



NEWSLETTER

SACRAMENTO AMIGA COMPUTER CLUB

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Issue VII

July 1987

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General Meeting Info

The next General Membership meeting will be held on **Wednesday, July 8th**, at the Main SMUD building, located at 65th St. and Hiway 50, from 7:00p.m. to 9:45p.m.

Vic Wagner, from *Metadigm*, will be present to speak about a de-bugging product that his company has produced. There will also be a MIDI-Music demo by Dennis Hayes using *MIDI-DJ*, which should be interesting. All that along with software demo's and Who-Knows-What-Else-Could-Happen, should make for an entertaining evening.

Hope to see you all there!!

Library Outing

The next outing for the SACC library will be on July **18th**, at Software Plus, 6201C Greenback Lane in Citrus Heights, just south of Auburn Blvd. 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!!

The Club BBS

SACC Has A BBS?

The **OFFICIAL Sacramento Amiga Computer Club BBS** should be online, de-bugged and operating within the next month. The actual name of the BBS has yet to be conceived.

Anyway, our BBS will be run on an IBM-XT clone that Ron Finlayson has donated it's use along with a 2400 bps modem, and the club has purchased a 30 megabyte hard drive for it. At press time many details were not known. Look for information on our BBS at the General Meeting and in future Newsletters.

What's Inside

The President's Ramblings	2
From The Editor	2
Bits And Bytes	3
Helpful Hints	4
GrabBag	5
Excalibur	5
SIGnews	6
Kudos	6
DeskTop Publishing	7
Video SIGnews	8
Electronic Arts Update	9
General Meeting Minutes	10
Raffle! Raffle! Raffle!	12
Free GENie Account	13
Build A Surge Protector	13
From The Librarian's Disk	14
Software Upgrades	14

The President's Ramblings

By Ron Finlayson

Hmmmm.. What shall I ramble on about this month? Well for starters lets cover the **CRITICAL ISSUES!**

We **ABSOLUTELY MUST** find a safe, reliable and clean place to store the projection system. It needs to be fairly close to the SMUD building and accessible at late hours of the night. Gary Taylor had checked into one of the rental facilities and found out that they are both costly, and more importantly not accessible after about 7:00 pm. SMUD will not be responsible for having stored in the auditorium. ANY suggestions will be appreciated!! Give me a call and let me hear them.

Secondly, the Board of Directors and Chairpersons **NEED HELP!!** This is becoming of **CRISIS** proportions! The Board and Chairpersons can simply no longer sustain the weight of the club's responsibilities. If we do not get some responsible members to volunteer the club may be in bad shape soon. Jim DeFord has worked **MANY** long hours on the newsletter as I am sure you can tell by it's quality. Jim has asked at the last 4 general membership meetings for someone to be his advertising coordinator. No one has responded. Dennis who is currently doing 3 persons jobs at the moment has asked for someone to take over his SIG co-coordinator position, and new membership chairperson roles at the last 4 meetings. The only response came from another Board Member. Linda Marquess has agreed to take over Dennis's New Member Chairperson's responsibility. Dave Abood needs someone to help out with the raffle when he is out of town or cannot attend the meeting. If we do not get some help with these things you may find that the services that the club provides may be severely cut back or done away with all together. I would hate to see it come to that but it just may. If you are genuinely interested in helping out and are willing to spend some time and energy, **PLEASE** call me or one of the other officers. We will be more than happy to answer any questions you may have etc.

BBS COMING SOON!?!?!?

The Board has just authorized the purchase of a 30 meg hard drive for a Bulletin Board System. As well as a phone line and call forwarding for another phone line. What this means is that there will be 2 numbers to call the BBS. One in Citrus Heights/Roseville area and one in the south area. They will both get you to the same BBS but

[See Ramblings Page 9]

From The Editor

By Jim DeFord

As you see I was able to acquire enough text for a 16 page Newsletter!!! It was nice to see some response from some our OWN membership, and I think that this is the best Newsletter yet!! Thanks to all that contributed.

Also, as I am sure you noticed, the page color has been changed. I really didn't get any complaints about it, but I am tired of seeing Black on Orange. Halloween only comes once a year!!!

For the past several months I have pleaded for an Advertising Coordinator with no response. I informed the Board that if nobody volunteered for this position by July that I would have to resign as Newsletter Editor, and I regret that this has come to pass. This will be my last Newsletter for SACC

I enjoy putting this Newsletter together, especially when I see the finished product. But, it has come to the point where it absorbs way too much of my time, having to gather all the articles **AND** all the advertising.

Once the new Editor takes over I will have a monthly column of some sort and will assist in any way I can. So folks, we need a volunteer. If you wish to volunteer for this position please contact Ron Finlayson or myself. One thing that is a requirement for this position, is that you own a modem. PageSetter and LaserScript is owned by SACC, so you will have the use of the software packages.

If there is a member that *would* like to volunteer to be the Advertising Coordinator by the next General Membership Meeting then I would be happy to withdraw my resignation.

Your next Newsletter might just be a postcard.

VOLUNTEER!!

Volunteers Needed

SACC is in desperate need of a volunteer for the positions of *SIG Coordinator* and *Advertising Coordinator*.

If you would like to volunteer for either position please call Ron Finlayson at **726-3709**, or Jim DeFord at **721-3948**.

Bits And Bytes

By Jim Badders

I hope you find this column informative yet entertaining. This is my first attempt at writing an article for the SACC Newsletter.

To start with, I find it very useful to move Clyde (Cli) to the main directory by opening up Workbench and the system drawer. Then grab the Clyde icon and just move it where you would like to have it when you open up Workbench. Then you don't have to open up the system drawer all the time when you want to use Clyde.

