SACC

AMIGAzette

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SACC Moves To New Meeting Place

The next SACC General Meeting will be on Jan 26th, at 7:00 pm. Having outgrown the SMUD Auditorium, the new meeting place will be at the County Board of Supervisors Chambers at 700 H Street, in downtown Sacramento. More details of the new meeting place can be found in the "President's Ramblings", page 2. The main event will be the SACC Elections. The names of the candidates can also be found in the article "SACC Elections", on page 2.

Digital Creations will be showing their new "SuperGen" product at the January meeting. This is a "Broadcast Quality" Amiga genlock and overlay device for video professionals and enthusiastic hobbyists (retail price of $749.95). A key feature of the SuperGen is that it does not decode and the re-encode the video signal; instead it overlays the original video with the Amiga's RGB signal (after encoding into NTSC RS170A). Three types of fading are supported (two of which are under software control). An RGB monitor connector is provided to "preview" the Amiga graphics.

Membership in SACC now approaches 300 people.

SIG Information - Page 6

Sacramento *Amiga* Computer Club
P.O. Box 19784
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The President's Ramblings

By Ron Finlayson

WELL, 1987 was a very exciting year for the Sacramento Amiga Computer Club. We have seen the membership swell until we out grew out our meeting place at SMUD. We have seen some of the SIGs become firmly rooted into the structure of the club. We have watched our newsletter (newly christened *AMIGAzette*) grow into one of the finest user group publications around. We have received many praises for our monthly disk locally and from other user groups. We have watched carefully and cautiously as Commodore put out two new Amigas into the market place. We have seen Commodore advertising (well at least some of us have). And we have started to see a change in the way Commodore treats its users. Commodore seems to be treating users with a little more respect and service (as it should be).

It has been a year of fun and achievement for the club. I have had the pleasure of working with some of the finest Board of Directors, Officers, and the ever present volunteers, that have made this club one of the best clubs I have ever been associated with. A big hats off to everyone that helped make SACC '87 a great year to remember. I hope however that the coming year will be even more exciting and more FUN for you, our member!

HISTORIAN??

I mentioned this quite some time ago but never really followed up on it. All clubs and organizations should have traditions, and roots, and SACC is no exception. I think it would be a great idea if we can get someone to keep all of the little mementos, and maybe pictures of club activities so that they may be put in a sort of scrapbook. Years from now, new members of the club will be able to see how the club started, the kind of problems we had and the kinds of things we did. If anyone is interested in this position please let me know at the beginning of the next meeting. Since it is the Election night it is an opportune time to start!

NEW MEETING PLACE!!!!
NEW MEETING PLACE!!!!
NEW MEETING PLACE!!!!

In case you did not get your flyer in the mail, the next General Membership Meeting will be held on January the 26th. The meetings from this point on will be the fourth Tuesday of every month. The place will be the County Board of Supervisors Chambers downtown. The address is 700 H Street. The time is the usual one, 7:00pm. HOWEVER, since it is a new meeting place I would highly recommend getting there as soon as possible! I will try and be there before 6:30 so that the room will be open to all that get there early. Some of the most convenient and free parking lots close at 6:30. We are currently trying to find a way to have that parking lot stay open another 45 minutes or so. At any rate parking is plentiful in a half–a–block radius as per the post card. So again I would recommend coming early as possible for this first meeting in a new place. However the meeting will still not start until 7:00 pm. And don't forget that the January Meeting is the Elections, so come out and show your support!

Well I guess that about does it for this month's Ramblings. I would like once again to thank all the people who helped make SACC a great success in '87. And I would also like to wish my worthy opponent in the upcoming election the best of luck.

SACC Elections

By Linda Marquess

Welcome 1988! Cheers to the retiring officers and board members of 1987! SACC membership has nearly tripled. Our newsletter grew up and was finally christened. Our disk library put on some weight. It's been a wonderful year! Thanks a MEG to retiring board members and officers George Leone, Gary Taylor, Rick Busch, Bill Summers, and Dennis Hayes.

President:	Ron Finlayson Daniel Arey
Vice President:	Jim DeFord
Secretary:	Bob Griffith
Treasurer:	Linda Marquess Terry Fields
Board of Directors (2 positions open):	Bryan Ogihara Cindie Smith Lindsey Fong David Bandimere Dave Wingfield

Writers needed for all subjects.

Next deadline – Feb 6th.

Reviewing the Director

A View Through the Hayes

By Dennis Hayes

If you've seen "The Probe" or laughed at the unexpected in the "RGB" killer demo, then you won't want to miss out on getting the program that allowed Joel Hagan, that "Master of imagination", to put his art together on the Amiga in the form of an animation.

The Director (from The Right Answers Group) is not a visible program but as they describe it on the cover of the manual, "A professional display and animation language for the Amiga." Before anyone panics concerning the word "language", please understand that it is an easy to learn language. If you have ever written any BASIC programs then you are 3/4th of the way home. If you haven't, then the very clear and easy to understand manual will provide a step by step tutorial.

The one skill that you'll need is a little working knowledge of an editor such as ED. It is assumed here that you have a paint program to create your files for the animation. Just create a script file like the one below, save it, and then run The Director. Sounds easy? It is. I had an "animation" up and running within 10 minutes of sitting down at the computer with The Director. That time includes creating the screens with DPaint, browsing the manual, and creating the script file:

```
Load 1, picture1
Display 1
Load 2, picture2
Display 2
Load 3, picture3
Display 3
```

After the script file has been created, you need to actually use The Director. To do this, type in the following:

```
director filename
```

The program will read your disks, do some thinking, and if everything is alright, it will display your animation and save the finished file as ".film" file. Now your "Film" can be run using the CLI or icon-based usual methods. If there were problems or errors in the original script file, then the program would have aborted and given you an error message. Just edit the script file and repeat the above steps.

The program supports many commands that should be familiar to BASIC programers. Included are such commands as open, close, copy, if-then, else, goto, gosub, return, rem, read, and many others. Text can be written to the screen in any font and color you choose. Sound or music can be used. The program can even execute other programs such as running a music-playback program while it is doing the animation. Mouse and keyboard input are supported so your animation can be interactive.

The maual is well written and easy to follow. The program works well. What else can be said? LIGHTS! CAMERA! ACTION!

AMIGA GRAPHICS

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PrintMaster
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IntroCAD

Murals & Banners
HUGEprint
DeluxePrint

And More!

Animation
Animate 3D
Aegis Animator
Deluxe Video
PageFlipper
VideoScape 3D

Clip Art
Art Pak I * Deluxe Maps
Art Parts Vol2
Seasons & Holidays
Desktop Artist Vol I

NEW!

The Director
Create "films" like the Probe, RGB and Focus animations you've seen on the Amiga. Powerful script language.

Animate 3D Just arrived! Here's the ray-tracing animation package you've been waiting for. Make your own Boing Machine.

Computertime
8040 Greenback Lane, Citrus Heights 723-4000
3 Blocks East of Sunrise 969-4111

Paint Prgms.
Aegis Images
Deluxe Paint II
DigiPaint
Express Paint

Ray Tracing
Interchange
Silver
Sculpt 3D
VideoScape 3D

Video
Aegis VideoTitler
Pro-Video CGI
TV-Text

Misc.
Deluxe Help
Girls
PIXmate
Interchange
Digi-View
Butcher
Business Card Maker
Bumper Sticker Maker

Where? Why? What?

