

WhatIFF? Issue 1.01

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WhatIFF? - Issue 1.01 - December 2021

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ENTER MAGAZINE

Welcome to WhatIFF?

WhatIFF? - Issue 1.01 - December 2021

---ABOUT US--- MEET THE WRITERS

Who are we and why did we start another Amiga magazine?

-----NEWS-----

Not quite latest news but should be faster than the print
magazines!

----REVIEWS---

Reviews of hardware and software, old and new covered.

----GUIDES----

Guides and support to all things Amiga related, probably the best
part of the magazine!

-AMIGA PEOPLE-

Hear from the people making the hardware and software.

----LINKS-----

Links to the important and not so important websites, BBSs can
also be found here.

--AMIGA RANT--

This is your place to talk about anything Amiga related.

NEXT ISSUE *All content copyright of the respective authors 2022*

About Us

>Why another Amiga magazine?

We are currently living through a resurgence of the Amiga, never has there been so many new Amiga products available, from hardware such as the Vampire, Terrible Fire, ACA, Amiga OS3.2 to new software and games. With the increased interest more people are returning to the Amiga, while the majority of them will be wanting to play games there are a few who want to do more. WhatIFF? is here to help those who might not remember how to install software on the Amiga, edit the startup-sequence, create graphics with DPaint/Brilliance/ImageFX, programme games/applications and so much more.

The software and hardware are all there ready to be used but the knowledge base is limited to a few experts or experienced users. WhatIFF? plans to pick their heads and create guides and advice from their knowledge and experience. While it had been my plan to create a magazine similar to Amiga World, Amazing Amiga, Amiga User International and Amiga Report, I cannot do this alone. The magazine could not exist without the contributions from the regular and guest writers, thank you for your support of this new magazine.

All the latest news about our favourite computer!

A news section might not be of use due to the internet and most users getting their information this way for the moment we will update the news section with items that might be of interest to WhatIFF? readers.

New TF1260 Firmware Available - 17th December 2021

The TF1260 gets better and better with each firmware update, currently in alpha the new update allows your 060 to reach speeds of 100mhz and in some cases over 100mhz! To get the latest firmware contact your TF1260 builder or download the update from EXXOS FORUM, search for "TF1260 New Firmware Alpha Released!". What a lovely Xmas present to all the TF1260 owners!

Amiga Christmas Tree 2021! - 1st December 2021

While WhatIFF? does not cover games this little project is a great idea from Cammy of EAB. The website [amigachristmastree.ultimateamiga.com] lists all the Christmas related Amiga games and downloads to them. A great site to visit during the winter holidays. Head over there when you are tired from doing serious work on your Amiga and have some fun!

AmiGemini 0.5 released - 22nd November 2021

This is quite an interesting project of creating a simplified form of the web, it looks a bit like the BBS's of the our youth. We will be taking a look at the Gemini browser in a later issue of WhatIFF?

Vampire Firedrake is set for release in 2022 -

The Vampire series of cards and computers is going from strength to strength and this latest card takes the humble A1200 into new realms of power.

Apollo Kraken is set for release in 2022

Already available for pre-order, the new accelerator for the A3000 and A4000 computers will give them the 68080 AMMX CPU, 512MB RAM, SuperAGA and 16BIT audio. Definitely one to watch out for those who have big box Amigas!

Welcome to the reviews section!

We have some great reviews of hardware in our first issue.

Terrible Fire 1260 Review

We review the card that brought 060 power to the masses.

Guru Modem Review

The Guru Modem, connects to your serial port giving you wifi access and more.

CDTV SCSI2SD Review

Steve Lord reviews the SCSI2SD adapter for the CDTV.

Sordan A1200 LED Review

A look at the replacement A1200 LED board from Sordan.

Terrible Fire 1260 Review

Terrible Fire 1260 Review - December 2021

Product Name

Terrible Fire 1260 or TF1260

Hardware Requirements

Amiga 1200, ideally with a harddisk

Meeting The TF1260

I was lucky as an Amiga owner back in the day, I owned several Amigas: A500, A600, A1200, towered A1200 with PPC and CyberVision card, A3000 with a Picasso II. While the A3000 was my favourite out of all of them and I still curse myself for selling the machine, there was one Amiga that was out of reach; an 060 Amiga, the Lamborghini of Amigas. The 060 Amigas were an almost mythical beast viewed only in magazines and rarely in the wild. Over the years more of those mythical beasts appeared but they were still out of reach for the majority of Amiga users. That is until this year and a certain card called the Terrible Fire 1260 (TF1260 from now on) appeared on the scene.

Built and designed not by a large company but my one man in Scotland, he has become in a way, the Jack Trameil of the 060 A1200 market. His card has made it possible for people to have true power in their Amiga at an affordable price. Just how cool this is cannot be stated in mere words alone, suffice to say has has flipped the market on its head.

Originally the card was limited to a few select people but he has kindly opened the card design to several people in the States, Europe and the UK. Whomever is closest to you is the one to order from. I bought mine from Superduper on EAB, it was £285 including shipping and an 8GB CF card with and IDE adapter. It must be noted here that the board can be bought without an 060, so if you have a full 060 with MMU and FPU you can add it yourself or if you are like me, I bought the card with an LC060 installed, which is the low cost version or the version lacking an FPU. While some people seem happy to moan about the lack of an FPU, it is easy enough to add a full 060, that is if you can afford the price for one. Sadly the FPU versions are going for some pretty hefty prices and probably will stay that way or increase as stock further diminishes.