Also if you use the Framer that comes with Deluxe Video, you could open up a Workbench window and the Parts disk window and Grab the Framer icon and move it to your Workbench disk. This makes it handy to use the framer after you have made some neat animation frames and want to put them into motion. Also it makes a little more room on your working copy of your Parts disk.

I'm still waiting for a good printer driver for my **Epson LQ-800** printer. It is a 24 pin type printer with letter quality not near letter quality as some printers give you. My problem is when I try to print out graphics such as with Page Setter. The LQ-800 has several graphics modes. Unfortunately, all the printer drivers I have found, only access what is called the 8 pin graphics mode instead of the high quality 24 pin graphics mode. I pleaded to programmers out there in public domain land to come up with a good printer driver for the LQ-800. This printer is near laser quality but is stuck with a pencil type driver.

I don't know about the rest of you readers, but since we now have our newsletters printed by a laser printer, I would like to see more graphics in our newsletters. How about someone doing a cartoon section for the Newsletter. How about a joke column? [I would put more graphics in the Newsletter, but there has never been enough time to edit them in. Editor]

Those of you who bought scenery disk 7 for **Flight Simulator**, the directions are backwards, in case you haven't figured that out yet. You should load up Flight Sim and then insert the scenery disk. Then press the "E" key. When the drive light goes out press the "E" key again to log in your disk. Then you can set the position of the airport you want and Presto!!!! you're there.

Oh!... and have you seen Tom Petty's new video of "Your Jammin' Me"? If you haven't then you should. If you watch it closely, you will notice a picture of the Amiga "Juggler". Looks like Tom Petty likes Amiga's too!!!!!!

Bye for this month, and Happy Amiga !!.

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Helpful Hints

Making An AmigaBasic Work Disk

By Linda Marquess

Want to run a basic program? The AmigaBasic Manual offers these steps. Boot your Workbench disk. Insert the AmigaExtras disk and open the disk icon. Click on the Amigabasic Icon and you're on your way. This process clocks in at about one minute.

If you are satisfied with this and don't mind disk juggling then read no further. For those who prefer "10 seconds, no juggling", it is really not difficult to set up.

Format and install a new disk. Copy from your Workbench disk the following directories:

C
L
DEVS
LIBS
FONTS

Some of the directories can be trimmed to save space. You don't need all the files in the "C" directory. Stick to those you most often use (CD, DIR, INFO, ED). The DEVS directory includes several printer drivers. Delete those drivers you will not be using.

You will probably only need one font in the FONTS directory, topaz. Be sure to copy both "topaz.font" and the topaz directory.

Copy AmigaBasic from the Extras disk onto your new disk. You should have about 550K for Basic programs on your disk. One disk does it all.

If you really want to make things easy on yourself, you can autoboot into AmigaBasic. Create a directory called "S" (makedir s). Now type:

```
ED S/startup-sequence
```

```
Once in the line editor type:  
AmigaBasic  
CTRL-[
```

You will see an asterisk, type "X". That's all there is to it! You now have a disk that automatically boots AmigaBasic.

Recovering Deleted Files

By Jim DeFord

Yes, I have personal experience in this area!!

It was Monday, June 29, 1987. I was *almost* finished with July's Newsletter. Wanting to move some files (your Newsletter) into RAM: to convert them through *LaserScript*, I noticed some old unwanted files in RAM:. So, I proceeded to type:

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3 BLOCKS EAST OF SUNRISE BLVD.

Delete #?#. Which works great to delete a complete DIR. The only problem was is that my current DIR was DF1:July. And yes that is where your newsletter files were. Poof! In less than 2 seconds the July Newsletter was history. (Cry, Kick, Moan, Groan!!)

After making a few phone calls to fellow AmigaFreaks, it came down to the fact that there is NOT a utility for recovering deleted files!!! (ARRRRGGH!) But it seems that **DiskDoctor** or **DiskSalvage** sometimes recovers deleted files. So, I tried DiskDoctor only to find out that it did not like page 5. Oh well, I DID recover 15 other pages (!!). Being persistent, I kicked up DiskSalvage, and it did *seem* to recover the elusive page #5.

Feeling (a hell of a lot) better than one hour before, I clicked over to PageSetter to check out Page 5. PageSetter tells me that the file is corrupt and would I like to continue (HAH! Of course I would!!!). So, page 5 comes up with the right column, that Greg Payne wrote, missing.

With the time at 10:30 p.m. and feeling pretty damn confident at this point I called Greg to see if he still had the file on disk. YES!! Alright!!!

So, the proof is in what you are reading; DiskSalvage works. *With A Little Help From Your Friends.*

GrabBag

By Warren J. Savage

Last month I submitted my first article to our newsletter. As I don't yet have a modem, I made a trip to Jim DeFord's house. We ended up talking about Amigas and the Club, and one of the subjects that came up was 'why not do a regular article?' Okay, I'll do it.

Basically, what I'd like to do here is act as a sort of 'rumor control.' I've noticed that in a group like this club there are a lot of good ideas floating around. I'd like to, among other things, make this column into a kind of meeting place for these ideas. Some of you out there probably have probably daydreamed about a really neat program/subroutine/piece of hardware/interface that you'd like to see for the Amiga. Share your ideas! Share them with other club members! If you see me wandering around at the meetings, share them with me, too! I don't promise I'll write up every idea I hear, but I'd still like to hear them. One of those ideas I (over)hear might mean you can give it to everybody, and when you're done doing that, you still have it.

I don't promise that every month will be four or five or more ideas/hints/tips/etc. I might come up with a subject or idea that I want to devote an entire column to. That's why I named this column Grab-Bag. (Maybe Pig-In-A-Poke would be more appropriate.) For now, I'd like to do a kind of a 'generalist' column. The future? Who knows what it holds?

