would choose an A4000 with 32MB Ram, an 68060 accellerator card and a HD minimum of 2 Gigabyte, as I am really interested in raytracing. My dream of a computer is the Power PC.

B: Will there be any party-releases from Oxyron ?

T: Yes, what a silly question, we will release a 4K intro from Graham on the Amiga and a 64 Demo, maybe another Amiga & 64 dem,o, but Axis is in the army right now, so that we don't know if he can finish it.

B: Will oxy take part in the competition? I remember last years compo where Grahams Demo did not took part ?

T: We will of course compete with our demos, last year Graham gave his demo to the organisers, but they somehow lost it. Very sad, because it was a quite good demo with new effects like the line-vectors calculated by the floppy.

B: Lately first information was spread about the Symposium'96- a quite promising scene event. Oxyron is among the organizers, tell something about this.

T: We are the Organisers for the 64 part. The Amiga part is managed by Polkabrother & Lego.

I can't give you more information, there will be a SCALA meeting soon, so that we can talk about the details.

B: How did you get into the organiser team ?

T: We were invited to one of the S.C.A.L.A meetings as „64 freaks" - but we came with Amigas. So we got to know each other. We had luck to come together with the top amigacoders.

B: Anything to say about the Amiga ?

T: Yes, I need some graphics for my game. It should be called „Trapped"- It will be a Roleplaying game with a magic system and a Fears-like Doomengine

B:Do you have a distributor, yet ?

T: No I will do it on my own - an own company with self-distribution.

B: What have you coded except of this game ?

T: I haven`t coded a single effect for about eight months now. I am so fascinated by the idea to work with such a complex system/25000 lines of code

TTS/Oxyron

Adverts

The next brainfart will be published on the Ce-Bit. (At least we hope so) In this one we would like to publish Addies, not any kind of Addies, but yours!

If you are interested in having your Address published, yust write to us (It will be for free! Anything else would't be fair.) We will put them into a layout and print, only if there are too many, we might have to leave some out. The result published might look like the example on the right. By the way : call it now!
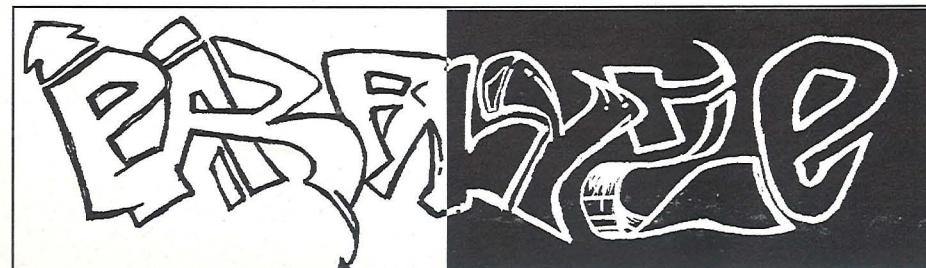
Just take the last brainfart page, write to one of the addresses mentioned there and we will do our best to publish it on the Ce-Bit. Next time the Ce-Bit will get better again, bacause there will be an AMIGA stand and we will be able to meet each other, and you can get the next edition.

ya know the rules

& INCAL

Computer '95

The Amiga is really back !

As the PC Shop giant ESCOM took over Commodore after one long year of liquidation most people were wondering again what will happen to the Amiga.

Producing goodies like the PET, the C64 and C128 and the Amiga and with many advertisements Commodore became extremely well known untill the day of its liquidation. Some people believed that ESCOM was just interested in the famous name and logo or maybe they just wanted to sell the Commodore technology into third and second world countries in Asia and Eastern Europe.

But despite the promising news coming from the new formed company Amiga Technologies voices were still loud saying AT was just an enormous fake.

Anyway I looked forward quite a lot to the Computer '95 held again in Cologne and I must admit that I was really surprised. Again there were 2 halls, one for the "other systems" like PC, Apple and Acorn and one for the Amiga. You could really feel the IBM-employees pain advertising OS2/Warp in an empty hall.

Amiga Technologies had a big and beautiful booth in the centre of the Amiga hall with a nice Graffiti at the back. They presented A1200s linked with Ethernet cards accessing the Internet, A4000Ts with magicWb and graphic cards. Next to each machine the technical datas were shown . There were also A1200s showing I-Glasses and even a Keyboard linked to an Amiga for those interested in music and of course the good old scala.

The staff consisted of 3rd Party developers

Overall the booth made a quite professional and well organized impression.

The Amiga Technologies Booth was surrounded by other big Amiga Companies like: Phase V. Phase V presented a PowerPC development board with a 604 PPC and 68030 on the card. The PowerUp series should be available next year with a price between 1000-2000 DM. Software Developers will get their first PowerPC Cards early next year.