RAM @ Home

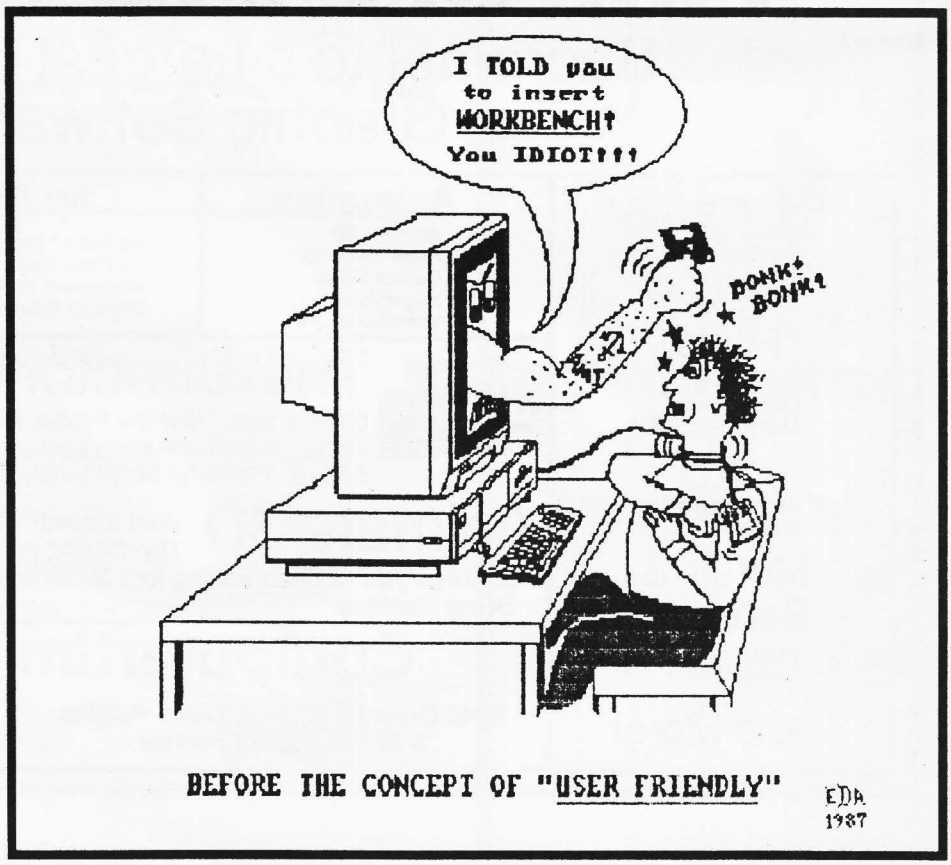
By Rob Super

VOLCANO, CA. -- If you don't know where that is, you are not alone. Perhaps a hundred or so people in California know where Volcano is, and eighty-five of them live here. Know where Pine Grove is? How about Jackson? OK then. Roughly ten miles, toward the mountains, from Jackson to Pine Grove; left on a side road that dips and winds and finally, three miles from Pine Grove, plunges into Volcano. "The Crater City," it was nicknamed back when there was still gold here. Back then the town had 12 restaurants, 3 breweries, 37 saloons and 17 hotels. But things around here are quieter now. Much quieter. The gold is gone, and so are most of the people and buildings. Many of the old stores are now nothing but stone fronts, though the General Store and the hotel are still in operation--and have been, continuously, since eighteen-whenever. The hotel's guests now run to spring blossom-peepers and fall colorists ("...isn't this CHARMING?!") and, since the store took out the pump last month, we must now go to Pine Grove for gas. Yet having gotten this far off the beaten path you must go still a bit farther, as "Home" is not only on the other side of town, but tucked at the end of two miles of bumpy, dusty (summer), muddy (winter), one-lane, dirt road. We are remote, tranquil, isolated, peaceful, sequestered and...

...connected. For also struggling up the road are the copper conduits of PG&E and the Volcano Telephone Company, bringing heat, light, tunes, information--and quickening the Amiga. Quickened, running magic software or hooked to one of the phone lines, the computer helps bring 1988 to Volcano, tenuously, through an "off" switch.

My first computer, acquired years ago, was a Commodore 64. I used it to run my photography business in the Bay Area, learning enough BASIC along the way to write my own invoicing programs and such. And I saved mankind from Electroaliens more often than DOD dares to publicly acknowledge. But always in the back of my mind was "Tron", and there in front of me was the 64, the limitations frustratingly blocking the Magic. A bit later, when we moved to the foothills, my wife got a Macintosh to use in her business. The promise stirred but was not fulfilled. I continued to use the 64--because it did what I needed it to do--but toyed with the Mac whenever opportunities arose; drawn by its friendly surface, yet put off by its deeper inaccessibility; regretting its lack of color and playfulness, but admiring always its resolution. With the arrival of an Amiga in the house a couple of months ago, this "computer revolution" business has, for me, finally coalesced. I find myself to be, for the third time, a member of that happily befuddled species, the "newusers." This time around I am more bewitched than ever. This machine is going to keep me happy--both satisfied and mystified--for a long time. I'm going to enjoy exploring.

Which brings me, finally, to the point of this monthly column: sharing some of the exploration. That's why SACC exists, and that's what, in a small way, this column will be about. Those of you who've had Amigas for some time will find no new information here, though you might find some familiar scenes. Even other newusers won't find a lot of technical help here, because I'm no expert. I spend a lot of time staring at the monitor in confusion. I don't have an EE degree. My knowledge of "machine language" is limited to knowing what the term means. I've never in my life replaced a RAM chip, and I haven't the foggiest idea how to rewrite a disk track (that sounds pretty good--did I get it right?). But if, like me, you're feeling your way along, excited about the machine but sometimes wondering if you're hitting more than your share of bumps, then read along and be reassured. Never having written before I will, nevertheless, try to be readable. Not knowing what problems are lurking I will, nevertheless, look for solutions. Not knowing what experiences lie ahead I will, nevertheless, relate them. This is the journal of a beginner's joys and frustrations, his pleasure and excitement at having RAM @ Home.



Super HAM On The Fly

By E. Daniel Arey

LOOK! On the screen! It's a bird! It's six bit planes! Yes, it's Super HAM!

When you bought Sculpt 3D for your computer, you added a whole little "universe in a box" that you could shape, color, and capture for all to see. Not only did these shapes have the *look* of a third dimension, but they were *understood* by the computer in three dimensions so that they could be rotated and viewed at any angle! The flat monitor screen took on a whole new depth, and through the use of Hold and Modify (HAM) with complex texture algorithms it gave a realism that had never been seen on a home computer. The only problem now was that these static pictures were so realistic they begged to be in motion! I can still remember the visual impact of "The Juggler". The movement of the juggler's arms, the reflections, and shadows, together formed an image in my eye of a real world inside my computer. Please don't get me wrong, static pictures can be beautiful (Just ask Leonardo da Vinci). But in simulating a world, you need movement (I'm sure Leonardo would have loved the Amiga!). Byte by Byte knew this and incorporated a script batch file system and public domain Movie! program to simulate the movement of objects in a scene. It is a time consuming project to render enough frames to create a smooth animated sequence, but the finished product is worth it!

Now there is a new program to work in concert with Sculpt 3D that will add even more dimension to the program. I called Byte by Byte this week and they told me that Animate 3D will be shipping around December 14. It is a companion program for Sculpt that will make animations a much easier process. Eric Graham and Ken Offer were on American People Link talking about their new product. Mr. Graham, of course, created "The Juggler", and is the author of Sculpt and Animate 3D. He needs no introduction. Ken Offer is the creative genius that brought you such great animations as "Kahnankas", "Rotate Amiga" (Apple Amiga), and the "Boing Machine".

Some of the information that came out during the People Link online conference included a list price of $149 for Animate 3D. It will work in tandem with Sculpt and so will require at least 1 meg of RAM. Gone is the old system of script file and complex object movement calculating. Animate 3D is completely interactive. You can enter an arc of movement with a simple move of the mouse! Animate supports IFF pictures in foreground and background (Get ready to break out DigiPaint).

Here's my favorite enhancement. Now that we have three dimensions, good color, texture, and movement, what else limits the realism of the animation? Sound! The new version of Movie! and soon to be released Animate 3D will allow IFF sounds to be loaded for each frame! Already there is a new version of "Kahnankas" (complete with kahnank..kahnank sounds) and a "Boing Machine" (with squish and boing sounds). This really adds a new level of stimulated sensory involvement to an already intense experience.