As for you other general members, if any of you have any special knowledge or ideas you would like to share with us, why not write an article about it? Hey! Anybody want to do a 'Letters' column? Or maybe an article titled 'Computer No-No's.' I mean, the possibilities are endless. And we all can benefit from it.

Lastly, if you'd like to drop me a note or letter-bomb (just kidding...) or something, my address is:
Warren J. Savage
2124 Gerber Ave.

Sacramento CA 95817

That'll have to do until I get a modem (right after I get 2 Megs, I promise..)

Excalibur

By Greg Payne

You may have heard half-muttered rumors from darkened corners about a swiss-army knife styled interface for the Amiga 1000 called EXCALIBUR. -Not merely a hard drive interface, Excalibur is a hacker's dream. Excalibur began as a co-operative project on the StarShip Amiga GENIE BB to develop a hard disk interface. Under the aegis of Scott Turner, it has become the ultimate multi-function board.

Excalibur's planned features are 1)a SCSI port, 2)two Megs of auto-configurable DRAM, 3)a real-time clock/calendar, 4)two Macintosh compatible serial ports, 5)two Centronics compatible parallel ports, and 6)battery backed CMOS static RAM. ---The design is modular. Only the CMOS RAM and clock functions are required, so other elements can be added as one desires.---

-CMOS RAM will be used for auto-config. information, utilities and Arthur the companion software to speed up disk access up to 10X. The CMOS RAM is protected and can be updated through a write-enable switch and software.

-The SCSI port will enable mass storage devices, SCSI video digitizers and local computer link-ups. Access is provided via a 50 pin ribbon connector and a Macintosh sub-D connector.

-Both Mac serial ports can operate at 1 MBaud. The serial port would enable the Amiga to link with Macs and PCs on the AppleTalk network. As per example cited by Scott Turner, one could simultaneously be using a serial printer, accessing a file on AppleTalk and be on a modem. ...Wew!

-The parallel ports are standard Centronic. -No +5V and reset signal, so regular cables can be used. Additionally, Digi-View can be left on the internal port and two printers can be run off the external ports.

-The real-time clock/calendar gives you a 128 year calendar with extensive alarm features -e.g., dinner, birthday, Halley's Comet, etc.

Sounds great? Where do I get mine? Now the bit of gloom in all this: being a GENIE effort, Excalibur is to be available on a do-it-yourself basis to GENIE members. Excalibur promises diverse and arcane uses of the Amiga. A general distribution of the board would benefit all. Hopefully, this "members only" will be temporary, with availability extended to the Amiga PD. Right now, hackers are rumored to be deliriously testing the board. The rest of us will have to wait and see.

SIGnews

By Dennis Hayes

One of the most impressive things about SIGs is the fact that they are fluid. They are born. They die. They come. They go. When a product comes out that several people are interested in, there is the reason for forming a new SIG. When several people live in the same area and express the desire to help each other, you have a new SIG. When people (volunteers) get tired sometimes the SIGs die. New volunteers offer to put new live in to inactive SIGs. *They come. They go.*

A big thank you to new member Dave Coombs for offering to lead the Graphics SIG. Dave has set up the first meeting for Tuesday, July 14th at 7:00 PM. This is a preliminary meeting to get things rolling. The decision as to the when and where of future meetings will be discussed there. If you have input, such as a certain time or day or place, be there -- and be heard. If you're interested in graphics plan to attend. The meeting will be at the Orangevale-Fair Oaks Branch of the Sacramento County Library. It is located at 11601 Fair Oaks Blvd. (near Fair Oaks and Madison) in Fair Oaks. *They come.*

We would like to thank Talbert Robatue for leading the "C" SIG. Talbert is unable to continue with the "C" SIG and will no longer be leading it. We are looking for a new leader. Lets here from you. *They go.*

Gerry Frincke is working out of the area for the summer so the Hardware SIG is put on hold for a couple of months. *They vacation.*

We are still looking for a person (or persons) to be the power and direction behind a Business SIG. If you have experience in using your *Amiga* in business, or are quite familiar with spreadsheets or databases, or would just like to lead and learn.....then please let us know so we can get this potentially productive (read \$\$\$\$) SIG off the ground. *They search.*

The SCRIBBLE! SIG continues to have great meetings with super turnouts. The next meeting will focus on how to make and use forms that prompt you for the information to personalize a letter. *They roll on.*

Ken Kligerman is looking for someone in the Sacramento area (Ken lives in Loomis) who would like to help him with the Music SIG. Possibly someone with a place to alternate meeting sites. Knowledge of music and midi is helpful but not required. *They hunt.*

Our new Telecom SIG leader, Chris Brenner, is looking for a place to hold meetings. If you have some room and have the desire to learn more about

telecommunications then please give Chris a call at 456-8766 and let him know. *They also hunt.*

Nature abhors a vacuum. As long as I continue to be SIG coordinator while I am carrying out my duties as treasurer then nobody will come forward to be the new SIG coordinator. For this reason I am stepping down as the SIG coordinator. Here's your chance to help out your club and your fellow *Amiga* owners by taking over this post. It is time to get some fresh new ideas in this position and these ideas can come from you. *I go.*

SIG	LEADER	PHONE#	MEETS
Business	? Volunteers ?	?? ??
C	? Volunteers ?	?? ??
Graphics	Dave Coombs	823-2903	See the Article
Grass Valley	David Bandimere	292-3769	4th Sat. 1:00 PM
Hardware	Gerry Frincke	383-1494	4th Mon. 7:30 PM
Music	Ken Kligerman	652-0901	3rd Tue. 7:00 PM
	or work	443-6722	
SCRIBBLE!	Tim Marks	965-4700	3rd Wed. 7:00 PM
Telecom	Chris Brenner	456-8766	See the Article
Video	Mark Cowden	726-5448	3rd Mon. 8:00 PM

ATTENTION ALL CURRENT MEMBERS!

