Avision

By Steve Twombly

Excitement

At the time of this writing, Amiga computers are shipping to dealers throughout the country and being purchased by inspired computerists, both novices and advanced users. Many of the products that you will soon be able to purchase are in the development stages at this time, all in varying degrees of readiness. The introduction of the Amiga has initiated a flurry of excitement and activity among hardware and software developers.

The first Amiga development systems arrived with the most complete set of software development tools of any new microcomputer to come to market. Several programming languages and utilities were made available early on to a wide range of enthused companies with new ideas about software applications and microcomputer usage. These companies range from small to large, from undiscovered to well-established. Many of these developers will sell their products to larger firms for marketing and distribution, and many will start their own new companies to produce and market their products.
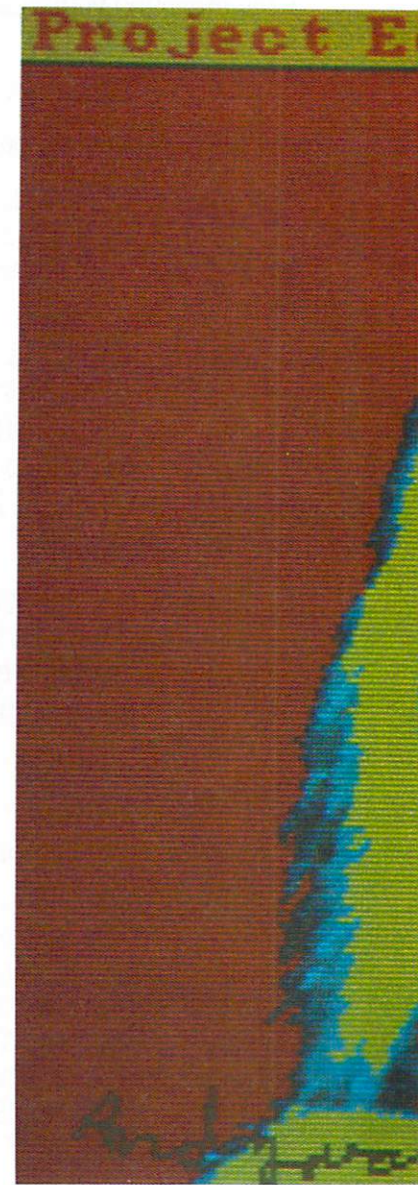
One primary source of energy is motivating these enthusiastic new visionaries. That energy is excitement! Excitement is a strong motivating force that can propel its possessor to accomplish a great deal very quickly. It can be responsible for the actualization of ideas that, in the conceptual stages, appear almost impossible. When one is truly excited about an idea, everything else (including sleeping and eating) takes a back seat; anyone involved in computer programming knows what I mean. Many of the products either now completed or in the development stages have been labored over round-the-clock for months.

Some companies see in the Amiga a very strong mainstream computer with the potential to run high-powered business applications very quickly, process large volumes of data and carry on a variety of critical tasks simultaneously. These developers will advance the quality and performance of business software in such traditional disciplines as word processing, spreadsheets, database management, presentation graphics and telecommunications. Some companies are at work developing educational software, recognizing the opportunity to enhance the learning process and pioneer new teaching techniques through interactive video, artificial intelligence and audio/visual juxtapositions.

Some companies I've talked to are interested in the digitizing capabilities of the Amiga. Their vision encompasses a wide variety of fields, from industry and the military to video and art. I am aware of several projects in the works using the concept of artificial intelligence on the Amiga to drive expert systems dedicated to very specific tasks, using the Amiga as either a single workstation or as part of a large network. Unique forms of entertainment software are being developed for you and your Amiga, incorporating sophisticated sound and animation, unbelievably realistic simulations and adventures and intriguing interactive fiction, just to name a few.

Since we at *AmigaWorld* are able to contact and work with these developers early, in some cases during the conceptual stages of their ideas, we are able to foresee what is in store for you as these ideas are developed and brought to the marketplace as products. The world of Amiga at this point in time is infused with a flurry of activity, where ideas are hatched and exchanged, scrapped and reborn, finally shaped and then painstakingly refined into finished products. Many of these ideas are now ready for you to share and put to use on your Amiga, but many more are yet to come. *AmigaWorld* will be bringing you up to date on these new products and developments throughout each issue, sometimes bringing you right into the development process as well. When we think it's important, we'll give you an opportunity to