Here is one sobering statistic for all of you who plan to make animations. Remember the "Boing Machine"? That scene required 4 megabytes of RAM to load and render each picture! This is probably because of all the little Boing balls and complex funnel shapes. This is my only real complaint about Sculpt 3D. It takes a heck of a lot of memory to deal with

See HAM, page 18

Beyond Preferences

By Linda Marquess

Splash a little variety on your CLI. Put some color into your directories and prompts. ANSI codes are functional eye-pleasers.

Experiment #1:

From CLI type these 4 keystrokes: ESC [4m

Everything should now be underlined. You don't WANT everything underlined? Just type ESC [0m and you will return to normal.

Now for some *useful* applications. The PROMPT, ECHO (Workbench 1.2 version) and FILENOTE all share a CSI (Control Sequence Introducer) code, *e[.

*e[*CodeNumber*m
or
*e[*CodeNumber;CodeNumber*m

Experiment #2:

Type: PROMPT "*e[33;41mMy Text *e[0m"

If you are working with the default workbench colors, your prompt will have red letters and a white background. If you forgot to type the last "*e[0m", then your subsequent text will also be in red letters and white background.

You can stack several codes together. Just remember to put a semicolon between codes and end with a **lowercase** m. The commands work identically in PROMPT, ECHO and FILENOTE.

Important filenotes stand out when entered in boldface or in a new color!

Working with text files is a little different. Use a text editor such as MicroEmacs (1.2 Extras disk). Write your text first, then go back and add the color. Put your cursor on the line you want to edit and (in MicroEmacs) type CTRL-Q, ESC [and your desired ANSI code. When you type ESC, a [will appear on your screen. You still must type another bracket!

Example MicroEmacs screen:

[[33;41m This is in RED with a WHITE background [[0m

Remember to turn the color off when you are done with it.

It takes some practice and dedication to create nice screens, but the results are worth it.

This table shows the values for common ANSI codes. You will find more in the *AmigaDOS Manual*, Bantam Books (pp. 227-230) and in the booklet included with 1.2 DOS (pp. 22-24). Colors shown are for

See Preferences, page 18

JANUARY SIGNEWS

by Pete Marquess

With the New Year at hand I would like to start off by thanking everyone who participated in the SIGs last year. A special **THANKS** goes out to the SIG leaders, some of whom held their meetings many times with no attendance. Every month, a handful of people spend many hours trying to put together presentations for your enjoyment. During the last few months, the SIGs have had light turnouts. As members of SACC you are encouraged to take advantage of these groups. Without your support the Special Interest Groups cannot grow. Every month many exciting things happen at the SIG meetings. For example, you can get a closer look at some of the products currently being offered in the stores. Maybe you need a question answered about your Amiga or a software package you're having trouble with.

Many people have recently made suggestions for new SIGs as well as activating old SIGs. There appears interest in many subjects. They include desktop publishing, music, word processing, Basic, animation, DOS, hardware, and many others. Creating all these SIGs sounds like a good idea but they will never materialize if the club can't find people to lead them.

Would you like to see a Beginner's SIG? ...a desktop publishing SIG? ...an animation SIG? Your involvement would make the difference. At the next general meeting, sign up for these SIGs or any of the existing SIGs. The current SIGs are Graphics, C Language, Telecom, Grass Valley, and DOS Programming.

The keyword is *interest.* Everyone has something to offer.

Graphics SIG

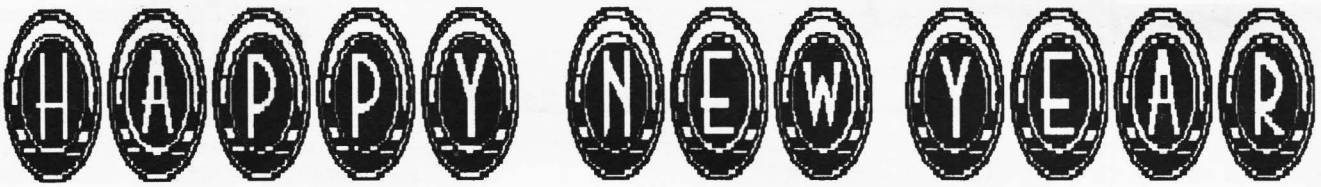
We will meet Friday, January 15th. Among the many programs we plan to discuss and demonstrate are **THE DIRECTOR, PIXMATE, CALLIGRAPHER, SCULPT 3D,** and **VIDEOSCAPE 3D.**

C Programming SIG

In January, the C SIG will meet on the second and fourth Saturdays. If you have questions about the C **Language,** plan to attend the next meeting.

DOS Programming SIG

Scott Lee is planning to hold his first meeting soon. Sign up now, while there is still room.



DATES AND DETAILS

Graphics	David Coombs	823–2903	Friday Jan. 15th	7:30 pm
2412 Santina Way, Elverta				
C Language	?????	991–0415	2nd & 4th Saturday	7:00 pm
2412 Santina Way, Elverta				
Telecomm	Chris Brenner	456–8766	Contact Leader for more info	
Arcade Library, 2443 Marconi Ave., Sacramento			*No meeting scheduled*	
Grass Valley	David Bandimere	292–3769	*Saturday Jan. 23rd.*	1:00 pm
Home Federal Savings, Grass Valley				

If you have an interest in joining, creating, or leading a SIG contact me or David Coombs for details.

Mail Order Blues

By Robert Dugaue

Greetings fellow club member! This is my first attempt at an article for the club so please bear with me. After all, each month, SACC solicits each member to contribute something somewhere. So I thought it was time to give it a try. In addition I felt it a responsibility to warn club members about a mail order company which I think has some serious problems, and also I hope to get some feedback from you on other companies they may have flaky reputations.

In the last few issues of ***AmigaWorld***, MicroComputer Services (MCS) has been running a full page advertisement. Some of the prices for recent software releases and various hardware products offer substantial savings. So after shopping around, I decided to place a Christmas order with them. This order was placed on December 3rd. Because I wanted to insure that these items arrived by Christmas, I specifically asked if all the items I ordered were in stock. I was told they were and because I used my VISA (no waiting period versus a check transaction), I was told to expect my order in 7 – 10 working days. Well needless to say, after 11 working days, Santa had not delivered my package (actually, after watching Santa get killed on *Married With Children*, I wasn't sure whether any presents would come this year!!)

After speaking with someone at MCS on December 18th, I was given a reference number and told to call back on Saturday (December 19th). Customer Service at MCS would then have had time to research my inquiry. I called on Saturday and found out Customer Service was off and would be back on Monday. I called on Monday and was put on hold for 10 minutes. Then some jerk at MCS pressed the wrong button and I was cut off. After getting through later that day, I was told the inquiry number had no meaning and was given a new (and longer) number and was asked to call back the following day! I called back the following day, and found out that ALL items had been back ordered. This was upsetting to say the least since I had been told that everything was in stock when I placed my order.

Well, on December 22nd I finally received a package, but to my dismay it was only a partial order. To top it off, my name and street address was spelled incorrectly, the inventory sheet was ripped up and missing information, and I was billed $5.00 for shipping and handling on a package that was 5 times the size needed for one program box. On the night before Christmas, I got another part of my order. As of January 3rd, I am still waiting for the rest of my order..

MicroComputer Services is clearly a mail order company to stay away from. But I would suggest that before you order from any mail order company, you weigh the advantages and disadvantages. If you're just looking for a good bargain, and you're not too concerned with time, you may feel comfortable ordering through mail. Remember, however, time is money and you may still end up spending more over long distance phone bills and sleepless nights. All in all, I've learned my lesson and will put careful thought into using a mail order company in the future.

New Year KICK-Off **Sale**

SOFTWARE

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TrashCan!