Maxon, one of the most serious-software developing companies showed demonstration of their superb raytracer Maxon Cinema 4d and their other products.

Magic AMIGA-bundles were sold everywhere - a nice feeling to see lucky people walking home with a new Amiga again. Amiga is really back - for further information consider to read the interview two AT employees gave at the Voyage Party.

Conference with AGA Technologies

At the Voyage Party held by Decision, two AT employees. Mr Herrschelmann and Mr Meineke answered the questions scene people asked them.

An new Amiga OS ?

There will not be a Upgrade or new OS in near future. AT does not want to make the mistakes Microsoft made with releasing a buggy new OS, when the old one is good and stable. (we are just talking about the Amiga OS)

The next Version v4.0 will probably be a Power PC Risc Amiga OS.

Why is the A4000T so expensive ?

It is quite obvious that the current offer for the A4000T is really bad.

The AT emmployees expected that the price will fall down, as AT had to buy parts and chips very fast and as a result of that under bad conditions.

What about the ADSP ?

The developer support will be reactivated in the End of 1995. There will be two types of support. One for private developers and authors and one for companies.

AT is also trying to build up own developement groups.

Why the 2 years old Amigas ?

AT just wants to put Amigas on the existing market. They want to spread the name Amiga again.

Will there be Amiga Clones ?

ESCOM/AT's law department is thinking about it at the moment. no more information given .

Does AT see the Draco as a serious rival ?

They say no. REAL Amigas have theadvantage that their hardware is fitted to the OS and only AT has the OS-sources.

Will there be a new Chipset ?

There will be an upgrade or new chipset, when RISC AMigas appear. It will be not the AGA chipset or an upgraded AA. The AT emplyees stated, they can not give information wether it will be an AAA chipset.

The future processors ?

It will be definetly be an Power PC RISC processor. As this is a RISC processor the OS has to be ported to native code. They are cooperating with PHASE V in this point. Beta versions of RISC-Amigas will reach developers early 1996.

Will there be Amiga Clones ?

ESCOM/AT's law department is thinking about it at the moment. no more information given .

Is AT a big Fake - will the whole AT be cancelled if there's no big success

Escom put a lot of money into AT. It is a future investment. It would be nonsense to put millions into a fake company. Commodore and AT are now totally independent from each other. Commodore is now a PC producer located in the Netherlands.

What about advertisements and commercials for the Amiga ?

AT will put more money into amiga advertisement next year, because they hhave to cope with other problems now, as they are a quite young company.

Will there finally be Amigas in Escom shops?

They said yes ! But there has to be a special training program for employees

so that they can provide information and help.

Is AT thinking of making the AMiga a serious Office Computer ?

No, Amiga is a private person-system, as nearly 100% of alll offices use MS-Dos based systems, there won't be a big chance at the moment.
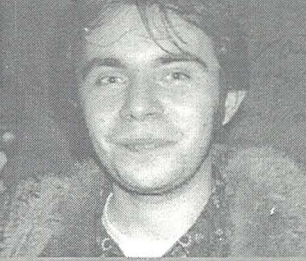
What about the CD32 ?

There won't be a CD32 in the existing form.

They have not thought about ... or could not give answers ...
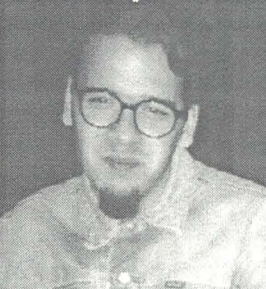

Game-routines in the OS, multi-processor systems

Horny/Animators

Mogue/Arclite

Arsome/Illusion

Slime/PA-PSG in the jumpin' castle.
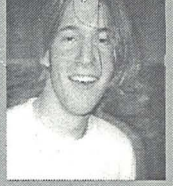
Danzig/X-Rated, Exorder/Animators & Dragon/Incal

PHOTOpages

The Amiga Scene in Internet

Hej People !

Nah, not again, you might think : again an article about the Amigascene in Internet;

But there are still many people who do not know anything about this huge "meeting" - place of people all around the world.
Many people from the scene are (ab)using this fantastic and cheap possibility of communication for sending data, mails, and even online chat. Lets start to describe all interesting things on The Net :

The IRC (Internet Relay Chat) :

This way of communication is the most direct kind of talking with people. You just type something, and after some seconds all the people can read it, and respond to what you typed. The whole IRC is divided into many
channels on which the people talk about special topics. IRC is a very amazing experience: after you met some people on IRC (perhaps you made a friend after hours of talking with someone) you can meet the people on a party which is almost *everytime* great fun.
Or, if you have any problems with your software just ask the whole channel !
You will for sure get a solution !

