SACC NEWSLETTER

SACRAMENTO AMIGA COMPUTER CLUB

Volume II	Issue VIII	August 1987	$1.00

General Meeting Info

Electronic Arts Night

The next General Membership meeting will be held on **Wednesday, August 12th**, at the Main SMUD building, located at 65th St. and Hiway 50, from 7:00p.m. to 9:45p.m.

The star attraction at this month's meeting will be software demo's by two **Electronic Arts** software artists!

Moses Ma will demo **IntelliType**, which Moses says is the "Next generation typing instruction program that uses artificial intelligence and cognitive drills."

Rich Koenig will demo **Ferrari Grand Prix**. Rich claims; "This is the ONLY mathematically correct racing game. A flight simulator on the ground. Watch the pixels fly at 250 mph!!!"

There are also rumors that we might see a never-before–seen demo of a new **EA** product!!! And (if that isn't enough!) there will be some **Deluxe Video** tapes shown that were produced by the **Electronic Arts** staff!

Library Outing

The next outing for the SACC library will be on August 22nd, at **Put's Electronics**, 641 M St., Rio Linda. Dave Wingfield will be available to copy the library disks from 11 a.m. – 5 p.m. Public Domain software contributions will be greatly appreciated. Help make the SACC library the best in the west!!

Posehn/Higginbottom Converse

Mike Posehn wrote an article in last month's newsletter about the latest news at **Electronic Arts**, and voiced a general opinion of software artists about **Commodore** and their "support" of the Amiga, which drew an emotional response from **Paul Higginbottom**, Sales Support Manager of Commodore.

Mr. Higginbottom's response, as well as Mike's response to Paul's article are both printed inside this issue of your newsletter.

What's Inside

The President's Ramblings

By Ron Finlayson

And so we tune in again to find our club President sitting in front of his trusty Amiga word processor, furiously banging out the next Ramblings column......

Well first and foremost on my list of things to ramble on about this month is the *NEW* SACC BBS. It has been up now since July 14th, and I have had only 30 members call. From raise of hand surveys and from the written surveys of the past I know that it cannot be that our members do not have a modem. Perhaps they forgot it was going to start on the 14th I keep telling myself but, alas no more than 30 people. (This includes Officers and Chairpersons!).

My only thought then was that they must have lost the phone number so here it is one more time: **722-1133 or 648-1554.** The board is up 24 hrs. a day, 7 days a week. It operates at 2400/1200. Though it will run at 300 baud I have calculated that in order for a 300 baud user to download *ONE* hi-res picture would take approximately one and one half to two hours to download. This seemed an unreasonable amount of time to tie up the board for one download. However, if you have a 300 baud modem and absolutely cannot get a 1200 baud modem (I just saw one for $85 in the new *Amazing Computing*) I will allow 300 baud users on the board.

There is currently a message section on the BBS entitled "FORUM TO THE BOARD". This is you chance to leave PUBLIC messages to the board about your concerns and suggestions about the club. This is also where you may find out (generally) what is going to happen at the next board meeting, though, things may develop during the meeting that may not be posted there. After the board meeting you will find the minutes of the meeting in the File DOWNLOAD section entitled "MINUTES FROM THE BOARD". This will be posted within a week of the board meetings.

A few last words on the BBS; Please allow me at least 24 hrs. to upgrade your usage to FULL ACCESS. I must verify that you are member against a membership roster and then upgrade your security level. I ask that you be patient during this process, and realize that it is done so that YOU THE MEMBER are receiving a direct benefit of the dues YOU pay. We are not letting non-members get access to the download sections, etc.

Please use COMM to call the board in order to receive the correct color graphics that have been put on the board. It was on a couple of the club disks and is also available in the Non-Member/First Time Caller Download section along with ARC to un-arc it.

Tune in next month, same monthly column, same monthly newsletter, and here our club President say, "What the heck shall I ramble on about this month?".

Until then...........

From The Editor

By Jim DeFord

This month's newsletter has got to be the most exciting yet!!! Mike Posehn wrote his article last month and *actually* got a response from Commodore. Though that was not the intent, it nevertheless happened. That seems to prove that there are actually living bodies residing at Commodore in Philadelphia. I truly wish the best for Commodore and hope they do sell 500K Amigas in the next year.

The response from the membership in writing articles for the newsletter has been GREAT!!!! There are now several regular columns in your newsletter with some very interesting information. *Thank you all!!*

Another plus for the newsletter is that we now have an Advertising Coordinator. Dale Doty has volunteered for this position and in his first month has come up with well over $100 in advertising!!!! *Thanks Dale!*

Now for another newsletter volunteer position: A lot of people have been requesting graphics for the newsletter. Well, I simply don't have the time to track down decent graphics (I have some, but they are UGLY!), and a lot of them have no use in a newsletter. So, if someone out there in SACCland wants graphics *real* bad for the newsletter, then volunteer to be the *Graphics Editor.*

The SACC BBS is now up and running and has a special newsletter section. You can upload articles, ideas, graphics or whatever else into this section at your leisure. And, so far, the BBS has been responsible for about 70% of the newsletter you are now reading.

This month's newsletter, by the time you read this, will be posted on our BBS. The newsletters back to March are also on the BBS. August's newsletter will be in IFF format and you can use SHOWPRINT to print the newsletter on your own printer. The previous newsletters were uploaded with the PAGEPRINT utility and the quality was not as good as with SHOWPRINT. PAGEPRINT requires you to have all the required fonts on the disk and SHOWPRINT prints out the IFF file as a graphics screen dump and does not require ANY fonts.

With the great advertising and articles that have been coming in the newsletter is ready (again?) to expand. With enough (good) articles, I would like to expand to 20 pages. So send in, upload or whatever, in the next couple of weeks, and help your newsletter grow!!!

By the way, the deadline for the September newsletter will be; **Friday, August 21st.**

Well, that is about it for now as Dennis is patiently waiting for me to bring him the disk to upload it to **Laser Set.** Sorry about the big blank spot down below here.....Might be a nice place for some slick graphics huh? Huh?