By The AmigaMan

The Winner's Circle Fiasco

Winner's Circle of Berkeley recently had a 'Truckload Amiga Sale'. Sounds neat huh? The only problem was that is was not supposed to be a 'Truckload' sale. The truckload of Amiga 500's, 2000's and peripherals from Commodore that consisted of the entire California shipment was supposed to be for pre-paid customers ONLY! At least that is what Winner's Circle told Commodore. They told (Commodore) that they had 300 pre-paid customers. Well, as it turned out they only had about 20. Seems that Winner's Circle broke their calculator or their spreadsheet has a major bug!

To top this all off, several of our members went down to Berkeley to check it out. The prices were very very high. Some things were even being sold at retail! The people there at Winner's Circle were very rude (they are famous for their rudeness, but they were especially rude on this day). When questioned by a customer about the high prices, they would respond with something like this: "Well, we got the entire West Coast shipment and if you don't want to pay our price, tough! Your local dealer is not going to have it and won't have it for two months", in their usual snotty, Berzerkely tone of voice.

So, if you didn't go, you didn't miss a thing! In fact, this member of the Sacramento Amiga Computer Club will never, ever go to Winner's Circle ever again. Remember, SUPPORT YOUR LOCAL SACRAMENTO AREA AMIGA DEALERS!

1080? 2002? 1084? 2090? 2090A?

The Amiga has got to have set a record for the most monitors made by the original manufacturer in one year. First there was the 1080. Then there was the 2002, with its highly reflective screen and lousy resolution, but hey! At least you could use it on your 128 and PC-10 also! (BIG DEAL!) Now we have the 1084! It looks like a 1080 but it does not say ***AMIGA*** on it!

Now you have the elusive A2090 hard drive controller for the B2000. You can hardly even find them and they are already coming out with a new one! Actually, there is not anything wrong with the 2090. It's just that the technology is moving up and the only REAL change in the A2090A is that you will be able to boot your system from the hard drive! That (!) will be nice.

EA News

Ferrari Formula One was almost ready.....But, now it is going back to programming to add new features such as manual shifting, etc., and the release date has been extended until sometime in March. **Return To Atlantis** is due for release in three (YES! Count them....3!) weeks! And the latest on **Interceptor** ***is that it will have (at this time) a release date for May 1988! Hurry up EA! We are all itchin' to get a hold of these new products!!***

A500 Semi-Bugs

For those of you own A500's, you may have already experienced this. You turn your computer on. The power light blinks a bunch of times, and voila!, you get a green screen. Neat huh? "OhMyGawd!", you say, thinking it has gone to Amiga heaven. Well, never fear. All that has happened is that the connections on the Fat Agnus got a little tweaked. All you have to do is to take it back where you bought it and have them remove and re-seat the chip. I would not suggest doing it yourself EVEN if your Amiga is out of warranty. I have done one myself and it is a harrowing experience!

By the way, this problem has not occurred on the B2000. Of course, it was made in Germany, not Taiwan!

Well, that's about all for now. I hope you, your family and your Amiga had a safe and prosperous holiday season.

The statements made in TrashCan! do not represent the opinions or viewpoints of the the authors or editors of AMIGAzette, or of the Sacramento Amiga Computer Club.

AMIGA 1000

$595.00

Each unit comes with the standard internal disk drive, mouse, 512K memory and this price INCLUDES the 1080 Amiga RGB monitor. They are approximately one year old. There are only FOUR of these machines available!

AlphaMetrics

485-4050

9AM - 5PM

CONSTITUTION AND BY-LAWS
SACRAMENTO AMIGA COMPUTER CLUB

CONSTITUTION

I. Purpose

The Sacramento Amiga Computer Club is a nonprofit organization devoted to the sharing of knowledge and the understanding of the Amiga computer and to assuring personal contact, education and fellowship of the members.

II. ORGANIZATION

A. Membership

1. Membership will be open to all persons, without regard to race, religion, sex, age, or national origin, who share an interest in the Amiga computer.

2. There shall be one class **three classes** of membership,: **a) regular, b) lifetime (granted by the Board of Directors), and c) family.**

3. Appropriate payment of dues is the only requirement of **regular and family** membership. This requirement may be waived in individual cases at the discretion of the Board of Directors.

B. DUES

Dues may be set or modified by a 2/3rds vote of all members present at a general membership meeting.

C. ELECTIONS

1. All members are eligible to vote.

2. Members must be present to cast a ballot.

3. Unless otherwise specified officers **Officers** will be elected by a plurality of those voting.

4. **Unless otherwise specified election** Election of officers shall be by secret ballot.

III. BY-LAWS

A. The members shall establish by-laws governing the day-to-day operations of the club.

B. **A.** By-laws may be amended by a majority vote of the members at any General Membership meeting.

IV. OFFICERS

All officers shall serve a term of one year.

A. President

1. The President shall preside over all meetings and shall call all such meetings to order at their appointed time.

2. The President shall appoint committees, and perform such other duties as the office requires.

B. VICE PRESIDENT

1. The Vice President shall perform the duties of the President in the President's absence or inability to serve.

2. The Vice President shall serve as administrative assistant, program chairman, and parliamentarian.

3. The Vice President will make arrangements to assure the presence of at least one Amiga computer at all general membership meetings.

C. SECRETARY

1. The Secretary shall be responsible for all official correspondence of the Club.

2. The Secretary shall perform the duties of recording and corresponding secretary, maintain the official files of the club, take minutes at all General Membership meetings, and read and publish same. **The official club files shall include all club correspondence, all literature addressed to the club, historical files, all meeting minutes, an annual membership roster received from the treasurer at the end of each year, and an annual list received from the librarian at the end of each year of all club library disks.**

3. The Secretary shall assume the duties of the President and/or Vice President in their absence **or inability to serve.**

D. TREASURER

1. The Treasurer shall be custodian for all funds.

2. The Treasurer's name and the names of the President and Vice President **Secretary** shall be on record with the bank or savings institution at which funds are deposited.

3. The Treasurer shall assure that a minimum of two (2) registered signatures are required to withdraw club monies **over the amount set and approved by the Board of Directors.**

4. The Treasurer shall maintain accurate records of the monies for the organization.

5. The Treasurer shall report monthly to the Board of Directors the status of all club funds and the past month's expenses.

6. The Board of Directors shall arrange for an audit of the club's books in December of each year or when the duties of Treasurer are taken over by a new Treasurer.

6. **7.** The Treasurer shall publish a complete report of the club's financial standing annually in the regular July **January** club newsletter.

7. **8.** The Treasurer shall assure that any disbursement in excess of $10.00 is supported by a voucher or receipt.

V. BOARD OF DIRECTORS

A. Directors

1. There will be four directors serving alternate two year terms.

2. Directors 1 and 3 will be elected in odd numbered years. Directors 2 and 4 will be elected in even numbered years.

B. The Board of Directors will consist of the club officers and directors.

C. The past year's President shall be a member of the Board of Directors and may vote in case of a tie among the regular members of the board **for one year.**

D. Day–to–day business of the club will be conducted by the Board of Directors, and chaired by the president.

E. A quorum will be five members of the board.

F. Policies for the proper operation of the club will be established by the Board of Directors. Policies can not and will not directly violate the Constitution and By–Laws.

VI. MEETINGS

A. ANNUAL BUSINESS MEETING

1. There will be an annual business meeting at which officers will be elected.

2. The annual business meeting shall be held at the January General Membership Meeting.

3. Written notice of the time, place, and agenda of the annual business meeting will be sent to all members prior to the meeting.

B. GENERAL MEMBERSHIP MEETINGS

1. There will be monthly general membership meetings chaired by the President.

2. No copying of any kind, including library disks, shall be done at any general membership meeting.

3. The Club encourages all members to support all advertisers in our newsletter. However, the Club will not allow the direct sale of products or services to members during meetings of the General Membership.