For Amiga people the most important channels are :
#amigascne (just the demoscene & perhaps some modemsceners)
#amiga (the rest of Amigaowners; usually not sceners)
#amigager (the German Amiga channel; again very seldom sceners)
#amigapl (the Polish Amiga channel;

here you can meeet some Polish sceners)
#amiga_warez (people swapping programs; some sceners)
#amiga! (again the same)

All in all one can say there are about 150 Amiga guys reachable at everytime.

E - Mail :

For sure you know how disgusting it can be to wait for a postal delivery. Sometimes it takes weeks of time till your letter will arrive. Sending electronic mail on the internet is a lot faster (your mail arrives within minutes, maximum in 5 hours), it will arrive for 100%, and you can send even binaries !

WWW (World Wide Web):

For sure you know Amigaguide; the popular way to make a comfortable documentation for a program; the WWW is a kind of advanced Amigaguide with graphics, free formatting of text, possibilities to download binaries or to enter text.
WWW is known for its flexibility; it is rather used for presentations of any kind; even dictionaries are realized with WWW; many buisness companies use it to advert for their produkts. You might ask : what does it have to do with the scene ? Well, there are many groups which have their own WWW page; their is some information about the group, an offer of their produtions, and the page is constructed in a nice design (or at least it should be a nice design).
The WWW is of course predestined for Diskmags; thus there are some known Diskmags online on The Net.

BBS's on the Internet:
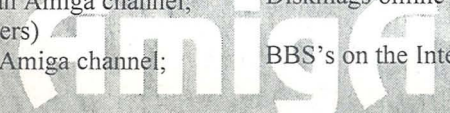
There are many amiga boards around the globe, but there were many problemsto reach them on the normal way by the modem (because of the lack of moneyto pay the phonebill, or just to call :).

Now, some sysops decided to connect their boards to the internet, so you can reach them for an acceptable phonebill, but those boards are not always on the Net because beeing connected means to the sysop to pay bill for the line. Anyway you can reach them and meet there people or just TRADE :) . Currently there are 10 known boards connected.

Aminet:
————

This is the biggest archive for public domain programs; if you wrote a nice tool or anything else, and you want to make it public for others, this is the best place to do because many thousands of people have access to this archive. You can find modules, demos, tools and many many more on aminet.

So you can see, if you are still not connected to the huge internet, do it AT ONCE ! You will not regret it ! Everyone can afford it; if you are student, internet access does not cost you anything.

So : see you on the net ! :)

SHORT SHORT

Sabbath

The small room was lit by two candles, which were standing on an old desk. The signs of water on the wall looked like faces in the flickering light and the children were waiting nervously for their meal. It was Friday evening, the beginning of Sabbath and the meal they were waiting for would be the only one that could completely stop their hunger for the next seven days. The father was seated on a chair beside the table watching them. He didn't know if he could give them enough to eat during the oncoming winter, and wondered if he could keep his job. Over all he was lucky; they had a home, they had - at least at the moment - enough to eat, so nobody really had to starve of hunger. He heard steps behind him and slowly turned his head, to look at his wife. She was carrying a bowl of hot soup and bread. She put everything on the table, the children sat down and he placed himself at the top of the table. After the prayers they started eating.

It was good to have enough to eat and to eat things, which tasted good and didn't consist mainly of water. He watched the children and smiled. They were so lucky on these evenings when they weren't forced to beg their mother for another piece of bread, which she often had to deny. When the meal was finished they sat around the table and talked about the past week. His children told him about their experiences in jeshiwa, his wife talked about the latest things that had happened in their neighbourhood and he told them what was

going on at his work. Later on he started to tell them the tale of the dybuk. He had just started talking, when he heard the

breaking of glass. The heads of the children turned around, but he continued the tale. While he was talking, he looked over to his wife and gave her a sign to go to the window and look what was going on. She went to the window and looked outside. Then she pressed her ear against the glass
and waited for a few seconds. The children were listening to the tale, when she turned around and shook her head. Sabbath was a dangerous time for Jews in Germany, and he was lucky, that nothing was out there.
Then he heard the screams. He stood up and went to the window. There were screams, screams of a big group, which expressed anger, but also screams of fear. Now it was silent in their little room and they could all hear it clearly. There was shouting and screaming outside, windows were broken and one heard wooden doors crash. He turned around. The Children and his wife regarded him with fear. " Don't be afraid." , he said "it is far away and it is not sure if they will come over here." He knew he was lying. He could hear the noise coming nearer. When he saw flames shooting out of the Jewish porcelain store, a quarter of a mile down the street and the crowd of twohundred peoples in front of it, he knew he had to act, but he couldn't run away with four little children. He went to the carpet and drew it away. Then he opened the trapdoor, which was below it. "Go down in the cellar. Be quiet and don't make any light." When his wife and the children were down there, he shut the trapdoor and pulled the carpet over it. Then he opened the window to the courtyard, jumped out and