Commodore Replies

SACC Newsletter Article Ruffles CBM Sales Manager's Feathers

The following was received in the form of an electronic letter from Paul Higginbottom, Sales Support Manager of Commodore Business Machines, Inc., West Chester, PA, in reply to a recent "editorial" concerning Commodore written by Mike Posehn, author of Deluxe Video, which appeared in the Sacramento Amiga Computer Club's Newsletter, July 1987 issue and is also posted to the AmigaZone library.

Subject: Reply

My response to the file is below, and you can forward my comments to Mike Posehn. I'll quote pieces of his article, highlighted in bold print, and give my comments.

Now the bad news. Most artists are very disappointed with the development of the home computer market. Two years ago we started doing products for the Amiga and thought of it as the beginning of a new age in home computing. But here we are, two years later, and the IBM, C64 and Apple II are outselling it by far. Hey, we want to do neat software, but it's damn hard to do neat software for clunky machines like those. Everyone would much rather write for the Amiga, but it doesn't make economic sense when you look at the projected '87 sales of home computers, 1,500K IBM and clones, 600K C64s, 600K Apple II and IIGS, and only 100K Amigas.

I am not sure where these figures are coming from, but I assure you they are not correct. Also, they are misleading.

1) Even if we do not sell any C64's this year, you still have a market of 6 MILLION users to sell to.

2) To REACH the PC market amongst the sea of products and advertising out there, you're going to have to spend a LOT of cash. On the other hand, EA has had little difficulty in reaching ALL the Amiga owners. I'm sure PC owners do not know EA as well.

3) The 100K Amiga forecast is probably based on 1986 A1000 sales. It doesn't [appear to] account for the recent introduction of the A500 and A2000 (more below).

Clearly the Amiga is the most powerful and exciting computer for the home, but it is also the biggest kept secret in computerdom because of Commodore's marketing incompetence.

This does not take into account the public knowledge that Commodore has undergone an enormous financial shake-up (read: CUTBACK). As such, the company has been UNABLE (not incapable) of doing any major advertising at all. This has been painful for those of us at Commodore as well as developers and owners. To show that we are not incapable of doing advertising, look at the success of the Commodore-64, which was blasted off with big TV ad campaigns that were very effective. We are capable of doing it. Last year we just didn't have the cash, plain and simple. The serious financial constraints on Commodore were caused by large expansion on Commodore's part right before a HUGE slowdown INDUSTRY-WIDE, which left the company with expensive, massive industries. It's taken 2–3 years for us to recover, but I want you to know that we HAVE recovered, and that things are going to change soon.

But don't despair, EA is committed to the Amiga, because there is a slim chance its superiority will be discovered in spite of the idiots at Commodore.

If this were really true, EA's business sense would be right where you believe Commodore's level to be.

With the recent introduction of the A500 and the A2000, Commodore is definitely expanding its reach, and sales potential. The A1000 was sold into all kinds of markets; home, education and business, but was not really targeted at any of these. The A500 is clearly targeted at home and low-end education, and the A2000 is clearly set for business and vertical markets, such as video, audio, presentation graphics, publishing, CAD, etc.

The A500 is the NATURAL HEIR TO THE C64. I personally estimate sales of at least 500,000 in the first year. Since it still has all the features that made the A1000 so exciting to those who know about it, and more, and finally a reasonably large quantity of higher quality software and hardware is becoming available, it should be a runaway success. Early feedback from dealers is very encouraging: They can't keep them in stock. Sales have gone crazy in Europe.

I mentioned about the lack of any quantity of software and hardware. This problem is going away for the Amiga now, but ALL computers undergo this problem in the first couple of years. The PC, the Macintosh, the C64, all very successful now, but they weren't until a good quantity of software and hardware came out for them.

It's so easy to criticize... so easy to edit the book, so hard to write it.

About Deluxe Video in particular – while you don't see thirty second commercials during the SuperBowl for it from Commodore (which would be a complete waste of money), we DO PROMOTE IT. Commodore staff go on the road a LOT, and Deluxe Video, as well as a lot of EA products are used in almost every presentation of the Amiga to Universities, large customers, new dealers, etc. So while our sales efforts are not very visible, they are nevertheless going on. If you think about it, you don't see that much visible marketing going on by Apple. What they do well is sell, and support. We are making big strides in both those areas. Is Apple as active as Commodore on BIX, Usenet, and CompuServe? I don't think so.

I hope that you'll try to think of us "idiots" here at Commodore who are trying to make you, and us, successful, despite the lack of visibility of our efforts.

Sincerely,
Paul Higginbottom
Sales Support Manager

NEW USERS HOTLINE

Does your Amiga stubbornly refuse to follow directions? Has the CLI got you down? Give me a call at 991-0415 and I will do my best to help put you back in control. If I don't have the answers, I may be able to find someone who does.
Linda Marquess

The Posehn/Higginbottom Controversy Continues

Commodore's Response A Surprise

By Mike Posehn

Gee, when Bob Eller posted my last newsletter article on some bulletin boards, I had no idea it would get such a reply from Commodore!

I wrote the article to encourage owners of Amigas to help Commodore by actively showing off their Amigas to as many people as possible. I did not write the article to insult the people at Commodore, and for that I apologize. Ok, I was too emotional and used some words I shouldn't have. Sorry, but I love the Amiga and when I think it's being mistreated, I react emotionally.

Actually, I'm very happy with Paul Higginbottom's passionate reply, because it shows someone at Commodore loves the Amiga too. Before I get too far, I should say that I don't speak for Electronic Arts. I'm an independent software author and I've been doing products for personal computers since 1978; so I've seen quite a few machines come and go. I've been working exclusively on the Amiga since January 1985, and I'd hate to see it go, too. Well, now that I've got Commodore's attention I'd like to clarify a few things...

Projected '87 Sales home computer sales: 1,500K IBM & clones, 600K C64's, 600KApple II's, 100K Amigas.