C. BOARD MEETINGS

1. The Board of Directors will meet monthly at least one week prior to the general membership meeting.

2. All meetings of the Board of Directors will be open to the general membership and noticed in the monthly newsletter **announced to the membership.**

D. RULES OF ORDER

1. Meetings will be governed by Robert's Rules of Order.

VII. REMOVAL FROM OFFICE

1. Club officers may be removed from office for:

a. Failure to attend three consecutive meetings. Exceptions to this rule may be allowed if the Officer has just cause and performs the function of their elected office to the satisfaction of the members and the Board of Directors;

b. Failure to perform the funtions **functions** of the office for which elected; or

c. Abuse of the office.

2. Action under this rule shall be decided by a majority vote of the Board of Directors. The affected member shall be notified in writing of such action and has the right to open or closed discussion with the Board of Directors or the members. The decision of the Board of Directors shall be final.

VIII. AMENDMENT

1. The Constitution and By–Laws shall be reviewed **at least** annually to determine whether amendments are in order.

2. It shall be the responsibility of the officers, or their appointed representative(s), **Board of Directors** to review said Constitution and By–Laws and make appropriate recommendations.

3. The Constitution and By–Laws may be amended by a simple majority at any regular meeting, provided that due notice has been given either at the preceding meeting and or in the Newsletter.

IX. DISSOLUTION

1. The Club may be dissolved by a vote of 75% of all current members through a ballot contained in the Club Newsletter **mailed ballot**.

2. A motion to dissolve the club may be made **by a member** at any meeting called for any purpose.

3. Upon dissolution, caretaker officers will be elected by the members present at the final business meeting. Said officers shall take charge of the assets of the club until they are properly disposed of by the terms of this document.

4. The caretaker officers will dispose of the assets of the club as soon after dissolution as practical, by resolving outstanding liabilities, and by donating any remaining assets to a non–profit organization qualified under Section 501(c)(3) of the Internal Revenue Code of 1954.

BY–LAWS

I. MEMBERSHIP

A. There will be only one class of membership. Each member **membership** will be entitled to one vote on any subject that the membership is authorized or required to vote upon.

B. Membership will be for one year, and **based on a fiscal year ending December 31st. Membership will be prorated for the remainder of the fiscal year. Membership** will be valid immediately upon payment of dues as established by Paragraph A of Section II.

C. An initiation fee of $10.00 will be charged to new members and the **primary** use of this fee shall include subscriptions to **the club's** public domain libraries **library** and the purchase of club diskettes for library purposes.

II. Dues

A. Dues shall be set by a majority vote of the General Membership.

B. Modification of annual dues will be made only by a 2/3rds vote of all members present at any General Membership **the annual business** meeting.

C. Any member whose dues are three months in arrears will be considered a new member **non–member**.

D. The Board of Directors is authorized to waive the annual dues and/or initiation fee in individual cases.

E. The Board of Directors is authorized to grant lifetime memberships for service to club exceeding normal expectations.

III. BUSINESS MEETINGS

A. The annual business meeting of the membership shall be held at the January General Membership Meeting. An agenda for the meeting shall be published in the newsletter prior to the meeting.

B. If all items on the agenda are not completed within the time allocated for the meeting, the business may be carried on at a later time and date as set at the unfinished business meeting. No additional notice will be required for such carryover meetings.

C. Petitions for additional business meetings may be presented to the Board of Directors, or to any individual director or officer, at any time. The Board of Directors shall meet for the purpose of considering the petition as soon as practical, and, if valid, will set a date as soon as practical for a business meeting, and will publish an appropriate and timely agenda as suggested by the petition.

IV. ELECTIONS

A. In November a nominating committee will be appointed by the Board of Directors **President, subject to the approval of the Board of Directors,** to select a slate of candidates. The two Directors not to be re–elected **whose terms have not expired** will be co–chairpersons of the committee.

B. There will be an election during the annual business meeting in January. The nominating committee shall publish its slate of candidates in the December newsletter.

C. Nominations for all offices, including the two Directors to be elected, may be made from the floor.

V. LIBRARY

A. To aid the librarian, the club makes the following statements of policy:

1. The unauthorized copying of copyrighted material is prohibited. Pirated material, both program and documentation, shall be erased wherever found.

2. The Board of Directors may from time–to–time **The President, subject to the approval of the Board of Directors, will** appoint a librarian who will serve at the pleasure of the board. The librarian will be in charge of the club library. The librarian will co–ordinate the activities of all assistant librarians and library special interest groups so as to avoid duplication of effort in documenting programs.

3. The librarian will set all policies, with the approval of the Board of Directors, in regard to the copying of library programs.

4. The librarian, if not an officer or director of the club, is encouraged to attend all meetings of the Board of Directors.

5. The librarian will create a list of programs in the club library, and will make the list available at all club functions.

6. The librarian will keep an accurate accounting of all club owned library media and will turn them over to successor librarians as directed by the Board of Directors. **The librarian will provide annually a complete list of programs in the club library to the secretary for the secretary's historical file. Also, the librarian will provide annually a list of the number of titles and the number of disks to the secretary.**

7. The Board of Directors will reimburse the librarian for all expenditures made in connection with the library. Total expenditures may not be in excess of $50 per month without prior approval by the Board of Directors. The librarian will keep an accurate accounting of all funds expended and will present a financial report to the membership at the annual meeting.

8. The Board of Directors shall establish a mechanism to provide:
   a. A means of access to the library for all members; and
   b. A means of sustaining the library and promoting its growth.

VI. NEWSLETTER

A. The official publication of the SACRAMENTO AMIGA COMPUTER CLUB shall be its newsletter, ***the AMIGAzette***. The editor of the newsletter, if not an officer or director, is encouraged to attend all meetings of the Board of Directors.

B. The editor of the newsletter, with the approval of the Board of Directors, will set all editorial and advertising policy for the newsletter **and all newsletter staff necessary.**

C. All approved expenses associated with the newsletter will be borne by the club. The editor will keep an accurate accounting of all funds expended, and will report the status of funds to the members at the annual business meeting.

VII. BOARD OF DIRECTORS

A. The Board of Directors may meet in open or closed session as determined by the board.

B. Upon the resignation, recall, death, or incapacity of any officer or board member, the President shall appoint a replacement, subject to the approval of the Board, to serve out the unexpired term of the absent member. If the remaining board members consitute less than a quorum, the Club shall hold a special election to fill the vacant positions.

VII. VIII. SPECIAL INTEREST GROUPS

A. Special interest groups (SIGS) are one means by which a club can deal with the individual interests and questions of its members. However, the Club cannot police the activities of each of the SIGS. Therefore, the SACRAMENTO AMIGA COMPUTER CLUB will not be responsible for the conduct of its members in leading, organizing or participating in SIGS. SIGS are private meetings of individuals. The SACRAMENTO AMIGA COMPUTER CLUB will advertise and assist SIGS so long as they support and conform to the policies of SACRAMENTO AMIGA COMPUTER CLUB, including the policy of discouraging software piracy.

IX. BULLETIN BOARD (BBS)

A. To aid the club sysop, the club makes the following statements of policy:

1. The President, subject to the approval of the Board of Directors, will appoint a sysop who will serve at the pleasure of the board. The sysop will be in charge of the BBS. The sysop will co--ordinate the activities of all assistant sysops

2. The sysop will set all policies, with the approval of the Board of Directors, in regard to the BBS.

3. The sysop, if not an officer or director of the club, is encouraged to attend all meetings of the Board of Directors.

4. The sysop will create a list of files on the BBS, and annually present a copy to the secretary for inclusion in the secretary's historical files.

5. The Board of Directors will reimburse the sysop for all expenditures made in connection with the BBS. Total expenditures may not be in excess of $50 per month without prior approval by the Board of Directors. The sysop will keep an accurate accounting of all funds expended and will present a financial report to the membership at the annual meeting.

SACC Amigos

This is the third installment of a club feature called SACC Amigos. To repeat from the previous two issues of the *AMIGAzette*:

The purpose of SACC Amigos is to have volunteers who will answer a user's questions about specific subjects. It doesn't matter whether you are a beginner or not, or if you have questions about a certain program, the Amiga's operation, hardware, or what have you. Members are volunteering to try to help their fellow members with these questions.