started running. It was right in time. Behind him he heard the window to the street break and the front door crashed. They were shouting behind him and a few tried to follow him. He just kept on running until he was sure that nobody was behind him. Twenty minutes later he returned to his house. Slowly, sneaking from shadow to shadow he went to the window through which he had escaped. The crowd had moved on, but there was no noise coming out of the house. In panic he climbed inside. Everything inside had been destroyed, the desk and the chairs were damaged as well as the beds. Their clothes had been cut in pieces or thrown out to the street. The carpet had been moved, but it
still covered the trap door. He pushed it away and opened the cellar. There they were, frightened and wondering if still someone was in their house, but not wounded. Sadly smiling he helped them out and thought about the time of the early 90's, when he had been a young boy, all the politicians had told them, it could never happen again.

NEWS

ARTWORK
- The Twins/ex. TRSI are back in the Scene and joined Artwork
- Azure/Bizzare Arts joined Artwork as a second group
- Fiver left TRSI and is now only an Artwork Member

BALANCE
- The great UPSTREAM magazine is dead

BOMB
- Made joined from Scoopex
- Clawz renamed to Claws because of troubles with a skateboard company

ESSENCE
- Excess the Raytracer of the Switchback Endanimation joined

MELON DESIGN
- Benjamin and Vigart joined from Scoopex

MIRAGE
- Danny/Spaceballs joined the as a Doublemember Scoopex
- They are now a legal only group without a modemsection

VIRTUAL DREAMS
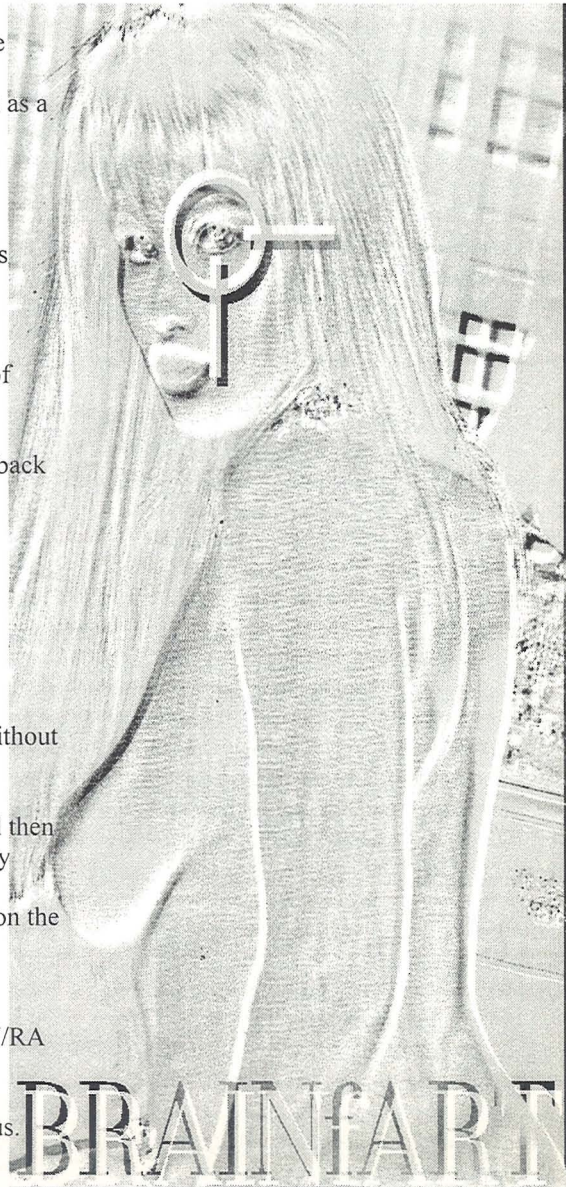- They might release a last demo and then they will work for a PeeCee company

RAW Magazine
-Astro left VD and now only works on the RAW magazine, which now has an Online WWB Version try:
http://www.xs4all.nl/~blahh
http://www.ifi.uio.no/~larshau/RAW/RA W/RAW_Main.html
Sorry, no 64 news as Bizarre/ONS did not kept the promise to support us.

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BRAINFART

Last Words

Well, you finally reached the end of this BRAINFART, we hope you enjoyed the Party 5 and this mag.
Now, that it is all finished, we all are hoping that we could regain our intrest in computers, layout and papermags.
Overall it was a great pleasure to write all this stuff, shiver around if we will get sponsored and wonder if we will get finished with all the printing until we have to give these pages away to make 2000 of them, and we hope it was the same for you to read it.
Real scene lives on! Or did you think we could have managed this for PC?
Guard your C64 and your Amigas and hope for a great future for both of them.
We will continue doing this, supporting those great machines as well as we are able to.
We would be appreciate your giving us some feedback!
The Staff

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