It's pointless to argue about sales projections like these; who knows how marketing people dream them up. But let's face it, to sell a widget, people have to want it and it has to be available for them to buy it. People want IBM's, C64s, and Apple II's and they can buy them all over town. But how many people even know what an Amiga is and how many stores sell them? I think it's very clear — Amiga is going to be far outsold by these other machines until the public is more aware of the Amiga and many more stores sell it. With an installed base of 6 million C64's and with IBM and clones selling at the rate they are, the C64 and IBM are the best short-term target machines for a software author. The Amiga is attractive because of it's graphics power, but it remains a long-term gamble.

Paul's personal projection of 500,000 A500's and A2000's in the first year.

Marketing goals are one thing, results are another. I hope they do sell 500K Amigas, but I see no evidence that it is really going to happen. I heard similar projections for '85 and '86 sales, but they never materialized. To get this level of sales between June '87 and June '88, the bulk will have to come in the next few months leading up to Christmas. I don't think there's enough time.

Arggh! No composite video!

Believe me, I am delighted to see an Amiga for under $700; but boy am I disappointed that the A500 and A2000 have no color composite output! I just about croaked when I found this out. No longer can I say, "Yea, just connect your VCR to your Amiga and press record." People are genuinely intrigued by the notion of connecting a computer to a VCR. Considering the more than 20 million people in the US with VCRs, I can't fathom why Commodore removed such an neat feature.

Why bother with a parallel port? There are a lot fewer people with printers than with VCRs. I know the quality of the A1000's NTSC signal leaves something to be desired, but it works well enough for home use. Sure, "real soon now" there will be a way to get NTSC output on the A500 and A2000, but it will cost extra bucks and will be a capability that not all owners have.

Amiga Market Positioning.

The fundamental problem in the past has been Commodore's positioning of the A1000 as a business machine. I remember an annual report in which Commodore wouldn't even acknowledge the existence of home computers. It said something like this, "some Amigas will be used in a residential setting". Residential setting? Because this has persisted through each group of top management, I wonder if the problem isn't centered higher up?

Does Irving Gould (Commodore Chairman and CEO) really understand what an Amiga is? Does Commodore's marketing department understand? How is a potential buyer going to understand? For example, in my visits to computer stores here in Sacramento I have been unable to find any Commodore sales literature that explains the market positioning of the A500. However, I am encouraged by the liberal use of screen shots of entertainment and creativity sofware on the A500 box. At least this indicates the primary use of the machine, but it's all a potential buyer has to go on.

Why buy an Amiga?

What makes the Amiga so exciting is it's color graphics and sound. With its 4096 colors, blitter animation, and multi-channel sampled sound, the Amiga is the only computer that can sufficiently stimulate brain cells and nerve endings to make human beings forget they are running a computer. These technical capabilities can produce "suspension of disbelief" similar to that experienced when watching a movie. It's the first computer that can really pull you in. So, what kind of software products benefit from color graphics and sound like that? Not business software. Not desktop publishing software — but entertainment and creativity software. Commodore should stop trying to sell Amigas for business and desktop publishing applications and start selling Amigas for what they do best — entertainment and creativity. Sure it can do spread sheets, word processing, data bases, desktop publishing, etc.; but those are only secondary reasons to buy an Amiga. If a buyer's primary motivation is for business reasons, he should buy an IBM or compatible. If his primary motivation is for desktop publishing, he should buy a Macintosh. But if his primary motivation is FUN, he should buy an Amiga. If you want a home computer, you're crazy not to buy an Amiga. There's nothing wrong with having fun.
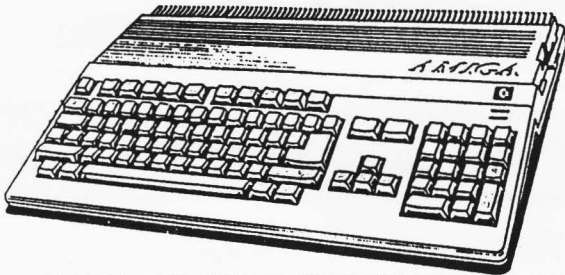
The marketing dilemma.

You have to see the Amiga in action to appreciate it. It's animation and sound are impossible to show in print or describe in words. Print ads for IBM's and compatibles show beautiful color screen shots of the EGA display or the new VGA display. Print ads for Apple show glorious color on the IIgs and Mac II. When the average consumer sees a print ad for the Amiga showing a fancy color image, he doesn't see anything better about the Amiga because it looks just the same as things he's seen on the IBM and Apple.

The Amiga needs an agressive TV ad campaign similar to the C64's, so people can see what it can do. But until Commodore comes up with the cash, they need to do some guerilla marketing. How about using word of

SIGNEWS

by Pete Marquess

I'd like to start by introducing myself. My name is Pete Marquess, I'm the new SIG Coordinator. I know I have some pretty big shoes to fill. Dennis Hayes is a tough act to follow. We all owe him a big THANK YOU.

As SACC members, those of us who are not involved in one or more of the SIGs is missing out. The SIGs are designed as a means by which you, as a member, can share ideas with other Amiga owners. Some new SIGs have recently popped up, while others are on hold looking for new blood.

The Graphics SIG got off to a great start this month. While nothing was firmed up as to the direction the group would take, many interesting ideas were shared. David Coombs is very enthusiastic about Amiga graphics and promises to be a great leader. If you purchased the Amiga for its graphic capabilities, you should make it a point to attend this SIG.

The C SIG has found a meeting place. The meetings will be held at SMUD's Foothill Service Center. By the time you read this, the first meeting under the new leadership of Jim Badders will have already been held. If you are interested in learning the C programming language, plan to attend the next meeting.

The Business SIG has found a leader. Geoffrey Holcomb has expressed interest in leading the group. There will be more information at the next general meeting. Thank you, Geoffrey.

Chris Brenner is still looking for a place to hold the Telecom SIG meetings. If anyone out there has an idea for a meeting place don't hesitate to give Chris a call at 456-8766. There will be more information on this subject in the weeks to come.