Is the FPU really worth it though?

Hey Look No FPU!

Most Amiga software does not need an FPU, if you want to play 3D games like Quake then an FPU is needed, Lightwave 3D versions 4 and up all need an FPU and the 060 demos usually need an FPU. However these are the outliers and account for approximately 1% of Amiga software. It would be nice to have an 060 with an FPU just to run the newer versions of Lightwave, however it is a lot of extra money to pay just for those few applications. Personally I am not that interested in playing 3D shooters on my Amiga when I can play them better and faster on a £50 PC. Being able to use later versions of Lightwave 3D would be awesome but I am not a professional 3D artist so 3.5 is fine for me, and as a taster, "Wooooooh!" man does Lightwave fly on an 060!

TF1260 In Use

First impressions of the card are very good, it is a solid and very nice looking card, in particular it is very impressive the soldering, if I did not know it had been put together by hand I would have sworn it was done by machine. The off skew placement of the chips makes the board stand out from the rest of the crowd. It is nice to have the CPU facing upwards since it gives more space for the heat to disapeate and you can add a fan or heat sink if you so need. Installation was easy enough and no

more difficult than previous cards, however there is one very important thing to note. The card does not like non-chamfered connectors, i.e. if the A1200 cpu connector is completely flat then there is a very high chance that you will break the TF connectors. I was lucky that my A1200 already had the softened connector edge so it looks like this) vs]. So the card slid in very nicely. Upon first booting I had an issue with the card half way booting into my ClassicWB and then restarting. After much head scratching I realised that I had forgotten to copy the 060 library to my Libs: drawer.

Apologies to Superduper for asking so many questions and thank you to Pollock for reminding about the 060 library. Once I had the MMU libraries installed and copied the 060 library it booted up right up. Don't forget to install MuFastROM though, this little piece of software gives another boost to the card, making the hard disk access much faster. After installing evything the first thing you will notice is that the boot time is considerably longer than compared with an 030 or ACA card, though upon usage the machine is incredibly fast. If I understand correctly this has something to do with the access of Chipram currently Chipram access is a bit slow and this can show up when playing 3D games since the graphics are still being handled by the Amiga's customs chips thus using Chipram.

However new firmware is being worked upon to speed up the Chipram access among other things. It has to be noted that to update the card you will need to send it back to your builder or you will be able to do it yourself if you have a RaspberryPi. It seems straight forward if you have the right gear, and we will go into how to do this in a later issue.

Once Workbench has loaded you notice the difference right away, hard disk access is much faster, icons pop up faster and the whole system feels much more responsive. However it is when doing CPU intensive tasks that really show the difference. To test the performance I loaded up Lightwave 3.5 and loaded one of the premade scenes - Field3D, right away the difference was apparent with the Amiga loading the objects and setuping the scene much, much faster than previously (Previous card had been an ACA1221lc). Not changing any details I proceeded to render the scene again! The render time was drastically different from before. With the ACA it took about 50 minutes, with the TF card it took 1 min 40 seconds. All that extra ram and the grunt offered by the 060 really showed itself during the test renders. Incredibly the CPU was only a little warm after rendering.

This level of rendering has made an already great program much more enjoyable and easier to use. Suffice to say I spent half the day working in Lightwave. I would be lying if I said I did not try Doom though, yes it did run very smoothly, Doom on an Amiga but I did not spend much time there. I was more interested in using the card for 3D rendering and audio processing. The next application I tried was SoundBox, a tool that I use often for converting WAV and AIF samples. It can take time with the larger samples and when using the TF again the 060 bulldozed through them in no time, the conversion time was pretty much instantaneous. I think this is what makes the TF1260 such a great device it gives the Amiga so much more power that the Amiga becomes a bit more useful for doing other things.

Final Thoughts

Overall I am really happy with this card, it is important to be aware that this is not a commercial product so there will be some teething problems as they slowly iron out the bugs in the firmware but as a beta release the card is very solid. I think once they get speed up the Chipram access it will make the card an even more desirable item. If you think of the price though this card is really a steal, especially since 060 CPUs are going up in price, the price of this card is likely to increase as the part prices go up. If you compare it to the ACA cards, the TF is not so plug and play but then again you are getting much more of a card for the price.

There is a learning curve to the card but I believe that the card is aimed at the user who likes to fiddle around with their Amiga and will not mind

the extra steps needed to get the card running. The support from the builders is outstanding however, and Stephen is often giving advice on www.exxoshost.co.uk. This is one of the most exciting things to have happened to the Amiga in 2021, alongside the release of Amiga OS 3.2 and the launch of Amiga Addict, the Amiga scene has grown exponentially. We need to support Stephen and his builders because if we do not show our appreciation and support for devices these amazing gadgets will no longer be made.