The 1987 SACC membership cards are now available. Starting at the July meeting you will be required to show your SACC card in order to get your copy of the disk of the month or purchase tickets for the raffle. The new cards will be available in the lobby from 6:30 till 7:00 and during the break in the meeting. See the treasurer so he can verify your status and issue your card to you.

KUDOS

Many thanks to the following for their contributions to the Newsletter:

Mike Posehn, Dennis Hayes, Greg Payne, Ron Finlayson, Dave Abood, Warren Savage, Dave Wingfield, Jim Badders, Mark Cowden, Linda Marquess and Rick Busch.

And a special thanks to our advertisers:

LaserSet, ComputerTime, Software Plus, Candy Computers, and Century Copy.

Desktop Publishing

By Dennis Hayes

PageSetter by Gold Disk, Inc. was reviewed in the last issue of the SACC newsletter. This issue I will do a brief review of Publisher 1000 and a comparison of the two.

In general all desktop publishing programs do the same thing. They allow you to create a box or area and then fill it with text or graphics. They allow you to choose the font for printing. They allow control of justification. Publisher 1000 does all of these also.

My first observation is that it is OK but doesn't feel as good as PageSetter. What does "feel" mean? It means the screens seem to be more like plain ol' DOS or CLI type of screens. It means that the program was not as comfortable to use. The "feel" is probably the worst thing I can say about it. But unfortunately if something doesn't feel good you probably won't want to use it. Perhaps I have been spoiled by the feel of PageSetter.

My number two complaint is concerning the way it allows data manipulation on the screen. You can only see and therefore manipulate data on a piece of the screen equal to 1/8 of a page. It will let you see a full page layout, (more for structure than for content) but you can't drag or move any boxes around in that view.

There are a couple of areas where Publisher 1000 does things very nicely. One is its ability to create different kinds of dividing lines anywhere on the page. Choose the kind of line you want, and click on a starting point. Then drag the line horizontally or vertically from there. Resize it. Move it. Change direction. Great!

Another good feature is the way it handles IFF pictures. It brings them in in a high contrast black and white format rather than the strange dot and line gray scale that PageSetter uses. And it brings in the whole picture. Resize the box.... you've resized the picture. Distort the box.... you've distorted the picture. Great!

It also allows the uses of custom borders on boxes. These look really good.

Publisher 1000 comes with a good manual. It looks good. It is easy to follow. And it contains some interesting reading about the history of printing. Ask me about leading sometime.

The output of all desktop publishing depends on your output device. On a dot matrix printer the output is about the same. Even though both print a bit mapped graphics dump, if you change the color of the harsh white screen on Publisher 1000 and don't return it the white before printing you will get a grey background. PageSetter allows you to

change the color of your "paper" without affecting the output. I have seen laser output from both of these programs and PageSetter wins this one hands down.

Considering the cost, all of the features, and the general feeling of these programs, I personally think that PageSetter is more than twice the program for three quarters of the price.

I will use a chart to compare the two from here.

Comparison	PUBLISHER 1000	PAGESETTER
Variable Page Size	No	Yes
Views Of Page	2	Up To 3
Manipulate Boxes & Text In All Views	No Small Only	Yes
Flow Text Between Boxes	Yes	Yes
Change Fonts	Before Only	Anytime
Use Third Party Fonts	Yes	Yes
On Board Text Editor	No	Yes
On Board Graphics Editor	No	Yes
Controls	Pulldown Menus	Menus & Palettes
Copy Protection	Dongle	None
Ease Of Use	Medium	Easy
Overall Flexibility	Not very	Very
Suggested Retail Price	\$199.95	\$149.95

Video SIG News

By Mark Cowden

Video SIG Leader

There have been many times in the last few months that I have had quizzical stares, double takes, and strange responses when I have told my friends and acquaintances of my involvement in the Sacramento Amiga Computer Club's Video SIG. "What does computers have to do with video and VCR's?" "I thought that computers deal with things like word processing, data bases, spread sheets and that programming and scientific stuff." "Oh yes! I've seen some neat graphics in some of the games that I have played. I have seen one even that played portions of movies." "With the new development in CD ROM players that can randomly access large data bases of information, aren't VCR's going to be a thing of the past? Why fool with them?". GULP! Gulp! Well, I just try to explain that VCR's and video has been around for a while. You see it every time you turn on the TV - the news weather man, the captions that you see that flash across the screen, etc. all use a form of computerized video. Even large corporations, government, and educational institutions have used some form of video and computer interaction to develop training, documenting and teaching. ENOUGH! Enough! What about the Video SIG and what do we do?

We in the Video SIG are a group of individuals that have an interest in using the fantastic graphics and sound capabilities of the Amiga to make video productions. The home, business and educational aspects of what can be done by the Amiga are just being explored. The prospect of using the Amiga to communicate with your VCR, called "interactive video", opens new horizons. At our meetings we have explored Deluxe Video with Mike Posehn, one of its authors. We have looked at an interactive video system presented by Bill Thorpe called the "The White Box". This system developed by Thorpe, Van Camp and Associates (TVA) of Placerville, CA is a user friendly interactive video system that is a well documented self contained system which includes an easy to use authoring program. Menus are easily created to access the video. The Amiga would be most useful for video development with this machine. Engineers, why can't this all be done with the Amiga? We were also able to get to see an early version of a Amiga Genlock which was

