Zine #5 - 25 - Amiga 3000

Chester,Orlando, Mon 16 Jun 2008

Amiga 3000
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On the 24th of April 1990 in New York, Commodore presented the new AMIGA 3000 for the first time. For Europe he was presented at the AMIGA 90 in Basle/Switzerland.

The new Kickstart 1.4 is now called AMIGA OS 2.0. It was dated with: 17th of April '90. You see it was really in last second finnished for presentation. The Workbench is also new in the version 2.0 (it was used to call Workbench 1.4). The colours are changed to grey. It looks now a little bit like 3D. The whole screen-building-up is faster and works in 640*512 (Pal), 640*400 (Ntsc) Non-Interlaced. Some new Custom Chip Denise makes it possible to figure all old Screen Formates and the new ones, like the "Productivity - Mode" in 640*512 (4 colours out of a palete of 64 colours) in 60Hz (Non-Interlaced on a Multisync-Monitor) and the new Super - HiRes in 1280*512 (4 colours out of a palete of 64 colours, Non-Interlaced on a Multisync, too). On the normal monitor you can use 1280*256 pixles (1280*512 Interlaced).

There are two versions of the AMIGA 3000. Here are all the other technical dates of the new AMIGA:

- Motorola 68030 with 16Mhz or 25Mhz.
- MC68881 or MC68882 Co-Processor.
- New Gfx-modes up to the Super- HiRes: 1280*512 Non-Interlaced with 4 colours out of 64.
- Harddisk with 40MByte or 105MByte.
- 4 Slots for expansions with new standart called Zorro III (AMIGA 2000: Zorro II).
- 1MByte Chip - Memory (up to 2MByte).
- Fast - Memory up to 16MByte.
- Price: about $4000 or $5000.

There are a lot of programs wich do not work on the new AMIGA, because of the new Operation System and the new Chips. Perhaps it is a good rival to the Apple Macintosh or the new Atari TT, because the machine is cheaper and perhaps a little bit better. For sure this machine is only produced for professional use.

Hello dirty programmers! Your programs won't work on the A3000, if you didn't follow the rules from Commodore. By the way ALL my programs work on the A3000. (I've tested them !!!) It's your own fault, if your prgs don't work. Try to program clean! Your system-coder : *Orlando/Brainstorm*

This article originally appeared in the Amiga diskmagazine "Zine #5" by Brainstorm 1990.