>Pros and Cons

- + Brings 060 power to the masses
- + Incredible speed boost for the Amiga
- + Very well designed and produced
- + Has more potential with forthcoming firmware updates
- Can be a bit difficult to setup regarding libraries and MMU

>Scores

Ease of use: 90%

Documentation: 92%

Value for money: 98%

Overall: 93% - WhatIFF? Gold "If you can find a builder close to you buy one right away, amazing card!"

GuruModem Review

GuruModem Review December - 2021

Product Name

Guru Modem

Hardware Requirements

Any Amiga with a free serial port, though there have been issues with A2000s that have an accelerator card.

Machine Used For Testing

Commodore Amiga 1200

Classic WB + 3.2 Kickstart

Indivision AGA MK3, TF1260

How To Order The GuruModem

I came across Electronics is Fun purely by chance, I was searching for ways to print via Wifi on my A1200 and if possible not via the PCMCIA port since I often use it for CF transfers. A thread had popped up on EAB about a device called the GuruModem that allowed you to print wirelessly with the latest update. This peaked my interest so I did an internet search for the GuruModem and Electronics is Fun website popped up. The website has a number of products for the Amiga, C64 and other Commodore computers. They have a number of ways to order, they have ebay links when they have stock, otherwise you can order through a third party such as Amiga on the Lake. I ordered from eBay and the order went through easily, the card was sent very quickly with tracking. The card costs \$69 plus shipping, which is quite reasonable.

Meeting The GuruModem

The GuruModem is a small yellow board that plugs into the Amiga's serial port, it comes with no casing or cover thus the electronics are exposed. This does not detract from the device though as it is nice to see the innards of the card. The GuruModem has a MicroSD card slot and a micro USB port for power(It requires +5V). There are two buttons on top labeled reset and Prog. Otherwise the board is rather sparse with 2 chips and the Wifi chip visible. The board essentially acts as a modem but one that connects to your Wifi router instead of the telephone line. Essentially this card allows you to connect to Telenet BBS systems on the internet. The SD Card and a DOS/Linux shell allows files to be transferred to from the Amiga. In addition FTP capability is provided for remote access to FTP servers. The card can be fully configured by software thus negating the need for jumpers or switches prior to setup.

Setting Up The GuruModem

Setup of the GuruModem is quite simple, after you have finished plugging in the USB power cable and MicroSD card, you need to install some Comms software. I used Term but others are fine such as NComm, before starting the software you might want to check that the Serial settings in Workbench Preferences is set to 1200 baud, after this you can start your comms programme and change the serial/modem baud rate to 1200. This can be changed to a faster rate at a later date but the GuruModem's default rate is 1200. Once you have finished this you can proceed onto connecting to your Wifi network, all you need to do is type:

atw"your SSID, your password"

i.e. if your router SSID is Enterprise and your password is 1234, you will type:

atw "Enterprise, 1234"

However when I tried this, I got an error, maybe my SSID caused trouble but there is another way to setup Wifi which worked for me. If the above does not work you can try:

at+config

A list will appear and on it will be [WIFI], type in "WIFI" and a list of the available networks will appear, choose the number next to your SSID and then input your password when asked. Finally press Return until it will ask you if you want to save the settings. Press "Y" for yes. Now your card and Amiga are connected to your Wifi router and can visit some BBS's!

Connecting to BBSs

This is the easy part, now you have your Wifi connected and comm program configured all you need to do is find a BBS and connect. There are a number of websites that list BBS's, these are:

www.bbscorner.com/usersinfo/bbslists.htm

www.telenetbbsguide.com

For just Commodore computers visit:

cbbsoutpost.servebbs.com/

The majority of internet BBS's offer a telenet address, they come in the form of: IPaddress:port, for example if you wish to connect to the CIA BBS, which is a BBS that is run on Amiga 1200. You would look for the telnet address, it is listed on the front of their website: ciaamiga.org. Telnet ciaamigabbs.dynu.net:6400. To access it with the GuruModem type in:

atd"ciaamigabbs.dynu.net:6400" and then press Return.

Give it a few moments and you will be connected to a BBS like it was 1985 again! From here just explore the BBS as you would have before. There is a certain magic to seeing the old ANSI graphics and text slowly popping up line by line on the screen.

Final Thoughts

Connecting to BBS's and seeing the text slowing crawl up the screen takes me back to the excitement that the pre-internet offered. From here on you can explore the many BBS's around the world without racking up huge phone bills.

It is a very nice device that is easy to setup and uses some of the modern technology available for a nostalgic trip down memory lane. There are other applications for the modem such as wireless printing and FTP access but these are beyond the scope of this article and might be explored in another issue of WhatIFF? It should be noted that the documentation is fantastic with a PDF manual that can be downloaded and it provides an abundance of information regarding how to use the card.

Overall a very nicely designed product that has some great potential for future use. The manual included is very helpful and gives some great examples of how to use the card. Definitely recommended for those looking to get back into BBS's.

Pros and Cons

- + Easy to install
- + Provides Wifi access in a limited way
- + Very solid production
- Limited in what it can do
- Wireless printing is available but difficult to set up

Scores

Ease of use: 89%

Documentation: 100%

Value for money: 85%

Overall: 91% - WhatIFF? Gold

SCSI2SDv6 Review

SCSI2SDv6 Review
Product Name
SCSI2SD v6

Available From
Various distributors, see [the project site](https://scsi2sd.com/) for details.