demonstrated by Bob Eller. This device did appear to draw too much power from the Amiga. My genlock, which was one of the first, still has this problem to some extent. If I do not have disks in both my drives my screen flashes each time the drive tries to check for a disk. I have thought of hooking an external power supply to this device but I haven't yet, I just keep a disk in both drives. Another problem with this device, that is probably trivial, is that the controls for audio mix, horizontal position, and hue are in the back of the computer, difficult to access. Has anyone tried an extension cord with this device successfully to bring it around front? This would cause a time delay in the signal and might put things out of sync. I have not tried to do this yet. At our last meeting Peter and Linda Marquess demonstrated their color Digi-View and showed us some of the things that they have done. Wow! Also, on the more technical note, Skip Dortch, though unable to attend himself, set up a demonstration to show the nature of what a color video signal looks like on an oscilloscope. We discussed the concept of subcarrier synchronization (SYNC) and generation frame lock (GENLOCK). We do have a few questions for Skip at our next meeting. I heard a rumor that "Amiga Live" is still coming out, if you can't wait the May and June issues of BYTE has a dual issue article by Steve Ciarcia on how to build an inexpensive gray-scale video digitizer. Check it out! One problem that has come up recently is that people are having trouble recording from their Amiga to their SONY video recorder. The problem is that the Amiga has a 1.5 volt video signal and SONY recorders only require a 1.0 volt source. If the Amiga video source is reduced to a 1.0 volt source with a potentiometer or a resistor the problem should be solved. Does anyone know if a commercial fix for this is available? I have been told that the Amiga colors are 40 degrees out of phase with standard video signals. If anyone knows anything about this and the potential problems that it may cause, please let us know. For those club members interested in a commercial black and white video camera for \$179.00 with an eight millimeter lens to use with DIGI-VIEW contact Skip Dortch (725-3983). Video SIG meetings are the Monday following the main monthly meeting. Please send any feed back to Mark Cowden, 7092 Canelo Hills Dr., Citrus Heights, CA 95610.

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Electronic Arts Update

By Mike Posehn

I just returned from the annual Electronic Arts Artist Symposium and I'd like to pass along a few tidbits of information about what is going on at EA. The symposium is a three day long gathering of software authors (called software artists by EA) for all product categories and machines.

First of all, EA is financially very healthy and is growing by leaps and bounds. They continue to set records for profit and revenue each quarter, and even though they are a privately held company now, they may do a public stock offering this Fall. If their offering comes out anything like Aldus did, it might be a good stock to look for.

Because of their ever increasing number of products, they have recently reorganized product development into three divisions. The Creativity division will continue to develop products under the Deluxe brand, the Instant brand, and has taken on the Batteries Included brand after the recent acquisition of that company - Look for two new Deluxe products and two other new products on the Amiga very soon.

The Entertainment Division will handle sports and simulation including Earl Weaver Baseball, Ferrari Grand Prix, and a new flight simulator (F-16 with a very fast

Ramblings From Page 2

hopefully without a toll call!! This will become a central information exchange point for SIG's, and provide forum discussions or questions on just about anything. Full access will be provided ONLY to members in good standing with the club. The board will 300/1200/2400 and will be up 24 hrs. a day!

For those who do not know what a BBS is:

A BBS or Bulletin Board System is a computer with a modem and a program that allows the people who call it with their computers and modems to leave private and public messages to the users of the BBS. As well as providing a public domain library where programs, pictures, and utilities can be sent to your machine from the BBS and put on you disk. Watch and listen for the number coming.... "Any Time Real Soon Now!!"

Oh Yeah, we need a good name for the BBS soooooo.... At the next meeting we will have a contest for the best one. The winner will receive his monthly disk for free that night!

Well that ought to about do it... Until next time...
BYE!

frame rate) for the Amiga. And, Interactive Stories is the third division, but I have no idea what new things they're up to.

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 IIs, and only 100K Amigas.

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.

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. The Amiga is the machine of the future, and even if Commodore *bytes* the dust, the Amiga will live on.

You can help make the Amiga a success by becoming an Amiga evangelist. Most people when seeing the Amiga for the first time say "Wow, I never knew a computer could do that!" It's our job to show them, because Commodore isn't doing the job.

General Meeting Minutes

June 1987

By Rick Busch

1. The meeting was called to order at 7:04 p.m. by President Ron Finlayson.

2. President's Report.

Ron announced the latest board changes. Tony Squier will be journeying to the Middle East this summer on an archaeological dig. Due to this and other undertakings, Tony resigned his board position. The multi-talented, ever dedicated Newsletter Editor Jim DeFord was appointed to replace Tony.

The board recommends an amendment to By-Laws Section VII. Board of Directors B. such that:

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 surviving board members, to serve out the unexpired term of the absent member. If the remaining board members constitute less than a quorum, the Club shall hold a special election to fill the vacant positions.

The amendment was adopted by the membership.

This month's disk is centered. The artwork is good. Unfortunately, the supply of utilities was meager this month. Check out the target pointer. Yes, you will get a bang out of it.

Can anyone suggest where we could store the projection system? If you live close by, would you like a house guest?

If you've been thinking all month how you would love to play some role in the club, do it. Ron stressed again the need for an Advertising Coordinator, a Club Historian, a SIG Coordinator, or someone who would like to help the club in another capacity.

3. Secretary's Report.

The minutes printed in the June newsletter were briefly reviewed and approved by the members present.

4. Vice-President's Report.

Gary expressed two needs from club members:

1) the club needs members to bring their Amigas to the meetings for use as a demo machine for the night, and

2) the club needs and solicits member presentations and member requests for presentations.

5. Newsletter Editor's Report.

When you shop at the stores that advertise in our newsletter be sure to mention that you saw their ad. This comment on your part tells the advertiser that the ad is working and also means they will continue to support our newsletter and our club.

Also, if you're a latent Herb Caen or have ever secretly yearned for the glory and acclaim accorded to columnists, NOW is your chance. Come out of the closet and write for this newsletter.