We would like to see a whole page in each newsletter dedicated to SACC Amigos. So.... we are looking for volunteers. We need people with experience in all areas on the Amiga. And it won't hurt to have two or three volunteers in some areas. You (the Amigo) determine what area of expertise, the days you are available to be phoned, and the time which people may call you.

We know that there are very few members who do not have any questions about something. We hope that the members will take advantage of this great source of information.

Here are just a few ground rules we need to observe in order to make this work smoothly and properly.

1) Please call only during the hours indicated, or no later than 10 PM unless otherwise noted.
2) Try to be at your computer with the program in question running if at all possible.
3) Have your documentation out and ready for reference if needed.
4) If you don't have a legitimate copy of the program in question, please do not insult these people who have spent their hard earned money to purchase this program by asking for their expertise.
5) Try to keep the calls short enough so the Amigo doesn't get tied up all night or day with one call. We do have families and interests of our own.
6) Please call. We need your questions for this to work.

If you would like to help your SACC friends by becoming an Amigo on the next list, then please call Jim DeFord by phone, leave a message on our BBS **Amiga Link**, or sign–up at the next general meeting.

We thank those of you who have volunteered and we thank those of you who have called. Gracias!

Information on SACC Amigos

Help Area	Amigo	When You Can Call
Anything	David Bandimere / 292–3769	7p – 11p ED
Anything	Jim Deford / 721–3948	6p – 10p WD / ATW*
Anything	Linda Marquess / 991–0415	7p – 1a ED
Beginners	Steve Seither / 921–9154	5p – 10p MTWThFSa
CLI	Jim DeFord / 921–3948	6p – 10p WD / ATW*
CLI	Linda Marquess / 991–0415	7p – 1a ED
Deluxe Paint	Dennis Hayes / 635–6420	7p – 9p MTWTh
Kickstart Eliminator	Jim Sippel / 428–4940	7p – 10p WD
PageSetter	Jim DeFord / 721–3948	6p – 10p WD / ATW*
Spirit 1.5 MB	Jim Sippel / 428–4940	7p – 10p WD
PageSetter, LPD Writer	Bryan Ogihara / 448–0426	6p – 9p WD

M = Mon, T = Tues, W = Weds, Th = Thurs, F = Fri, Sa = Sat, Su = Sun, WD = Weekdays, ED = Everyday, A = AM, P = PM, ATW = Any time weekends, * = Please not before 9AM or after 10PM unless otherwise noted.

The Editor's Page

Well, it looks like I've got a page all my own! Actually, it wasn't planned; there just happened to be an empty page left in the newsletter. I guess I could start off by saying "Thank you" to all the writers and artists who contributed to this newsletter.

One thing I would like to encourage in coming newsletters is for more members of the club, whether beginning or advanced, to write for the newsletter. If you have something to say about a program, hardware, or a company, and want to write even a short article or letter about it, please do. We readers would probably like to hear it. And you might enjoy seeing your name in print.

Other than that...

The following is a reprint of the introduction to the ARP (AmigaDOS Replacement Program) files. For those of you who have not heard of it, ARP is an effort by a group of programmers and developers to improve on AmigaDOS, which in the past has been the target of many complaints. Read on:

INTRODUCTION, Oct 7, 1987

The Problem:

Take an exciting new computer, with state of the art graphics and sound hardware and software, add a multi-tasking kernal, and then add a DOS that doesn't work well with the rest of the system. This makes software less reliable, harder to develop, and results in more headaches and more expense for programmers and users alike.

The Solution:

The solution is ARP, which stands for "AmigaDOS Replacement Project". ARP is an effort led by Charlie Heath of Microsmiths, Inc. to replace the current DOS in a compatible fashion, so that current programs will continue to work, but making whatever improvements are possible, so that current and future programs will work better.

Why is ARP better?

... in brief, ARP replacement programs are typically much smaller and much faster than their AmigaDOS equivalents. It is not unusual to find ARP programs which are less than half the size of the program they are intended to replace. This translates immediately into disk space and memory savings for you, both precious commodities on the Amiga. In addition, ARP programs often have enhanced features, and can do things the original DOS programs simply can't. Finally, and perhaps most importantly, they conform to clearly defined Amiga system standards for Amiga software, so developers don't have to handle a lot of special cases, which will help all Amiga software.

I never use the CLI, why should I care about ARP?

If you truly never use the CLI, then the impact of ARP will be less apparent to you. But you will realize big savings in memory and disk space. In addition, with a more standard software environment for developers, software reliabilty will increase, and as software becomes easier to write for the Amiga, prices of important software will be less than they would be in a difficult development environment.

How much is it going to cost me?

It will cost you the duplication cost of a disk, or a connect fee to a network to download it. Many busy programmers worked hard on ARP, donating large amounts of their time in an effort to make the Amiga a better place to work and play. The emphasis here is on improving the Amiga environment, so that future software will work better, not on separating you from your money. (That comes later, when you buy all that neat software that ARP made so much easier to develop.)

Can I give it away?

You sure can, and we encourage you to distribute it as widely as possible.

I am a developer, can I include it on my commercial disks?

Yes, you can and should. All we ask of commercial users of ARP is that if you use any portion of the arp.library in your software (and we hope you will), please include the rest of the ARP replacement programs as well.

I have used ARP in my Workbench for several months now, and have not run into any problems since installing the ARP files. ARP seems to run well, and is a commendable effort on the part of the independent programmers who created the ARP files.

Until next time...

Library outings are held on the third Saturday of each month. The next outing will be held on February 20th at **Software Plus**, 6201 Greenback Lane, Citrus Heights. For further questions, call Dave Wingfield at 334-2640. Public Domain software contributions to the SACC library are always appreciated and have helped the SACC library the great library that it is!

Now is the time to **renew!**

If you have not already renew your membership for 1988, then it is time to do it now.

To continue to receive benefits from being a member of the Sacramento Amiga Computer Club, you must send in your 1988 dues ($24.00) and the renewal form or a copy of it.

If you fail to renew by March 31, 1988, you will be dropped from the SACC roster. You will have to pay the $10 fee (plus the $24) to join as a new member.

Don't wait! Send in your renewal!

SACRAMENTO AMIGA COMPUTER CLUB

Renewal application

DATE:_____

LAST NAME_____

FIRST NAME_____.

ADDRESS:_____.

CITY:_____.

STATE:_____ZIP:_____.

HOME PHONE:_____.

WORK PHONE:_____.

Please indicate the areas you have an interest in. This information will be made available to the leaders of the Special Interest Groups (SIGs).

BASIC	[ ]	GRAPHICS	[ ]
BEGINNERS	[ ]	GRASS VALLEY AREA	[ ]
BUSINESS	[ ]	HARDWARE	[ ]
"C"	[ ]	MUSIC	[ ]
CAD	[ ]	SCRIBBLE	[ ]
DESK TOP PUBLISHING	[ ]	TELECOMMUNICATIONS	[ ]
EDUCATION	[ ]	VIDEO	[ ]
GAMES	[ ]	WORD PERFECT	[ ]

*** The following section will help SACC determine the interests of the members and help to guide the club. Please enter information regarding your hardware and software.**

AMIGA 500 1000 2000

MONITOR – make model

EXTRA MEMORY – internal K –external K make

DRIVES – 3.5" 5.25"

MODEM –300 1200 2400 Other? brand:

PRINTERS – make – model

PLOTTER – make – model

HARD DRIVES – make – capacity

SIDECAR – YES NO > BRIDGE BOARD – YES NO

GENLOCK – make

DIGITIZER, VIDEO – make SOUND – make

OTHER HARDWARE INFO

What is you favorite recreational program? –

What is your favorite productivity program? –

Do you have a special talent/expertise that you could make available to SACC and its members?

SEND TO: SACC, Attn. Renewal, PO Box 19784, Sacramento CA 95819–0784
Enclose Check or M.O. to SACC for $24.00. No cash please!