Special Hardware and Software Requirements
A SCSI interface of some sort, and some way to connect to an IDC 50-pin connector.

Machine Used For Testing
Commodore CDTV, 8Mb Slow, 1mb Chip
KS/Workbench 1.3
8Gb Micro-SD Card via SCSI2SDv6

Review
The SCSI2SD is a popular series of SCSI interfaces designed to breathe new life into old systems. v5.2 is particularly popular with Amiga and Mac users, and v6 brings a number of changes. For this review I connected a SCSI2SDv6 board to a CDTV with an a4007 SCSI card. This provides a CDTV with a SCSI-1 interface, no challenge for the card.

First Impressions
The SCSI2SD v6 is takes a standard-sized SD card and uses an IDC 50-pin internal SCSI-2 connector. I used an 8Gb Micro-SD card with an SD-Micro SD adapter. In theory up to 256Gb SD Cards should work. In practice it's unlikely that a 1.x setup would ever need that much space, although the author's A4000 uses about half a tb of storage.

Documentation and configuration tools are available at the [SCSI2SD Documentation Hub](http://docs.scsi2sd.com/).

Before using the SCSI2SD v6, the device first needs to be configured via the scsi2sd-util6 utility. This allows the user to set various options from parity, SCSI2 support and termination settings to defining individual SCSI devices. Users should note that the tool defines devices, not partitions. In plain English you set up the drives in SCSI2SD-util6 and set up your drive partitions in HDToolbox. Depending on AmigaOS and SCSI controller versions, drives might be limited to 1Gb, 4Gb or higher. The SCSI2SDv6 has built-in termination support, configured in the tool.

If more than one SD card is in use, save the configuration settings to file. Configurations are device-specific, not card specific and need to be changed for each card. It would've been nice if a small amount of drive space could be reserved to store settings. This would make swapping cards of different sizes much easier.

Amiga Setup
Connecting the SCSI2SDv6 to the Amiga was straightforward. I used a SCSI enclosure to connect the IDC 50-pin connector to the CDTV's external SCSI interface. No power connections were needed for my setup. The CDTV detected the SCSI2SDv6 easily. Booting from the A590 setup floppy I was able to create a basic bootable Workbench 1.3 install. I expanded this using the excellent PFS3 AIO package. Thomas Rapp wrote a port of setfnsize to 1.3 which enables longer filenames on PFS partitions. However many tools won't handle longer filenames well on 1.3 so expect the occasional guru.

Usage
SysInfo reports speeds of around 1.7Mb/sec which is what was expected on a CDTV. It's more likely that speed limits are due to the system it's in

than the SCSI2SDv6 itself. So far the SCSI2SDv6 has been rock solid on the CDTV with 4Gb of space in use. In theory it could support more but there's no real need for more. The CDTV acts as an office jukebox, multimedia tool and technical documentation writing station. In fact this review is being written on it in Protext.

Likes

It's quick and straightforward to set up. Once it's up and running it's set and forget.

Dislikes

Mostly faffing with HDToolBox and similar tools on 1.3. Nothing SCSI2SDv6 specific.

Bugs

None found during frequent use. However, compatibility isn't assured, so best to research whether the v6 or an earlier version is best suited to your needs before buying.

Conclusion

A no-brainer for anyone with a SCSI Amiga and well deserving of a WhatIFF Gold Award. If you already have a working v5 and are happy, upgrading is unlikely to make things better. If you're replacing a spinning disk, the SCSI2SD is well worth a look.

Pros and Cons

- + Fast, reliable and easy to back up storage
- + Won't break the bank
- + Set and forget
- Swapping cards is finicky

Scores

Ease Of Use: 70%

Documentation: 80%

Value For money: 90%

Overall: 92% - WhatIFF? Gold

A1200 LED Replacement by Sordan

Review Sordan A1200 LED replacement board

Product Name
Amiga 1200 3xLED Replacement

Available From
www.sordan.ie
eBay

Special Hardware and Software Requirements
An A1200

Machine Used For Testing
Commodore Amiga 1200
KS/Workbench 3.2
Indivision MK3, TF1260

To coin a phrase, "Whooops!"
Recently when I was upgrading my A1200 to Kickstart 3.2 I had a minor accident. When opening the case and pulling out the keyboard I managed to break the wire on the LED board. Due to the numerous times I have opened my Amiga the connection had worn down and it was only a matter of time. Luckily I had my soldering iron and after a few attempts was able to reconnect the cable giving me my precious lights back. However it made me think that this will happen probably again thus I should think of another solution. A quick search on eBay came up with the LED A1200 from Sordan costing a very reasonable \$14.49 plus \$13.52 shipping to Japan.

Review
The board arrived roughly 2 weeks after shipping, which is pretty decent considering the current situation with international postage. Upon opening the small white envelope I found a printed picture folded with what looked like a child's scribbling in coloured pencil, inside was the LED board along with a Sordan ball pen and business card. The board itself is black with the 3 LEDs, what is immediately apparent is the type of LED used. In the original Amigas the LED was one light, with the Sordan board each light is made up of 3 individual LEDs. In addition the colours have changed to a strong orange for the hard disk, yellow for the disk drive and green for the power light.