6. Raffle Chairman's Report.

Dave was excused tonight so there's no detailed report of last month's raffle. Tonight's prizes are a printer stand, version 2.0 of Gizmoz donated by Digital Creations last month, two gift certificates, a mouse pad, and a One-on-one poster. Buy lots of tickets so Dave can raffle another piece of hardware.

7. Treasurer's Report.

Newly appointed treasurer Dennis Hayes said he's still working out the kinks in the books. Checks that have been on hand for the last several months have now been deposited. If your check still has not cleared, please let Dennis know. If Dennis doesn't have a completed membership form for you on file, please complete one. This form gives the club information concerning YOUR interests and desires, whether you'd like to be a SIG leader or member, your correct address and phone number, etc.

Buttons, buttons, where is my button? Hold on. With the change of roles Dennis is a VERY busy fellow. So no treasurer's report tonight, at least in terms of money. However, Dennis did report the club has over 154 members with 4 or 5 more joining so far tonight. Kudos for SACC and for Dennis.

8. A Minute with Bob Eller.

Are you interested in Amiga ARTWORK?

The Accurate Art Gallery at 922 - 12th Street is showing artwork drawn on an Amiga. GO SEE IT!

9. SIG Coordinator's Report.

The man of a thousand hats, Dennis Hayes, reported the club has possibly nine (9!) SIGs. How many have you attended?

Dennis also said he'd be willing to take off this hat if YOU would put it on. You'd look good in a new hat!

Business SIG - needs volunteers. Would like to lead this SIG?

Graphics SIG - also needs volunteers. Dave Coons volunteered tonight to lead this SIG.

Games SIG - placed on the inactive list.

Music SIG - active, fairly unstructured, open to your ideas.

Video SIG - meeting next week. The SIG is willing work on answers to YOUR questions.

Grass Valley/Nevada City SIG - meets at 1 p.m. on the 4th Saturday of each month at Home Federal in Grass Valley.

Scribble SIG - needed a meeting place and found it tonight

Telecom SIG - 20 people have signed up so far. Chris has had trouble locating a meeting place.

10. Question and Answer Session.

Q: Where is everyone?

A: It's June. Summer is here. Finals are here. See you here next month!

Q: I had problems with Rockslide on last month's club disk. Did anyone else? (Lots of hands.)

A: Rockslide uses lots of memory. The hanging was caused by the way the program manages memory. Get more memory and all your problems will disappear.

COMMENT: I have some follow up from my question last month regarding LQ800 drivers. Winner's Circle is sending a driver. I'll let you know next month how it works.

Q: How much did we make on last month's raffle of the external 3.5" drive?

A: We took in nearly \$300.00, however, we don't have the final figures yet to report.

Q: I am new to the Amiga and also to Aztec C. Can you give me some help?

A: Check with the C SIG leader. (Please, see the listing under SIGs elsewhere in the newsletter.)

Q: Who do I call to complain about Bard's Tale?

A: Call the 800 number and ask for tech support. (Any 800 number can be found by calling 800-555-1212.)

RON: I'm curious about memory. How many people here have 512K?

A: Most hands.

Q: How many have installed kickstart in ROM?

A: Two.

Q: How many have one megabyte of memory?

A: Four.

Q: How many have 1.5 megs?

A: Three.

Q: How many have 2.5 Mb?

A: Twelve!

Q: Could the club obtain a group rate on hardware or software?

A: If you are interested in starting such an activity, please come to the next board meeting to discuss this further.

Q: Why aren't we incorporated?

A: The board has discussed this in the past and will discuss it again at the next board meeting.

Q: When will WordPerfect be out?

A: According to WordPerfect, three weeks.

Q: Are the Deluxe Print enhancements worthwhile?

A: Probably not. The fonts are hard coded and it won't read different fonts.

Q: Any news from MicroProse on the Silent Service problems?

A: Nope. **Marauder II** removes the sequence that causes the crash.

Q: Does anyone have a Sidecar?

A: Should be selling at the end of June for \$850 retail. Also, the Amiga 2000 (sug. ret. \$1995) may be bundled with the bridge card and the Amiga 500 suggested retail is now \$699. Rumors still abound about the trade-in. Your Amiga 1000 plus a mere \$1000 may get you an Amiga 2000. If you are considering an Amiga 500 keep in mind that the \$1000 you spend for the 500 and monitor may make the Amiga 1000 a better buy. The Amiga 1000 is probably a better machine.

(If all this does come true, remember you read it here first!)

Q: Are the Amiga 1000s still being produced?

A: Everything depends upon what the consumer wants. If more 1000s are wanted, more will be made; if the demand for 1000s ceases, no more will be made.

Q: Does anyone here have a direct connection with Commodore?

A: (Chuckles)

Q: I'm interested in CAD. Is Aegis okay? Also,

why isn't Commodore hitting the CAD market?

A: The Amiga was designed as the ultimate game machine. IBM has a foothold in the CAD market.

[*We all know that the Amiga is MUCH more than a "Game Machine". That was the original design and not the final outcome. Editor*]

Q: Any news on the cancellation of the AmigaWorld shows?

A: Commodore backed out due to another change in the corporate structure.

AmiExpo is planned for LA in January.

Q: Will the Amiga 2000 support Amiga 1000 software?

A: It is supposed to. Some club members have been running disks on a 1000 that were copied on a 500 with no problems. If you are considering moving to a 2000 so you can be IBM compatible consider this: the PC10 is \$50 less than Sidecar and the PC10 includes a monitor. People on the bulletin boards who have Sidecar say disk access is a snoozer.

Q: Is it true that an upgrade has been released for Genlock?

A: **Genlock** is out again with a new design.

Q: Which C is the best C compiler?

A: It depends on you. What's best is what works for you.