Ken Kligerman is still looking for someone to help with the Music SIG. This is a very busy time of year for Ken. The Music SIG will be temporarily put on hold unless someone is willing to step forward and help him out. Ken needs someone to assume temporary leadership and the group needs a meeting place.

If you have just purchased an item such as Digi-View or Genlock, the Video SIG is great place to discuss these products. If you are having problems with this type of equipment, you might find some answers here. At the last meeting, plans of doing a video as a group project were made.

The Hardware SIG is on hold, and will remain so until the end of summer. I hope to have more information in next month's column.

If you have an interest in any of the subjects covered by the current SIGs, get involved! If you have an idea for a new SIG, speak up! Take the time to support your SIGs. You owe it to yourself to take advantage of your club's offerings. Once again, I would like to take this opportunity to thank Dennis Hayes. He has done a great job as SIG Coordinator.

AUGUST EVENTS

SIG	LEADER

BUSINESS   Geoffrey Holcomb
time and place not determined
783-8094

C   Jim Badders
Now meeting at SMUD's Foothill Service Center
Monday August 10th   7:00 PM
432-1032

GRAPHICS   David Coombs
Meeting are currently being held at the Orangevale Library
Monday August 10th   7:00 PM
823-2903

GRASS VALLEY   David Bandimere

Saturday August 22nd   1:00 PM
292-3769

HARDWARE   Gerry Frincke
Stay tuned – meetings should resume in September
383-1494

MUSIC   Ken Kligerman
Put on hold
652-0901

SCRIBBLE!   Tim Marks
Wednesday August 19th   7:00 PM
965-4700

TELECOM   Chris Brenner
Time and place not determined
456-8766

VIDEO   Mark Cowden
Monday August 17th   7:00 PM
726-5448

A View Through The Hayes

By Dennis Hayes

A couple of things happened at our July general meeting that have prompted me to express my opinions. Several people told me that they enjoyed my music demo using the MIDI DJ and the YAMAHA PSR6300 but wondered what it had to do with the Amiga. Good question. Also several people (including me) were totally knocked out by the animated "Smurf" demo even though Ron seemed to express that it really didn't do much and wasn't that great.

This may be so obvious that we've forgotten all about it. I remember every programming class I've taken and especially a Systems Analysis and Design class in school always preached the same thing. What is the output? A lot of users tend to get into the rut of thinking that the monitor is the end of the chain. I hope we can change the way we think on this one.

Lets face it. A computer is nothing but a tool. To consider the computer or monitor the final step is the same as considering a hammer and saw as the final step and to totally ignore the wonderful cathedrals that have been and will be built using these tools. This machine puts dreams at our fingertips. That amazing power tool we got when I was thirteen was a dream machine also.

The SHOPSMITH was much like the Amiga. It was a saw. And a drillpress. And a lathe. And a bandsaw. And an etcetera. (Multi–tasking?) I could turn my own baseball bat. Or make a bookcase. Or build a cathedral. It could do almost anything with wood that I could have dreamed of. But it was only a tool.

As a musician for the last 24 years, one of my dreams has been to be able to have musical tools that would give me as a solo performer the abilities of a complete orchestra or band. The Amiga when coupled with the DeluxeMusic Construction Set, MIDI, the Yamaha PSR6300, the MIDI DJ, the amplifiers and speakers, and a knowledge or love of music allows me (or anyone) to produce the desired output. The output was a roomful of music for six minutes. Music that was physically impossible for me to perform with that much accuracy. Perhaps I should have had DMCS running so the files could have been viewed.

Just ten years ago, doing animation the quality of the "Smurf" would have required a machine of such magnitude and cost that the average person could never have seriously considered it. We can think about it now! We can do it now! And for under $1,000. Those with a bent for animation know that the output for the program that did the "Smurf" would be tape or film.

Look back at early issues of the SACC newsletter. They were done with Newsroom and a dot matrix printer. Then some were done just with a word processor. And then PageSetter came out. PageSetter and a dot matrix

Bits And Bytes

By Jim Badders

Well,..... Here it is, another newsletter gone to press. And another column of **Bits & Bytes**. First, I would like to say that it was pretty silly what went on at last month's meeting, but it would be nice to know what's going on in the minds of the Board of Directors before making a large valued purchase. Enough said. On with the article.

I called Electronic Arts customer service to inquire about the unofficial upgrade to Deluxe Paint II. They said there was no upgrade. The only thing they knew about was that some unprotected copies had bugs. (not the protected versions that normally might cause a problem with some software). It's pretty strange when software acts up because it has no copy protection. Oh well. Also they said that they were still not shipping the update to Deluxe Print and Instant Music 1.2 versions due to problems encountered with DOS upgrading. They should ship in about two weeks by the time you read this article.

On last months SACC disk, there were two programs in the Fun! drawer that would not work when the icon was double clicked. (Upside and Wizard). They will work properly if you just type their name while using CLI. I'll tell you one thing tho..... the program titled "Suck" in the Fun! drawer, it really Sucks.

I'm not complaining about the monthly disks, in fact I think they are great, month after month. But I think that the members of SACC should get in on the process of putting together the monthly disk instead of relying on the cub President and/or officers to do it every month. I myself have a disk that I put together and would like to submit it as a monthly disk in the future. How about it members? Get on the mouse stick. Ha Ha !

How about starting a club contest to see who can come up with the best Deluxe Video ?. Maybe have several catagories.... Business, Music, News, etc........ Voice your opinion at the meeting.

Once again, is there anyone out there who is a cartoonist? Someone who might like to start a cartoon strip or square in the newsletter?

Vote Of Confidence

By Robert Griffith

While attending the last general membership meeting, I thought it to be in poor form to second−guess the Board of Directors' decisions. Many members feel that is not the proper forum for that type of discussion. If one feels that he or she would like to have input, the Board of Directors Meeting would be more fitting, as it is open to all current members.

Further, if one would like a stronger voice in the direction of the club, they should stand for elected office. I, for one, feel that the Board has done an excellent job of running the club and have spent long hours in putting together a top quality disk each month. In their spare time they have written numerous articles for an excellent newsletter.