What attracted me to the board most was the connectors, on the Sordan board the cable can be disconnected from both ends, reducing the chance for cutting the cable like I did. The wires themselves are quite a bit thinner and feel more vulnerable than the original wiring but with the ability to connect and disconnect at both ends it is not an issue.

Installation of the board was not difficult, the only trouble I encountered was with bent LEDs, considering the fragile nature of the board I would have hoped for better packaging. After I bent the LEDs back into place the board slipped in nicely, connecting the cables was a lot less stressful. After closing the case, I turned on the Amiga and was greeted with a very orange power light, in addition you can see the lines between the individual LEDs. The LEDs seem a little more sensitive to hard disk access and I noticed more light flickers than with the original LED board.

Final Thoughts
Overall I am impressed with the board, it has made it easier to open my Amiga but I am not sure if I like the new LEDs. It is probably just a personal preference but I liked the all in one LED, there is something about seeing the three lines that sits uncomfortably with me. If I have to put my finger on it, it is warmth, the new lights are colder since they are less diffuse compared to the original Amiga LEDs.

Pros and Cons

- + Cheap
- + Has two connectors
- + Well built
- Cables are a little thin
- Colour is colder than the original LEDs

Scores

Ease Of Use: 90%

Documentation: 0%

Value For money: 90%

Overall: 90% - WhatIFF? Gold

Welcome to the guides section!

In this issue: use your Amiga with a telser setup and how to install Lightwave 3D 3.5 properly.

Lightwave 3.5 Install

Learn how to install Lightwave 3.5 and its extra components.

Telser setup

Find out how to create a Telser setup on networked Amigas.

ClassicWB with Kickstart 3.2

A very short guide on setting up existing ClassicWB installs with Kickstart 3.2.

OctaMED 101 - Splicing

Learn how to splice samples in OctaMED.

Lightwave 3.5 Installation

Lightwave 101 - Part 1

Installing Lightwave 3.5

Babylon 5, SeaQuest, Robocop TV Series, X-Files, the list goes on and one as being shows that have used Lightwave 3D in one way or another. Originally only available as part of the VideoToaster package, it was eventually released as a stand-alone product in 1994. While the Amiga never had a lack of 3D modelling software Lightwave stood out from rest by having a user friendly interface that almost anyone could get to grips with. The rest had a high learning curve in comparison. 3D modeling is by no means something you can just pick up from the get go, but Lightwave made strides in making it easier to learn by employing simplified menus and easy to understand buttons.

During its initial release it was out of reach for most users due to the cost and spec requirements, but now with most Amiga software freely available on the Internet, Amiga users who were unable to use it in the past can enjoy it now. First off I will cover why this guide will concentrate only on version 3.5. 3.5 is the only version that runs on Amigas without an FPU, this opens the user base to pretty much any Amiga with a hard disk and ram expansion. However I have been approached a number of times by users who were unable to install the software due to the installer asking for the bootdisk to be inserted, since this cannot be done as it is installing on a hard disk the installer crashes. In this guide we will take you through installing the software by hand and getting you up and running.

The Lightwave 3.5 installer has several options when installing, you can choose complete installation, programs only and extra only (Images, Surfaces, Objects). If Complete and Programs only are chosen the installer will fail, so it is best to start with installing programs only. The requester for a boot disk to be inserted will come up but this can be ignored, so just click on proceed and then the installer will stop. While it may look like the installer has failed, in fact all the necessary files for running Lightwave have been copied over to your hard disk.

Setting Up The Assigns for Lightwave 3D 3.5

What you need to do next is enter into the startup-sequence and add a few lines to assign the correct folders and you will not have any issues when starting Lightwave. The best way is to open user-startup file and add the following lines:

```
assign Toaster: System:Graphics/Toaster/
```

Where System: is you can type in the name of your hard disk where Lightwave was installed, so if you hard disk is called Coolstuff, you would write -

```
assign Toaster: Coolstuff:Graphics/Toaster/ -
```

Graphics is just the folder where I put all my graphics programs, this will differ depending on which folder you installed Lightwave. Once you have added the Toaster assign to the user-startup sequence you will need to add the assigns for the other drawers, these are contained in the 3D drawer i.e. Toaster/3D/ ... So you will need to type in the following line:

```
assign 3D: System:Graphics/Toaster/3D
```

If you have a look inside the 3D drawer, you will notice several more

drawers, namely: Objects, Scenes, Surfaces, Images, Envelopes, Motions and Previews. Usually you do not need to assign these drawers since you already have assigned the main 3D drawer. However if you get a requester popping up when trying to load a Surface, Image, Object etc. then you can just repeat the above assign with the relevant drawer name, for example:

assign Objects: System:Graphics/Toaster/3D/Objects

Now you can run Lightwave 3D 3.5 properly with no nagging requesters complaining Toaster has not been inserted. It will run on all Amigas with some extra ram and a harddrive. Next time we will get into the basics of creating a simple object and rendering it out in Lightwave.