11. The Raffle.

Rick Busch filled in for Dave this month. I mention his name in the hope that he won't draw again. If Rick drew your name once, the odds were he would do it again! Ron Finlayson, Dennis Hayes, and David Bandimere all were selected twice; however, only two prizes were accepted. Kudos for their grace. The other winners were Warren Savage and Cameron Miner.

A mousepad and a One-on-one poster were recycled for next month's raffle.

12. Tonight's Demo.

Video Vegas and **Uninvited** were demo'd by **Jim Badders**. Keep in mind Video Vegas is far cheaper at \$19.95 than any trip to Vegas or Reno would ever be! Video Vegas consists of four games: poker, slots, keno, and blackjack. **Uninvited** is a text, graphics, and sound game. Another fun game.

Bill Barton of the Music SIG demo'd software he'd written for the Yamaha RX11. Bill also explained how the Amiga is an integral member of his band.

Ron Finlayson demo'd **Alienfires** by Jagware. Ron thought the animation and graphics were well done. The Amiga voice is hard to understand at times, however. Ron felt text should be included along with voice. This game is the first in a series and retails for about \$31.00.

The meeting ended at 9:40 pm.

RAFFLE! RAFFLE! RAFFLE!

By Dave Abood

For the month of June we gave away a Gizmoz, Productivity Set Software to our President Ron Finlayson, this prize was donated by the good folks at Digital Creations, thanks a bunch. We also gave a nice printer stand bought at Computer Time at 10% off and two gift certificates donated by Software Plus, thanks Software Plus. I want to let you know that any purchase you make at Software Plus results in 10% being donated back to the club in form of the gift certificates that I use for the RAFFLE, just thought you might like to know. The last prizes mentioned went to Warren Savage, Cameron Minor, and David Bandimere. The turnout was good and everyone had a good time, which by the way is what we are supposed to do! But then how would I know, I wasn't there I was home nursing the FLU, not fun. Unfortunately I'm going to be out of town for the next two meetings, Rick Busch has agreed to fill in for me, thanks Rick. I'll give away another "MEGA PRIZE" in August or September, It's looking very good for a Genlock. For the July meeting we have some Deluxe prizes you will want, we have another Deluxe Printer Stand, and guess what? "Deluxe Video II" donated by Mike Posehn of Electronic Arts, a Super Donation, thanks a lot Mike! We also have the other Gizmoz Productivity Set, a Mouse Wash, and a Mouse Pad. The Gizmoz Software is the upgraded version, so if you already have Gizmoz you probably don't have this version.

I mentioned this in my last article, and I want to mention it again, if you like real time Adventure Games like the Ultima Series you will Love Faery Tale, by Micro Illusions. I bought it recently and it's great. A friend of mine has it, and he played it for ten hours the other night, until 4:00 A.M. and this guy has never been hooked on any Role Playing Game, that alone says there is something special about this game. ITS A GIANT LEAP FORWARD IN ROLE PLAYING GAMES! You are a character who walks around with a purpose, your arms and legs move, you run, walk and see and do neat things. Mountains look like mountains, snow looks like snow, you have rivers, oceans, caves, deserts, swamps, and all kinds of interesting challenges! Don't accept this if someone tries to give it to you, GO AND BUY IT!!!!!! OBVIOUSLY I HIGHLY RECOMMEND IT.

One other thing, please take it easy on the board of directors, and those who have been appointed to positions, like myself. I need everyone to

participate in the RAFFLE, so when they or I win a prize ...BOO LIGHTLY...

seriously, we don't get paid for this and deserve to be in on the Goodies too! So in the future I don't expect them to give back any prizes they have won fair and square. What's good for one is good for all, thanks. Hope you all have a good time at the July meeting, be seeing you.

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How To Get A Free GENie Account

GENie, The General Electric Network for Information Exchange now has a special deal for all Commodore Amiga users. For a limited time you can join GENie ***WITHOUT*** having to pay the regular \$18 sign-up fee. Once you are signed up, GENie costs \$5/hour for 300 ***AND*** 1200 bps access.

HOW DO YOU SIGN UP?

Set your terminal software to half duplex, and dial 1-800-638-8369.

When you get a carrier, type 'HHH' without hitting <RETURN>. When you see "U#=" enter: XJM11890,GENIE. Or, you can call GENie Customer Assistance (1-800-638-9636 Ext. 21) for additional information.

Okay, now that you know ***HOW*** to connect to GENie, just what is it? GENie is a national computer network that offers you a variety of choices in entertainment, information and software exchange, communications, shopping -- all from your computer. You can chat with people around the country in the LiveWire CB, keep up on the latest computer news with GENie's numerous online magazines, download a huge assortment of software for your computer from the ***StarShip*** Amiga Round Table, and stay in touch with other Amiga users in our Bulletin Board message base.

GENie also has online multi-player games, shopping services, non-computer related Round Tables (Science Fiction, Space, etc...), electronic want ads, electronic mail, airline reservations, investment/stock information and many other features available to its subscribers.

And on top of all this, GENie is ***FAST***. Have you ever left the room to get some coffee while downloading a file from another network? Well... GENie is ***THE*** leader in speed... So, you are paying less than with most nets, **AND** getting much more data for the price!

If, by some chance, you have a program that is not already in the Software Library and you'd like to upload it, never fear! You will not be charged a penny while uploading. That's right! GENie turns off all billing during uploads.

So... pull the cork out of the bottle and meet the GENie today!

How To Build Your Own Surge Protector

Surge protectors are not really that mysterious and are easily constructed at home. There are many ways to protect a line from power surges, but the style that I'll deal with here is the quickest acting form available (also the least expensive). This form won't protect your system however from direct lightning strikes, but can be used in conjunction with the heavier (slower) type that is capable of handling that type of load (eg. a direct lightning strike to your house line).