Let's try and keep the general meetings informative, entertaining and free from personal petulance. I for one would like to extend my personal thanks for a job well done, and keep up the good work !!!!!!

(C)1987 Sacramento Amiga Computer Club
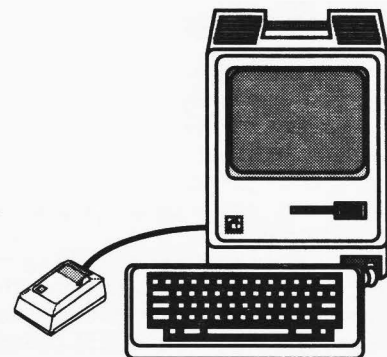
Software Review

TeleGames

By Ron Finlayson

Telegames is a compilation of some of the best known classic games. The games include: Chess, Checkers, and Backgammon. The graphics are outstanding the game play is excellent, and that, onto itself, makes the program worth buying.

But as you may have guessed by the name there is definitely more to this program! Yes, thats right! You and a friend can play any of these games over the modem! So if you are bored and want to play a game of chess with a friend across town, NO PROBLEM (So long as you both have TeleGames that is!) Just boot up TeleGames, and away you go!

PROS.....

I must say that I was very impressed with the animation, and color of the screens. The program allows 2D and 3D screens of the game (reminiscent of Chessmaster) as well as the ability to look at the board from your side or your "Worthy Opponent" as the game says. Moving is a breeze. Just click on the piece you want to move and the piece then moves wherever your mouse moves and when you are ready to place it just let go of the mouse button and the piece will be placed. The same piece on your opponents screen will then mystically and methodically move to the position on his screen.

TeleGames also provides you and your opponent with a convienient two line CHAT feature that lets you type insults and sneers to your opponent so that he will make a bad move. There is a very pleasant single strike bell that was digitially recorded that tells you each time a chat line has been received and after each move.

In backgammon, when rolling the dice, there is a very nice sampled sound of dice in backgammon cups that plays at different speeds and durations (NICE TOUCH!!). The dice then fall from the side of you screen onto the board. The games have the rules of their game built in so that no one can make an illegal move.

TeleGames also provides a place to store names of opponents along with their phone numbers and baud rates. This allows you just to click on the persons name and TeleGame will automatically configure itself for that person, and then dial them up! You can also save off a game in progress between two people and then connect on another day and continue playing where you left off. ALL of this is great but when bundled with no disk copy protection for easy backups, and an extremely reasonable price it's FANTASTIC!

CONS.....

I have only two negative things to say about TeleGames:

1. The documentation that is provided was printed in no-photocopy blue, to discourage pirates, since the only protection is a letter look-up from the book at boot-up. While I applaud this kind of copy protection this printing is so light I had GREAT difficulty in reading it!! In fact a friend of mine is color blind and cannot see the print AT ALL!

I wonder how he is suppose to use the program?

2. On a couple of occasions while playing backgammon or checkers I would move a piece on my screen and complete my move and my opponent's screen still showed no change and continued to tell him that it was my move. My computer on the other hand said it was his turn. This was corrected by starting a new game. However if you are almost finished with a highly contested game that option can be VERY frustrating. I would hope that a way could be found to ensure that all moves are registered all of the time. Perhaps a continue to send move until acknowledged logic flow would solve the problem.

But, overall, this program is GREAT! And I am sure Scott Lamb and his helpers will be more than able to correct these MINOR flaws. I would recommend this game to anyone with a modem.

SOFTWARE REPORT CARD....

TeleGames

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GRAPHICS......... A
SOUND............ A
ANIMATION........ A-
DOCUMENTATION.... D
PLAY............. A


OVERALL.......... B+
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Letter To The Editor

Editor,

I would like to send my thanks to Ron Finlayson for volunteering to put up and maintain the official SACC Bulletin Board. It is a real service to the members of this club. I can't tell you how nice it is to be able to leave messages to the different members anytime day or night.

I'm surprised more members have not signed on yet. It is very easy to use, and I urge all members with modems to give it a try. It is a great place to leave messages, get the answer to questions, upload and download Amiga files, and keep in touch with SACC between the general meetings.

Once again, thanks Ron!

Dennis Hayes

Preferences

By E. Daniel Arey

Do you remember when you booted up your Amiga for the first time? When the Workbench opened up, and you saw the System drawer and Trashcan and...what's this one with a funny question mark? Further investigation showed the new and wonderful world of Amiga where you could customize your system to your individual needs.

Well a lot has changed in the last couple years and there is much more to come! But how do you keep up with the new software and hardware? How do you know what to buy and what to avoid like the plague? One sure fire way is to see what other users think, and this column is DEDICATED to what YOU think. Just like the Preferences settings on the Amiga, we all have unique ways we like to do things. We have ideas on what's hot and what's not. Why not pass some of your hints and comments to other users. A discussion of pros and cons may help another person who is trying to decide on a product.

From time to time, I will be conducting surveys of what our members think of certain pieces of software and hardware. I will be putting out a topic "to the floor" and posting members comments. This is your chance to be heard! The best way to get feedback to me is through the SACC BBS. (Most of the surveys will be started there) You can also reach me at home at 338-1833.

This column can be a quick reference and information guide to you, for you, and by you. Without your help and comments, it can not survive. Get involved !!!

Software issue #1: Faery Tale Adventure vs. Ultima III

Some of us are not fortunate enough to have the cash to buy both products. For those who have played one or both games please give your comments about their formats. Which do you like best? Are they at different levels of difficulty? Graphics? Sound? You be the judge. Your comments may help someone make a choice as to which one to buy...or both. At any rate, a healthy discussion about adventure games could be interesting.

Hardware issue #1: Flicker Control

We are all aware of the interlace flicker that exists on 640x400 and 320x400. How many times have you said to yourself while looking at another amazing Amiga graphic image, "If only it didn't flicker like and old movie." The 1080 monitor just can't handle the job. (The Sony does a little better but it can still drive you crazy.) After long hours using DPaint hi-res your eyes are ready to fall out. (Not to mention ProWrite...AAARRgghh!!!) Some pictures don't show the flicker as badly. The TRON picture I drew (July Club Disk vol.2 iss.7) shows very little, but that is not always the case.