1987 SACC Disks

This is a list of all files which appeared on the SACC monthly disks for 1987. The filenames are in alphabetical order, listed with their directory name, and the volume disk (with volume date) which they appeared. This list was compiled by Linda Marquess:

A-7	Slides	Vol_2.2 (Feb)
ACalc	Utilities	Vol_2.4 (Apr)
Access!	Telecom	Vol_2.10 (Oct)
acehearts.p (pointer)	Prefs	Vol_2.9 (Sep)
ACODemo	Telecom	Vol_2.2 (Feb)
alf	Slides	Vol_2.10 (Oct)
AmericanDream	Slides	Vol_2.11 (Nov)
AmgWrldCvr	Slides	Vol_2.1 (Jan)
AMIC	Communications	Vol_2.7 (Jul)
Amiga_2000	Slides	Vol_2.3 (Mar)
Amiga_Monitor	Utilities	Vol_2.4 (Apr)
AMOEBA	Games	Vol_2.12 (Dec)
AmzCompCvr	Slides	Vol_2.1 (Jan)
Aquarium	Slides	Vol_2.11 (Nov)
arc	C	Vol_2.1 (Jan)
ASDG_RAM	Utilities	Vol_2.2 (Feb)
ATAT	Slides	Vol_2.1 (Jan)
Auburn	Slides	Vol_2.7 (Jul)
BANG	FUN!	Vol_2.6 (Jun)
Beetle	Slides	Vol_2.5 (May)
Bespin	Slides	Vol_2.5 (May)
Biorhythm	Games/Biorhythm	Vol_2.2 (Feb)
BirdLine	Slides	Vol_2.8 (Aug)
Black_Book	Utilities	Vol_2.2 (Feb)
BlitLab	Utilities	Vol_2.5 (May)
BlitzFonts	Utilities	Vol_2.3 (Mar)
BlueBros	Slides	Vol_2.8 (Aug)
BluePencil.p(pointer)	Prefs	Vol_2.9 (Sep)
Bud	Slides	Vol_2.9 (Sep)
CarolBell	FUN!	Vol_2.12 (Dec)
ChangeKickstart	Utilities	Vol_2.1 (Jan)
Cheetah	Slides	Vol_2.1 (Jan)
CLIrun	C	Vol_2.10 (Oct)
CLIrun	Utilities	Vol_2.9 (Sep)
CLI_Helper	CLI_HELP!	Vol_2.3 (Mar)
Clue!	Games	Vol_2.10 (Oct)
COMM_1.34	Communications	Vol_2.5 (May)
Constitution	Stuff	Vol_2.3 (Mar)
contact	Slides	Vol_2.11 (Nov)
cookie	Fortune	Vol_2.9 (Sep)
Cosmo2	Fun&Games	Vol_2.11 (Nov)
Cosmo2	Games	Vol_2.2 (Feb)
Cycles	Games	Vol_2.7 (Jul)
Daleks	Games	Vol_2.4 (Apr)
Damsel	Slides	Vol_2.7 (Jul)
Dazzle	VisualDelights	Vol_2.1 (Jan)
DB-WIZ	Utilities	Vol_2.12 (Dec)
DirMaster	Utilities	Vol_2.12 (Dec)
disk.p (pointer)	Prefs	Vol_2.9 (Sep)
DiskMan	Utilities	Vol_2.8 (Aug)
Disk_Double	Double_Your_Disk!	Vol_2.4 (Apr)
DO-OP	C	Vol_2.11 (Nov)
DOSHelper	CLIhelp	Vol_2.12 (Dec)
draconis	Slides	Vol_2.3 (Mar)
Dragon	Slides	Vol_2.6 (Jun)
dragon	Slides	Vol_2.8 (Aug)
DropShadow	Utilities	Vol_2.4 (Apr)
duIV	Utilities	Vol_2.1 (Jan)
Eagle	Slides	Vol_2.2 (Feb)
EarRing	Slides	Vol_2.6 (Jun)
Emerald	Slides	Vol_2.4 (Apr)
encounter	Slides	Vol_2.9 (Sep)
essence	Slides	Vol_2.10 (Oct)
Execute.This		Vol_2.9 (Sep)
Flatware	Slides	Vol_2.10 (Oct)
flip	FunStuff	Vol_2.9 (Sep)
FlowWeb	Watch_this!	Vol_2.9 (Sep)
FROG	Slides	Vol_2.8 (Aug)
frog.p (pointer)	Prefs	Vol_2.9 (Sep)
GARDEN	Watch_this!	Vol_2.9 (Sep)
GOMF1.0	GOMF!	Vol_2.8 (Aug)
Hark.SMUS		Vol_2.12 (Dec)
HEADLINES	C	Vol_2.11 (Nov)
heart.p (pointer)	Prefs	Vol_2.9 (Sep)
Hitch	Slides	Vol_2.4 (Apr)
HOCKEY	Games	Vol_2.6 (Jun)
holiday	FUN	Vol_2.10 (Oct)
horses	Slides	Vol_2.12 (Dec)
Housetop.SMUS		Vol_2.12 (Dec)
HP-10C	Utilities	Vol_2.12 (Dec)
HpyNewYr	Slides	Vol_2.1 (Jan)
iris.p (pointer)	FUN	Vol_2.10 (Oct)
ItCame.SMUS		Vol_2.12 (Dec)
J-CLOCK	Utilities	Vol_2.11 (Nov)
Japan	Slides	Vol_2.4 (Apr)
JAZZ	FUN	Vol_2.12 (Dec)
joy		Vol_2.12 (Dec)
joystick.p (pointer)	Prefs	Vol_2.9 (Sep)
jugman.p (pointer)	FUN	Vol_2.10 (Oct)
Jumbodog	Slides	Vol_2.1 (Jan)
Kaliedo	Stuff	Vol_2.4 (Apr)
Ld.s	C	Vol_2.10 (Oct)
Legends	Slides	Vol_2.3 (Mar)
Lightbulb.p (pointer)	Prefs	Vol_2.9 (Sep)
lips.p (pointer)	Prefs	Vol_2.9 (Sep)
LLDOB	Slides	Vol_2.5 (May)
lord&lady	Slides	Vol_2.9 (Sep)
Ls	C	Vol_2.2 (Feb)
Ls	C	Vol_2.3 (Mar)
MacFish.pic	VisualDelights	Vol_2.1 (Jan)
MacGAG	Utilities	Vol_2.6 (Jun)
MacView	VisualDelights	Vol_2.1 (Jan)
Makedir	C	Vol_2.7 (Jul)
Makemusic	Slides	Vol_2.2 (Feb)
Mandala	Visual	Vol_2.11 (Nov)
Max_Headroom	Slides	Vol_2.6 (Jun)
MazdaRx7	Slides	Vol_2.11 (Nov)
mazeman	Games	Vol_2.8 (Aug)
MemClear	C	Vol_2.7 (Jul)
MemGrab	Utilities	Vol_2.4 (Apr)
MemGrab	Utilities	Vol_2.6 (Jun)
MemGrab	Utilities	Vol_2.7 (Jul)
Memory	Slides	Vol_2.2 (Feb)
MidiMagic	Slides	Vol_2.11 (Nov)
Money	Game	Vol_2.9 (Sep)
Monoliths	Slides	Vol_2.6 (Jun)
mouseclock	Utilities	Vol_2.9 (Sep)
MouseOff	Utilities	Vol_2.11 (Nov)
MTV	Slides	Vol_2.4 (Apr)
Mv	C	Vol_2.12 (Dec)
Nagel	Slides	Vol_2.6 (Jun)
nart	Stuff	Vol_2.4 (Apr)
NewMouse.p (pointer)	FUN!	Vol_2.10 (Oct)
NewZap	Utilities/NewZap	Vol_2.3 (Mar)
noise	Sound	Vol_2.11 (Nov)
NuPointers	FUN!	Vol_2.10 (Oct)
Pal	Slides	Vol_2.1 (Jan)
PALETTA	Utilities	Vol_2.12 (Dec)
PATIENCE	FUN!	Vol_2.10 (Oct)
Personal_M	Utilities	Vol_2.3 (Mar)
Petrans	C	Vol_2.5 (May)
PeTrans Plus	Utilities	Vol_2.5 (May)
Ping	Stuff	Vol_2.4 (Apr)
play	Sound	Vol_2.11 (Nov)
playss	C	Vol_2.3 (Mar)
playss	C	Vol_2.4 (Apr)
playss	C	Vol_2.6 (Jun)
pointrz	FunStuff	Vol_2.9 (Sep)
Polys	FUN!	Vol_2.6 (Jun)
PopColours	Utilities	Vol_2.1 (Jan)
prefs	C	Vol_2.11 (Nov)
prefs	C	Vol_2.9 (Sep)
pumpkin.p (pointer)	FUN!	Vol_2.10 (Oct)
PUPPY	Slides	Vol_2.7 (Jul)
Puzzle	Games	Vol_2.10 (Oct)
Qmouse	Slides	Vol_2.2 (Feb)
Q_Copy	Utilities	Vol_2.11 (Nov)
rainbow	Visual	Vol_2.11 (Nov)
rancho_seco	FUN!	Vol_2.6 (Jun)
REASON	Slides	Vol_2.4 (Apr)
rend	Sound	Vol_2.11 (Nov)
request	C	Vol_2.10 (Oct)
request	C	Vol_2.11 (Nov)
RobinH.p (pointer)	Prefs	Vol_2.9 (Sep)
robotroff	C	Vol_2.4 (Apr)
SACC_LOGO	Slides	Vol_2.1 (Jan)
scat!	Fun&Games	Vol_2.11 (Nov)
shades	Slides	Vol_2.10 (Oct)
Shasta	Slides	Vol_2.1 (Jan)
ShowAnim	C	Vol_2.8 (Aug)
SHOWPRINT_II	Utilities	Vol_2.6 (Jun)
SHOWPRINT_II	Utilities	Vol_2.7 (Jul)

