



History

In the beginning

The Amiga was conceived by Jay Miner. Jay was working at Atari when he came up with the idea for a

In 1982, Jay got the chance of fulfilling his dream. A colleague from Atari, who had left the company to s

About face

When the games market started to collapse, it was then decided to turn the machine into a true comput

So everything went right. Right? Wrong! Amiga Inc. ran into some severe money problems. A take-over

Finally, in 1985, the Amiga 1000 was released. Only the Amiga Makes it Possible! was the slogan used

The A1000 wasn't entirely what Jay and his people wanted. Due to some budgeting by Commodore, so

Advanced technology

Essentially it was still the machine that Jay Miner envisioned. The world's first multimedia PC. The comp

In the casual nature of the Amiga design team, all chips had names. In the A1000, Agnus (Address Gen

The other strong point of the computer was its Operating System, which was quite revolutionary at the time.

Amiga for the masses

It was not until the release of the A500 and A2000 in 1987 that the Amiga gained widespread popularity.

It was for a long time the backbone of the Amiga community. The A500 and A2000 were technically very advanced.

Dream machine

Powered by the A500 and A2000, Commodore reached 1990 in good shape, when it released the A3000.

The 3000 also boasted a flicker-fixer card, which enabled the machine to drive a multisync monitor and a mouse.

Of course, the new Operating System wasn't kept to the power users only. At the end of 1991, Commodore released the Amiga 486.

Edited and co-written by M. L. Clayton



Commodore Amiga 1000
(1985)

Commodore Amiga 500
(1987)

Commodore Amiga 2000
(1987)

Commodore Amiga 3000

Tower version (1990)

Technical Specs

Commodore Amiga 500/500+/1000/1500/2000

CPU Motorola MC68000 @ 7.14 Mhz

RAM Amiga 1000: 256 KB Expandable up to 10 MB

Amiga 500: 512 KB Expandable to 9MB

Amiga 1500: 1 MB

Amiga 2000: 512 KB Expandable to 9MB

ROM 256 KB (Amiga OS 1.2)

VIDEO

Text Mode: 60 x 32 / 80 x 32

Graphic Mode:

320 x 256 32 colors

320 x 512 32 colors

640 x 256 16 colors

640 x 256 4096 colors (only static images like photo's)

AUDIO 4 channels, 8 bit PCM

EXTERNAL STORAGE 3.5" Disks (880 KB format) or Harddisk (when available)

Commodore Amiga 1200

CPU Motorola MC68EC020 @ 14.19 Mhz

RAM 1 MB

ROM 512 KB

VIDEO 320 x 200

640 x 400

640 x 480

1280 x 512 (interlaced)

AA Graphics System, colour palette: up to 16.8 million colours (24 Bit), 256 of them displayable simultan

AUDIO 4 channels, 8 bit PCM

EXTERNAL STORAGE 3.5" Disks (880 KB format) and harddisk

Commodore Amiga 3000

CPU Motorola MC68030 @ 16 or 25 Mhz

RAM 1 or 2 MB (Expandable to 16 MB)

ROM 512 KB

VIDEO Text Mode: 60 x 32 / 80 x 32

Graphic Mode:

320 x 256 32 colors

320 x 512 32 colors

640 x 256 16 colors

640 x 256 4096 colors (only static images like photo's)

AUDIO 4 channels, 8 bit PCM

EXTERNAL STORAGE 3.5" Disks (880 KB format) and a 100 MB harddisk

Commodore Amiga 4000

CPU Motorola MC68EC030 (Eco version of the 68030) or MC68040 @ 25Mhz

RAM 2MB, Expandable to 16 MB

ROM 512 KB

VIDEO Text Mode: 60 x 32 / 80 x 32

Graphic Mode:

320 x 200 to 800 x 600 or 1280 x 400 and more with overscan

16.8 millions colors

2 to 256,000 user-definable colours displayable on screen

EXTERNAL STORAGE 512 KB, Expandable to 9 MB

Screenshots



□ **Outrun (1987)**

Stunt Car R acer (1988)

Turrican (1990)



Saint Dragon (1990)
Shadow of the Beast 3 (1992)
Theme Park (1994)

Emulators

WinUAE <http://www.winuae.net/>

 [Download](#)

WinFellow
<http://fellow.sourceforge.net/>