ClassicWB and Kickstart 3.2

ClassicWB with Kickstart3.2 install

ClassicWB Packs

Classic WB is an Amiga Workbench install containing various installs of useful software and hacks to make the Workbench experience more modern and easy to use. There are a number of versions available for download from <http://classicwb.abime.net> - LITE, FULL, ADV, ADVSP, P96, UAE OS3x and 68K. LITE can be run on an unexpanded A1200, FULL to ADVSP target A1200s with ram/accelerator expansions and scandoublers like the Indivision. P96 is for systems with graphics cards, OS3x for systems using the newer Amiga OSes such as 3.5 and 3.9. Finally the 68K packs are for the earlier Amigas such as the A500 and A600.

These are some fantastic packs that make setting up an Amiga much easier removing a lot of the time and effort required to get an Amiga setup. I personally use the FULL pack for my A12000/TF1260/IndivisionMK3 - my setup is able to run the highe resolution packs but I find that I do not need the higher resolution Workbench since my monitor is not that large.

This is a quick guide on how to setup ClassicWB with Amiga OS 3.2, recently released many Amiga users have been upgrading to this newer OS. However like myself others have been encountering issues running their existing ClassicWB setups once they have installed the OS3.2 kickstart. The main issues are the missing - workbench.library and icons.library - from the newer 3.2 kickstart. Quite a few users are burning custom roms with the libraries added but for those of use without rom burning tools we need to copy the files over to the ClassicWB hard disk.

Copying workbench.library and icon.library

Step 1: Find your Workbench 3.2 disk (This can be a physical disk or the included ADF).

Step 2: Turn on your Amiga and hold both mouse buttons down, choose 'Boot with no startup'. Then reboot the Amiga.

Step 3: Once you get the grey screen/window, insert your disk or ADF, then you need to copy over some files from the disk to your ClassicWB partition.

Step 4: Type (not including the quotes)
"copy DF0:Libs/icon.library to System:Libs/"

repeat this for the workbench.library

"copy DF0:Libs/workbench.library to System:Libs/"

Wait for the disk access to finish then reboot your Amiga, you should now be able to boot straight into your exisiting ClassicWB install with no errors. You might notice a few icons have some distortion or corruption but generally your system should function like before.

Telser for network connected Amigas

The Best Of Both Worlds
Using Telser To Access TCP/IP BBSes With Comms Tools

Those fortunate enough to have TCP/IP networking on their Amigas might've noticed a plethora of great serial-oriented Amiga BBS utilities. Sam Yee's [Telser](<http://aminet.net/package/comm/tcp/telser140>) lets this software be used over the network, and for services as well as clients. Telser creates a virtual serial device, letting power users access systems over the Internet as though they were locally connected. This keeps the Amiga's serial port free for more important peripherals.

Installing Telser

Telser supports various TCP/IP stacks, none of them modern. Roadshow and bsdsocket.library users need not worry. By creating a folder and adding an assign, Telser's AmiTCP support can be used without problems. Before installing I entered the following from a shell:

```
...  
mkdir Sys:Expansion/AmiTCP  
...
```

I then added the following to the end of S:User-Startup:

```
...  
assign AmiTCP: Sys:Expansion/AmiTCP  
...
```

A reboot and Telser is ready for installation. Download the package from [Aminet (comm/tcp/telser140)] (<http://aminet.net/package/comm/tcp/telser140>) and unarchive the lha file somewhere. A straightforward installer can be found in the telser folder. The installer asks which network package is used. Bsdsocket.library and RoadShow users should select AmiTCP. Install both Telsermon and the docs as they may be needed later.

Telsermon is added to the WBStartup folder by default. This can be removed if Telsermon isn't needed at boot. Just make sure it's started before using Telser.

Telser is a shareware product. If you have a keyfile, copy this to S:telser.key. If not, the program will still work with one connection (unit) configured at a time.

Configuring Telser

Telser's configuration is handled through the tsconfig utility and stored in two files. AmiTCP:db/telser.conf contains client configuration settings, while AmiTCP:db/telserd.conf contains the server settings.

The tsconfig utility defines host aliases, where these aliases point to on the Internet, and terminal types to use. For BBSes use ANSI terminal types. For Telnet to Linux and Unix systems a VT100 terminal type is usually better.

I used NComm 3.06 from [Aminet](<http://aminet.net/search?query=ncomm>), but any serial client will do. On a WinUAE system running an emulated 68060 with JIT, I set the baud rate to 115200. Data length was 8 bits, Parity was none, and Stop bits was set to 1. I had to set the serial device to use telser.device instead of serial.device, and the unit to 0.

Sending a break (Com -> Break or Amiga + B in NComm) opens telser.device and triggers the Telser GUI. Previously selected hosts can be chosen. Once happy with the setup, click connect create a TCP/IP connection and

forward it on to the telser.device. It's best to leave the Telser GUI open as it doesn't always pop up when closing and reopening connections.

>Useful Tips

Transfers via X, Y and ZModem do work, but expect errors. ZModem in particular has specific timing requirements that don't always work well across packet-switched networks.

Attainable speeds depend greatly on the Amiga being used. On an 060/50 expect between 57.6k and 115200 baud, but on a virtual Amiga higher speeds are possible if the software being used supports it. As a rule of thumb, set values to one level below what might be expected for a standard serial connection and work up from there. For example, an A500 might get 19,200 baud on a regular serial connection. In this case, drop to 9,600 and try higher once everything is stable.