Metal-Oxide Varistors (MOV for short) can absorb the excess (or high surge) voltages above the starting point designed for the particular MOV (130v for most of our applications) up to about 50,000 volts (again depending upon design. this information is available from the mfg's spec. sheets). A MOV is a variable resistor that does nothing until line voltage (where it's attached) exceeds it's specified threshold. At this time, the MOV then absorbs any voltage greater than the starting point for that particular MOV. (the voltage differences are detected between the two lines on your system) Enough of this quasi-technical stuff. I'll just get into how to build your own surge protectors.

There are several designs for using MOVs. The one that works best will be described here. This design allows for total benefit of the MOVs. For each surge protector you wish to construct, you'll need three (3) MOVs. You'll also need some type of multiple outlet device that has enough room inside of it to allow installation of these three MOVs. And you'll also need to be able to solder these electronic devices (it's really not that difficult). Each MOV has two (2) leads extending from it and are soldered to two of the three AC powerlines inside your multiple outlet.

Install your MOV's as follows: Solder one MOV between the Hot (Black) line and the Neutral (White) line. Solder the next MOV between the Hot line and the Green (Ground) line. Solder the last MOV between the Neutral line and the Ground line. You don't really need a multiple outlet to do this, you can install your MOV's inside the outlet box in your home and then plug your multiple outlet to it.

I should explain the reason for using three (3) MOVs. A MOV detects voltage changes between the two lines (hot & neutral). So, if you only use one MOV, and both lines get zapped with the same surge of equal voltage, there is no difference detected between the lines (therefore, IT DON'T

[See 'Surge' Next Page]

From The Librarian's Disk

By Dave Wingfield

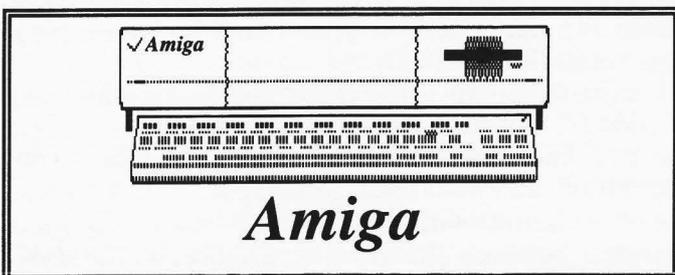
Our outing at Candy computer was fun. I got to do a little for some members that I usually don't see at the outings. Linda at *Candy Computer* was very helpful and things were not so busy that I couldn't show off our machine. I even got to talk to several people that were not aware that we existed. I'd say it was a very successful outing for the club. See you at the next one. I'll be at Software Plus.

Jim DeFord tells me he has plenty of articles from the membership and I'm glad for the response. Jim does a lot for the club and he needs all the help he can get. Now how about a volunteer to handle the advertising for the newsletter. I'll be happy to take the job if someone else will take over the library.

Jim asked me to keep it short so he could get the members articles in the newsletter. So I'll end now except for this list of printer drivers on a disk I just brought back from Florida. If you're looking for a driver, see if we have it. If your driver is on the list more than once it means we have more than one driver to try.

Alphacom_pro101, Brother_hr-15xl,
BW Cannon PJ-1080A, C.ITOH 24LQS SC,
C.Itoh 8510 ProWriter, C.ITOH 8510 SC,
C.ITOH 8510 SCP, Cannon PJ-1080A,
Canon PJ-1080A, Canon PJ1080A,
Cbm_mps1000, CItch Prowriter, DEC LA50,
Diablo_630, Diablo_adv_d25, Diablo_c-150,
Epson, Epson FX80, Epson_jx-80,
Epson_JX-80.new, Epson_LQ-800,
Epson_LQ800, Fixed Epson-Driver,
Gemini_Star10, Generic, HP_LaserJet,
Hp_laserjet_plus, ImagewriterII, NEC_8025A,
Okidata-92, Okidata MicroLine-92,
Okidata ml92, Okimate 20, Panasonic_KX-
P10xx, Qume_ltrpro_20, RealStarDriver,
SmithCorona_D300, Star_Gemini-10x-15x.

Well, until next month bye bye.



Software Upgrades

Electronic Arts is offering both official and "quiet" upgrades. If you own Deluxe Video, you can upgrade to Deluxe Video 1.2 for \$30.00 plus \$7.00 shipping, and the front cover from the manual. \$20 more will get you the unprotected version. Deluxe Music Construction Set can be upgraded for \$7.50 plus the last page ("About EA") from the manual. This upgrade reportedly addresses the MIDI-interface problems of the original, and allows DMCS to recognize specific printers and adjust its output accordingly. Also included is additional documentation, including instructions for porting DMCS music to Deluxe Video. Deluxe Paint II is unofficially being upgraded. Contact EA for details.

Activision has finally released an upgrade for Music Studio. This new release works under 1.2 and has provisions for IFF files. The cost? \$10.00. Looks like the rest of the world is finally catching up to 1.2.

Perry Kivolowitz, of ASDG Incorporated, reports that he has doubled the speed of the Recoverable Ram Disk, while dramatically reducing its size. No word on the upgrade price.

SURGE (Con't)

WORK!!!). So, if you use three (3) MOVs the difference will be detected.

After soldering, check your work for shorts, reassemble the multiple outlet, and check AGAIN for shorts. Before leaving you may be wondering, "How much each MOV will set you back?". These devices are very inexpensive, generally anywhere from \$ 1.50 to \$ 5.00 ea. I would also like to say that due to my inability to control your parts purchase AND your ability to solder components, I assume NO LIABILITY for the information contained in this article. I do personally use the construction as described, but none-the-less!

NOTE I personally built one of these surge protectors myself about two years ago and they DO work. I bought the MOV's from HSC Electronics for \$1.50 ea. Very inexpensive compared to some 'already-built' surge protectors that can run up to \$75!!!! [Editor]

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