The interlace mode is too good to ignore. Interlace HAM can take your breath away! But is there a good way to control the bothersome flashing? I would like to get feedback from people that have tried different solutions. Is turning the contrast down good enough? Is is worth the money for a high-persistence monitor? I know of one user in this Club that has his A500 connected to an Atari ST monitor, and it looks great! No flicker! Please contact me or leave me a message on the BBS on how you cope with this problem. I will post responses in the next letter.

I myself turned to a cheaper solution. I bought a Flicker Master (ala Jitter Rid) from a local computertime...I mean computer store. I was skeptical at first about these quick fix flicker filters (say that fast three times!) [That. That. That. *Editor*], but for $15, I felt it was worth the chance. Surprise! The filter attached easy and removes easy. It turns my monitor screen to black when it is off, as opposed to Commodore grey, and looks very nice. When the monitor is on, black is still totally BLACK and against this background the colors are even more brilliant! Best of all, the flicker is reduced to almost nothing! No kidding! I was so excited I went back and looked at all my old pictures. The flicker no longer was a bother as those great hi-res pictures were sharp and solid. I no longer have eye strain while working in interlace.

I would recommend checking one out at a local computer store. I feel it was one the least expensive and most useful hardware upgrades I have purchased for my beloved Ami.

In conclusion, I really want **Preferences** to be a dynamic column. It should extend into the BBS at all times with the Newsletter version being a sort of "Monthly Report." I look forward to your comments and preferences concerning Flicker Control and Adventure Gaming. If you have any ideas on issues that should be covered here, please feel free to start one up on the BBS or contact me personally. We have one of the best machines around...lets make some noise! Hope to see you at the next meeting or on our very own SACC BBS.

Until then, *CONTROL AMIGA AMIGA!*

From The Librarian's Disk

By Dave Wingfield

Yes! We did have a good time at the last outing. Where were you? We signed up a new member, received 6 new Fred Fish disks (that puts us up to #80), and got a donation from Barbara Hamilton for the library. I also had a chance to help a few new AMIGA owners with some problems and questions. Dennis Hayes was there and he helped and few folks. See you at the next one.

I owe a big thanks to Paul Borges of Chico, he brought his machine all the way down to Sacramento to the outing. He wanted to make sure I had plenty of help. I didn't ask he just decided I needed the help. It was greatly appreciated and Paul also helped a few of the new members that came out.

The next outing will be 22 Aug, at **Put's Electronics in Rio Linda, 641 M St.** They're new to the AMIGA business. Let's show them we support the dealers who support us. To get to Put's, go west on Elkhorn from Watt Ave. until you come to 6th street in Rio Linda, turn right go north to M ST, turn right and Put's is on the left down about 100 yards across from the school. If you miss 6th street don't fret, just turn right at the next light (Rio Linda Blvd) and go north to the next stop light (M St) and turn right Put's is on the left about 1/2 a mile down.

Speaking of help. My plea for assistance really brought a good response and I need to thank you for the interest. I'm glad to be part of an organization that is willing to help. This club belongs to all of us and to make it work every one has to pitch in where we can. Don't worry I'll be asking again, then you'll have your chance.

I've heard a lot of complaints about clyde (CLI). I must admit that AMIGA DOS is not the easiest but there are lots of utilities and commands in the public domain that can fill in the gaps. Check a few of them out. I'm kind of a utilities nut myself. One of the most handy I've found is the Clyde handlers. There are four that I know of in our library; Conman, MyCLI, CLED and Silicon.

What do these do for you? They will give you command history, that is you can see what your done in the past, even if it's disappeared off the screen, you can call it back. You can define f–keys to execute your most used commands. You can edit command lines without starting the line over. With one I know you can type in the commands and if you need to use the same command again, just click on the command as if it were an Icon. They can speed up command execution, and even make your mouse work in clyde.

So why don't you try one of these very handy utilities out. I have mine in the startup–sequence of my work bench disk so it's there any time I open a clyde window. Try all four and see which one you like the best.

If any one out there has a chance, hook onto any Amicus disk beyond #16 that you can find. WE need them for the Library. For some reason these are harder to come up with than the Fred Fish disks. In the FAUG disks we're up to #42.

Well I've run on enough. Come on out to the next outing I'm sure you'll enjoy yourself.

SCRIBBLE! SIGnews

By Tim Marks
SCRIBBLE! Sig Leader

The SCRIBBLE! SIG met Wednesday evening, July 15th, at the home of Chuck Fletcher, one of the SIG members. Dennis Hayes was the instructor. He demonstrated the use of some public domain disks and explained how they could be used with the program. The main subject of the meeting was a demonstration of one of the more interesting aspects of the SCRIBBLE! program which is called Ask for Variables. This provides the user with the ability to personalize form letters by inserting certain code words in the draft of the document. Following this a general barrage of questions and answers on miscellaneous parts of the program by members of the SIG concerned personal problems they have been having as they used the program. This exercise proved so valuable that our next meeting will be devoted exclusively to problem solving. August's meeting will be held the Wednesday evening following the Club's meeting and the location will be announced at that meeting. All SCRIBBLE! users are encouraged to attend and should find the meeting very productive.

Hayes From Page 7

printer made a nice looking document. Then we got the ability to use PageSetter files on a laser printer with 300 dots per inch. We were in heaven. The newsletter looked great! Then last issue we started using PageSetter with a Linotronic 100 typesetter. WOW! 1270 dots per inch... real book/magazine/professional quality.

The point of all this is that the Amiga and the programs that run on it are not always the final output. The final output may be mailing labels and a dot matrix printer. Or an electronic keyboard. Or a stereo tape recorder. Or a color ink jet print out. Or a printed copy of a complete set of double entry bookkeeping records. Or a concert. Or a book telling your life story for your children and grandchildren. Or a 35mm slide. Or your club membership cards. Or a VCR tape of a series of amimations. Or your club newsletter.