The Telser window opens on encountering a serial break code due to the "Map Serial Break To" setting under options in the main Telser GUI. This can be mapped to Break so serial breaks are passed through. However, it's best to set the "GUI On Startup" option to Open Window to compensate.

NComm is a great tool for high-end Amigas, but requires a little configuration. Download NComm 3.0, go through the installer and set it up. Then update to 3.06 and use the 3.06 key available on Aminet to remove all restrictions. If NComm is slow, change the screen mode to High Res and 2 Colours.

Setting up a listening service is a little more involved, but not as hard as it initially seems. The AmigaGuide documentation has a Server Mode Configuration page that walks through configuring the telserd.conf file to execute a specific command when a connection is made. This is very similar to inetd on older Linux systems, and incoming hostnames and IP addresses can be passed as arguments.

How to splice your samples in OctaMED

OctaMED 101 - Sample slicing commands

Sorry ProTracker

While ProTracker seems to be the tracker to go on the Amiga, OctaMED has sat in the background as a very capable and ultimately easier to understand music tracker. I had always wanted to learn how to use PT but the interface was always a big hurdle for me, OctaMED provided a powerful tool but with a user interface that was a understandable and logical (Plus being born in Finland I had a patriotic duty to support other Finns).

Over the years I have been lucky to have several tracks released on vinyl and CD and 5 albums under the names: DJ Fuzzbuzz, Amiga Breaks and Apogee Breaks. I owe this all to my early years making music on the Amiga in OctaMED. When I started using a Mac I found Renoise which has a very familiar working environment if you are used to trackers or OctaMED. However I never left the Amiga and continued making music in OctaMED. I enjoy the limitations and the warmth of the Paula soundchip but I will be the first to admit that my Amiga tracks do not sound that good. It takes a very gifted person to really make the Amiga sing with its limitations and I am always in awe of the Amiga scene musicians. Modern hardware, VSTs and software such as Renoise take over so much of the work that anyone can make a decent track, like me!

Splicing it up!

Back to OctaMED, I wanted to cover one feature that I find very useful when creating tracks that use a breakbeat, the official name is SET SAMPLE START OFFSET 19 or as I like it the sample splice command. Essentially this allows you to start the sample anywhere in the waveform, so if you want to repeat the main snare of a breakbeat instead of chopping the sample up and taking up precious chipram, you can just use the sample splice command, would look like this C-2 11904. If you do not use this then put the sample again down four lines, you would hear the sample loop from the beginning of the sample, sounding like a 4 x 4 beat. However if you use the 19 command and then add 2 more numbers such as 04 or 08, it will move the sample along to point that corresponds with the sample, looking at it again it will look like this:

C-2 11904

C-2 1 is your sample, so after that part type in 19 then 04, the 04 part you can change to get to the exact part of the sample you want to repeat.

It takes a little experimentation but you can achieve a more organic sound without taking up memory. Good luck and if you have some music related wisdom you wish to share with the world please contact us, we are always looking for more writers.

Welcome to voices of the people behind Amiga hardware and software.

Today we are talking to Pablo a.k.a Merlinkv from EAB, he has recently created a new Kickstart switcher for the A1200. We will talk to him about the project and his experience with the Amiga.

1. Hello Pablo, thank you for agreeing to this interview, firstly can you tell us a little about your experience and history with the Amiga?

I'm an Amiga owner/user from 1991. My first Amiga was a plain A500.

Over the years I managed to create a small collection of equipment. I love the Amiga.

2. Why did you choose the Amiga over other platforms to develop for?

I'm not a developer, just a passionate user of the Amiga's and its possibilities. It's amazing to me that 16-bit equipment could offer so much potential. We are talking about the late 80's and 90's ... they were the best. Too bad Commodore managed its capital and resources so badly.

3. Your Kickstart switcher is unique in that it can switch between 4 kickstarts, why did you create this?

For me it was important to be able to expand the Amiga's options without having to re-programme IC's and open the equipment every so often. With my Kickstart switch I have available:

- KS 3.1 Original
- DiagROM 1.3 Beta
- KS 3.9 BB4 +
- KS 3.2 (Hyperion)

With a couple of micro-switches I can enjoy three different operating systems (just changing my external CF) and in case of problems I can run the diagnostics ROM.

2. What tools did you use to create the card and how long did it take from the initial design to the final product?

For my electronic designs I use KiCad. It is free and offers me almost everything I need.

I started with the idea a long time ago, but I dedicated myself to other things and temporarily abandoned it. Last month I took up the project again and in about three hours I had it done. The electronic scheme was done in about 15 or 20 minutes. What took me the most time was to take exact measurements so that the PCB does not interfere with the keyboard, Indivision and accelerators.

4. The card has been released as open source files, do you have any plans to manufacture and sell the card?

If there are people interested, I could do a little batch in any retro forum. But [not for] commercial purposes.

My projects are all freely distributed and their sale for commercial purposes is prohibited (you can see it on my Github). However, anyone can make small batches and sell them on the retro forums in order to make them available to [other] users.