Good Thru March 15, 1988. Customer must provide camera ready artwork.

1987 SACC Club Disks

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Zap	Slides	Vol_2.7 (Jul)
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Preferences

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default workbench colors. If you have modified your colors through preferences, your colors may not be the same as those shown.

STYLE
- 0 = Plain
- 1 = Bold
- 3 = Italic
- 4 = Underline
- 7 = Inverse
- 8 = No Display!

FOREGROUND
- 30 = Default
- 31 = White
- 32 = Black
- 33 = Red

BACKGROUND
- 40 = Default
- 41 = White
- 42 = Black
- 43 = Red

HAM

Continued from page 5

curved surfaces. So if you plan to do really complex images, you had better invest in mega memory!

Another interesting statistic is that "Kahnankas" has 19 frames and each only took 6 hours to render. That really isn't bad considering the multiple light sources and the detail of the objects! Plus, all these animations were done without Animate 3D; they were done the hard way. Ken says he's dying to get his hands on Animate.

One very interesting piece of information is the undocumented "Magic Button" that will give you access to two previously hidden submenus in the Mode Menu of Sculpt 3D. These are Exposure–Lock and Color–Lock. They were included in anticipation of their need in Movie! animation, but they were not documented to keep it simple for those who will not be doing animation work with Sculpt. What they do when toggled ON is have Sculpt 3D keep the same 16 colors as the base colors for any HAM image after lock–on no matter what the exposure. This will help eliminate some of the flicker of pixels from frame to frame that you see in "The Juggler". To access these hidden submenus, render a scene in 6 bit plane, full screen. When finished, select the DOWN window and hit CTRL–D. You will then get a requestor asking for the "Magic Number". Enter the number 123 and hit RETURN. The submenus are now enabled.

All in all, Sculpt 3D by itself was a monumental first in *the world of powerful, lower priced home computer* software. With the inclusion of Animate 3D, you will have a graphic dynamic duo that is limited only by your imagination! Let your computer "juggle" those pixels in magical wonderment! Super HAM is here and with it the best graphics potential around. "I am graphics!...I am sight and sound!...I am beautiful!" Thank you Amiga and THANK YOU Byte by Byte!

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Deadlines

All commercial ads and user articles can be uploaded to SACC BBS at 722–1133 or 648–1554. The deadline for articles and space reservations for the February edition of *AMIGA*zette is **February 6th.**

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1/4 Page	3.5" x 5"	$15.00
1/2 Page Vertical	3.5" x 10"	$25.00
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Full Page	7.5" x 10"	$45.00
1/2 Page on Back	3.5" x 10"	$25.00

If you have any questions about placing an ad, please call our Advertising Coordinator, Dale Doty, at (916) 363–9617 (until January 18th), or Dennis Hayes at (916) 635–6420.

Full payment should accompany your order made payable to SACC. Your ad and payment should be sent to:

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P.O. Box 19784
Sacramento, Ca 95819–0784
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Ad location (at this time) is on a ***First–come–First–served*** basis. Place your ad early for the best locations.

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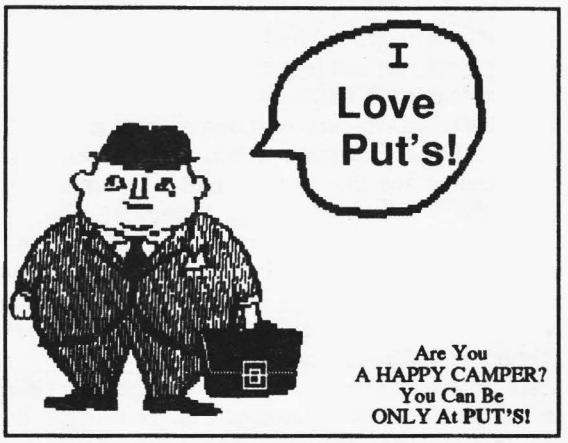

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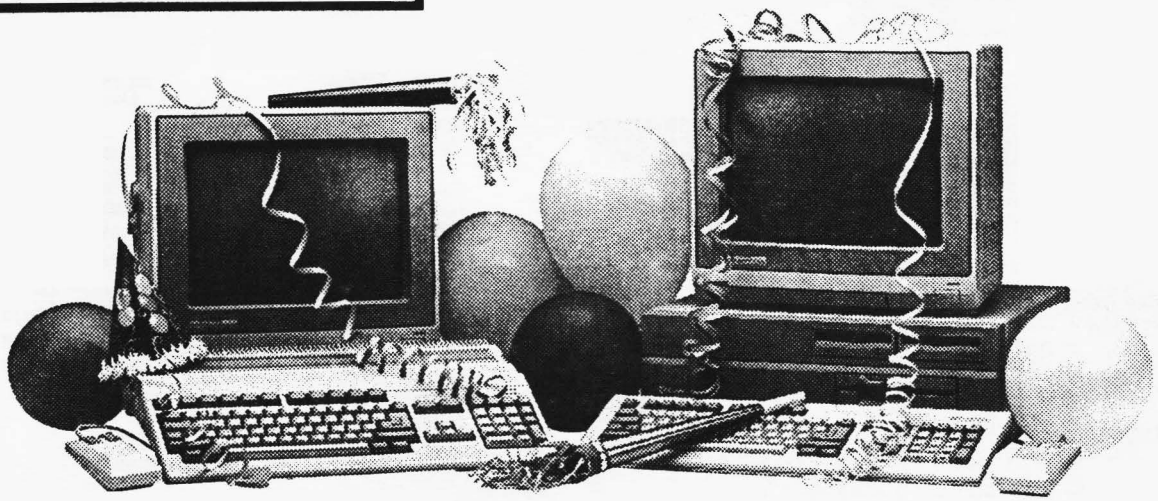

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Ad Design By Jim DeFord.....and I helped! (Cindie)