There is no question that the Amiga is an exciting, innovative, and creative computer. But without considering the output or potential output it is just another tool. Just another hammer.

Hardware Review

ST-15 Internal Ram Expansion

By Geoffry Holcomb

WOW! 1,996,760 BYTES FREE AND A CLOCK/CALENDAR PLUS 2040 BYTES OF BATTERY BACKED RAM WITH NO FOOTPRINT.
I have just installed the ST-15 1.5 megabyte internal ram expansion from Spirit Technology Corporation 220 West 2950 South, Salt Lake City, Utah 84115, 1-800-433-7572. I wanted to share my experience installing the board. To begin with, I ordered my board at the West Coast Computer Faire in March. Do to some technical difficulty in creating the board and availability of chips, I didn't receive my ST-15 until July. I did receive a letter dated June 12, 1987 explaining the problem and a "please bear with us a little longer. We're confident that the wait will be worth it." With the SPECIAL INTRODUCTORY OFFER of only $399 for a $599.50 board, I didn't mind a little more waiting.

As for a description of the ST-15, it is about half the size of the one advertised in Amazing Computing. The 3 banks of 16 256k bit ram chips are U.S. made and the smallest I have seen. The board has a place for the 68000 chip that has to be removed from the motherboard and plugged into the Spirit board. There is a jumper that has to be connected to the Amiga daughter board. The rev.A board also has the Thompson/Mostek zeropower timekeeper. It has 2040 bytes of battery backed ram, which is available for use and 8 bytes of clock registers. The battery should last from several to 17 years depending on variables such as temperature. Also included is a diskette containing the installation instructions and programs.

As for installation, I was somewhat uneasy about opening the computer and working on its innards. Lucky me, my brother Rob is a computer tech and has the appropriate tools, eg. chip puller, to get the job done. Having already printed the directions from the disk, I had removed the 5 screws from the bottom of the case, snapped the lid off, and removed the RF shielding before he arrived. We admired all the names inside the top cover, according to the directions. Although the instructions didn't mention removal of the disk drive, it made removal of the 68000 chip much easier. We placed the big chip into the Spirit board. Next, the tricky part of connecting the jumper to the underneath of the Amiga daughter board went fairly easy. The hard part was getting the Spirit board to seat into the 68000 socket on the motherboard. Having reinstalled the disk drive, we pressed the Spirit board in place but the drive cable which fits between the two boards made it difficult. Finally we had the board seated, checked our work, and decided it was time for the smoke test. We powered up and watched the power light for normal winking. It blinked normally and no smoke. Yea! We did it. I reassembled the Amiga. The job took about an hour to do.

Under Version 1.2 the ram is automatically installed at location C00000 (hex). In V1.1 you have to use the ADDMEM command supplied on the Spirit disk to the startup-sequence. In order for the clock to be read by the system, the startup-sequence must be modified by adding the readclock program. The Spirit clock is easily set with the set clock routine supplied on the disk. Then running the readclock program sets the Amiga clock.

The 2040 bytes of battery backed ram starts at location DC0001 and uses every other byte. So, this looks like a place for some kind of data storage and not code.

The documentation supplied on the disk was adequate for installing the board. The only error was the address in the ADDMEM routine. It gave the memory location of C000000 instead of C-hundred thousand. Also the warning about the disk drive cable interfering with the drive mechanism didn't make too much sense since the cable doesn't come close to the drive's mechanism. As mentioned above, removal of the disk drive aided in the installation but wasn't mentioned in the instructions.

Toll-free phone support was excellent. I called Spirit to find out if you could ADDMEM to a different location (so that the transformer would have contiguous memory as mentioned in the manual on memory usage). They indicated that the memory was mapped to the C00000 but if I would like to send in the board they would modify it to what where I wanted.

All in all, I like being able to open many windows, have a ram disk, add plenty of buffers for disk I/O, and still have a megabyte of ram left over. I hope to be able run my modem in the background while I am doing other processing. Let's face it, in order to multi-task, as the Amiga was intended, you need the additional memory. Having the clock automatically set is much better than having to set it every time you reboot, which I seemed to do frequently. A big plus is the Amiga expansion port isn't used leaving more room for other peripherals.

Raffle! Raffle! Raffle!

By Dave Abood

July was vacation month, I was having a great time at Disneyland, it's a nice place to visit but I wouldn't want to live there (CORNY), it was too Hot, too Muggy, and too crowded! I'm sorry, I was unable to get the list of winners names for the July Raffle, so congratulations to all the winners and better luck next time to the losers.

For the August Raffle I have two $20.00 gift certificates donated by Software Plus, a Monitor Swivel, a nice Disk Carrying Case, and a Mouse Wash purchased at Computertime at a 10% discount. For your information, anytime you make a purchase at Software Plus please mention that you are a member of the club, as they give us back a 10% credit in the form of Gift Certificates. Software Plus is expanding their Amiga line of software, so you might want to check it out, and in case you didn't already know it, Computer Time has a very large selection of Amiga Software.

Now lets talk about September. Vacations should be over, kids are back in school and we should be ready to get back to business!!! To start us off I will be giving away a GENLOCK and a few other items at the September meeting. Be sure to be there and bring lots of money for Raffle tickets, remember Raffle tickets are five (5) for a Dollar.

See you at the meeting.

July Meeting

By Rick Busch

Vic Wagner, from **Metadigm**, was unable to come to the July meeting due to un-flyable weather conditions in Los Angeles. So, Dennis Hayes took over and showed us how he is using **Deluxe Music, Midi-DJ,** and a **Yamaha PSR6300**, in his music business.

Dennis creates his songs using **Deluxe Music**, plays them through the **Yamaha** keyboard, and then records it on the **Midi-DJ.** The **Midi-DJ** is a 5 1/4 smart floppy drive that digitally stores musical scores for later retrieval. There were several excellent songs that Dennis played for the audience.