This is a very simple project and I don't think anyone is going to [want] to do business with it. In any case, it is logical that if

someone does it they want at least to make a small profit. Nothing like that has happened yet. What I do not want is people who want to take advantage and do business.

5. Do you have any other projects planned for the Amiga?

Maybe later, I have now a lot of other jobs designing or updating equipment and interfaces of other old computers: ZX Spectrum, MSX, Amstrad, C64, etc.

Too many things and too little time; family and job are first.

6. What would you like to see released in the future for the Amiga?

Motherboards, accelerators, new and updated interfaces for classic Amigas ... but at an affordable price, not like now.

7. What is your dream Amiga and what is your current Amiga setup?

Fortunately, my Amiga dreams have come true. I'm a owner of 2 x A500, 1 x A2000, 2 x A1200 and 3 x A4000. All of them expanded and working like a charm.

My best and loved Amiga? No doubt ... my ...

A4000 060/66, PPC 266, CVPPC, DENEb, Tocatta, Mediator, Radeon, Fast ATA, etc.

Thank you Pablo for your time, we wish you the best of luck with your future projects and look forward to seeing you in WhatIFF? again.

Welcome to the links section!

Here we will show links to other pages on the internet where you can get software and other information.

www.eab.abime.net

One of the best Amiga centred forums on the internet.

www.exxoshost.co.uk

The resource if you need help or information about the new Terrible Fire cards.

www.amibay.com

A great place for buying and selling Amiga hardware, they also have some very nice people to give advice about the Amiga.

www.amiga.org

Probably the longest running Amiga forum on the world wide web, it is more centred on the American Amiga users.

Websites you should not visit.

www.amiga.net.pl

This was quite a popular website for people since they had a number of books and software available, but over the last few years more and more people have lost their money with items not being sent. It is sad that that this is still happening in the Amiga scene.

Welcome to Amiga Rant

Welcome to the Amiga Rant section of WhatIFF?, here you can vent your frustrations or appreciations concerning the Amiga, anything and anyone is welcome here!

Since this is the first issue I guess it is down to me to write this Amiga Rant for December 2021. Recently I have been watching on the Amiga forums people discussing the new Amiga expansion cards such as the Vampire Icedrake and whether it was still an Amiga after installation. This posed a good question since the Icedrake essentially takes over all the graphics audio, cpu and ram, essentially the Amiga 1200 becomes a power supply and keyboard for the Icedrake.

I was thinking a long time about this card and whether it was necessary, it is a very nice sounding card with specs of:

- Apollo 68080 AMMX
- 512MB Memory
- SAGA RTG
- 16 BIT Audio
- 100Mbit Ethernet

It all sounds like a very modern Amiga that many of us had dreamed of back in the day. The price of the card is not very cheap coming in at 442 Euros not including VAT. While this seems a bit much for our old Amigas I think that the end product is very important for the continuation of the Amiga. Our machines are already over 30 years old and bit by bit the parts are breaking down, eventually there will be no more original chips, cases, keyboards and motherboards left. The Icedrake seems like an overkill for an accelerator card but it also ensures the future of the Amiga. By re-creating the hardware in FPGA and continuing the CPU architecture of 68000 series the Amiga will be able to live beyond the life span of many of us.

Looking 50 years into the future there will hopefully be new generations of Amiga users using hardware that had been influenced by the original hardware such as the Apollo V4+ Standalone. As we get older it becomes harder to accept new ideas and ways of thinking, especially Amiga users. Of all the computer enthusiasts Amiga users are the most vocal and devoted to the cult of Amiga, I should know since I am included in this group. We love the Amiga and have strong fond memories it's heyday but we must keep our hearts and minds open to the future of the Amiga and where it will eventually end up.

Saying that, I still am very happy with my A1200, it has an Indvision MK3 and a TF1260, even with all these upgrades it still feels like the Amiga of my youth. Just looking at the original white case and typing on the original keyboard connects me in a physical way to my days of using my Amiga in school and university, sitting for hours creating graphics in DPaint and Brilliance, and making sounds with OctaMED.

The future is the Icedrake and the Apollo V4+ Standalone, that is in-escapable and I am happy the Amiga will live on with with some resemblance of it's original spirit. However you will have to pry my current A1200 from my dead hands before I would swap it for an Apollo V4+ Standalone.

Timo Paul - December 2021

What's coming up in the next issue?

*Coming up in issue 1.02 of WhatIFF?

While we do not have a monthly deadline like a print magazines, there is so much happening in the Amiga scene that the next issue just might come out in January 2022. For the next issue reviews of GuruNet, ACA1221lc, a retrospective review of ImageFX 2, and the 8MB CDTV RAM expansion have already been planned. In addition to the hardware and software reviews there will be a continuation of the guides for Telser networked Amigas and Lightwave 3D 101.

Meet the writing staff of WhatIFF?

WhatIFF? is an independent magazine created by Amiga enthusiasts from around the world looking for a more serious magazine. The main writers at the moment are a small group but we hope to grow in the coming issues.

Steve Lord - EAB ID: stevelord

Timo Paul - EAB ID: amifan

We are always interested in new articles, guides or stories, so you have something you wish to submit please send it to: timopaul@whatiff.info