Ron Finlayson demo'd a disk created by Stan Kuba, which contained digitized ENLARGED pictures of various insects and parasites using **Digi-View.** Ron showed us enlarged fleas, crabs and other disgusting creatures. Just another way on how we can use our Amiga's to show others a world they have never seen!!

Using IconEd

By Linda Marquess

The Amiga, unlike the dull business-type computer, comes packaged with a nice little personality. The Workbench windows and icons make it pleasing to look at as well as easy to use. Your basic system comes with the tools to modify the Amiga personality to suit your own tastes.

As many of you know, in the system drawer of your Workbench disk is a program called Iconed. I admit, as far as drawing tools are concerned, it is crude. If you are willing to spend some time, you will be able to create some decent icons with it. The first thing I did was to modify my trashcan into a toilet bowl.

When you enter Iconed, your editing blocks are filled with crayon boxes which are tool icons. Which leads me to a brief explanation of icon types:

TOOL: represents an executable program.
DRAWER: opens up a window containing subdirectory files.
DISK: opens up a window containing files of the main directory.
PROJECT: represents a data file, such as picture or text.
TRASHCAN: opens up the subdirectory "trashcan". The only difference between this icon and the standard drawer is that Workbench allows you to delete all the files in this directory when "Empty Trash" is selected from the pull-down menu bar.

Once you have decided what type of icon you want you will need to load an icon of that type into Iconed. Then get creative!

If you find Iconed less than adequate for your designs (as I do), there is a public domain utility available from the club library which does away with much of the tedium. Amicus Disk 9 contains the file BRUSH2ICON (aka ZAPICON) which allows you to convert medium res DPaint brush files to icons. Not only does this give you access to the drawing tools in DPaint, but it allows for much larger icons.

There is only one problem I have found with this program. It does not seem to handle disk type icons properly. If you're the determined type, though, you can still use ZAPICON to create disk icons.

Inside Iconed, load your new disk icon. Move over a frame and load in a functioning disk icon. Undo the frame. This will blank the frame, but the stats are still there. Merge your new disk icon into the frame you just "undid". Now save that frame and you have a new disk icon!

This process will work to change other icons types as well. But there is an easier way. Another PD utility called ICONTYPE will convert icons to another type. Unfortunately, this tool also, does not seem to work with disk icons. As far as I know, the only way to convert to a disk icon is the process I just described. Does anyone know of another way? Let me know.

Most of the icon types are self-explanatory. The PROJECT type icon functions a little differently. Since data files cannot be executed, a project icon contains information about "Default tools". Highlight a Workbench icon and select INFO from the pull-down menu. You will see various statistics about the icon type and file information. On a PROJECT icon, there is a line provided for the default tool. This line contains the name of the file to run. If you are not somewhat familiar with CLI, I suggest you not play with this one too much.

Lastly, I would like to mention animated icons. You can use the IconMerge program on the Amiga Extras disk to create an icon that appears differently when highlighted. The program is self-explanatory, but I do have one small note. If you try to edit the icon in Iconed after it has been merged, you will lose the second image.

Now that YOUR Amiga has a modified personality, I hope that you will share your efforts with the rest of us. Donations are always welcomed to the library. And now that we have a new Bulletin Board, we could sure use some uploads!

Hearings From Page 4

mouth by encouraging the installed base of Amiga fanatics to increase sales? Commodore could launch a special promotion including an incentive for current owners to encourage a friend to buy an Amiga. A small cash rebate or hardware discount coupon could be awarded to any current owner named as the benefactor on a new owner's registration card. C'mon Commodore, be creative!

So easy to criticize?

You want criticism? Try writing software. So, who said Commodore's task was easy. It's going to be tough to make a success of the Amiga. It will take a great marketing and sales effort. But it's a great machine and it deserves a great effort by Commodore. Well, I must be crazy. I'm still developing for the Amiga. It's still the best personal computer on the planet Earth.

NEWSLETTER CONTRIBUTORS

Many thanks to the following for their contributions to this month's Newsletter:

Dave Abood, E. **Daniel Arey**, Jim Badders, Rick Busch, Ron Finlayson, Dennis Hayes, Paul Higginbottom, Geoffrey Holcomb, Tim Marks, Linda Marquess, Pete Marquess, Mike Posehn and Dave Wingfield.

Letters From The Members

A Vote Of Confidence

While attending the last general membership meeting I thought it to be in poor form to second guess the Board of Directors. Many members feel that is not the proper forum for that type of discussion. If one feels that he or she would like to have input, the Board of Directors meeting would be more fitting as it is open to all current members. Further, if one would like a stronger voice in the direction of the club they should stand for elected office. I for one feel that the Board has done an excellent job of running the club, and have spent long hours in putting together a top quality disk each month. In their spare time they have written numerous articles for an excellent newsletter and provide a Club BBS.

Let's try and keep the general meetings informative, entertaining and free from personal petulance. I for one would like to extend my personal thanks for a job well done, and keep up the good work !!!!!!
Robert Griffith

Commodore Support?

When I heard that Paul Higginbottom, Sales Support Manager of Commodore, replied to Mike Posehn's **SACC Newsletter** article, I was excited. After reading it though, I wasn't so excited.

Paul discounted Mike's claim of 100K Amiga sales in 1987, but doesn't state what the sales are so far this year, or Commodore's projected sales. How many Amigas have been sold, Paul?

Paul also claims that Commodore is making big strides in sales and support; I would like to know where. Commodore's user support is as visible as their sales support. If you have a broken Amiga that is out of warranty, where will you get it repaired? If you can find somewhere that will actually accept your ailing Ami, where will they get the parts? It is the same back when I had my C-64. Have a bad SID chip? Don't call Commodore, you'd have more luck scrounging up a fried 64 with a good SID. Is Commodore's support REALLY going to improve Paul?

After owning Commodore computers for 5 years I'm not going to hold my breath. Thank God for third parties. When someone asks what type computer I own, I don't answer "Commodore", I answer "Amiga". And I love it!
Jim DeFord

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