



General Meeting Info

The next General Membership meeting will be held on **Wednesday October 14th**, at the main SMUD building, located at 65th and Hiway 50, from 7:00p.m. to 9:45p.m.

Bob Eller will demonstrate *Micro Fiche Filer*, *AIRT*, *AmNews Disk Magazine*, and *Leisure Suit Larry In The Land Of The Lounge Lizards*.

Gary has been trying to get other speakers to commit to a date for SACC, but with no luck so far. There *might* be some other speakers at the meeting but at press time the details were unknown.

The main prize for the October raffle will be an *Avatex* 2400 baud modem!!!!

Come one; Come all and have a great time!!

NEWSFLASH! WordPerfect Corp. will demo WordPerfect at the General Meeting.



SACC Keeps Growing!

The Sacramento Amiga Computer Club, Northern California's largest Amiga users group (YES! You heard that right), is growing daily. The latest count, at press time, was just over 220 members!

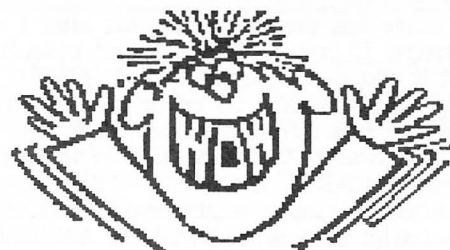
When I joined SACC last year in November, I was the 99th member. So, that means that the SACC membership has more than doubled in the past 11 months. We now have a total of 9 (count them; NINE!) SIG's. We will also be outgrowing the SMUD building and be moving to a new meeting place very soon.

You now have a 20 page newsletter (with a name!), thanks only to all the members who spent time to write articles for *AMIGAZette*. We are getting requests from all over the Western United States from retailers to place ads in our newsletter.

We have had requests from other, smaller clubs in Northern California for various means of support, i.e., speakers from SACC for demos and general information.

I don't know about you, but I see our club breaking the 300 member mark by early spring 1988. And that may come even sooner if Commodore's advertising schemes prove successful.

SACC has made it's mark in the Amiga world!



What's Inside

The next outing for the Sacramento Amiga Computer Club's library of Public Domain Software will be at *Candy Computer*.

Candy Computer is located at:

9744 Elk Grove-Florin Road
Elk Grove, CA.

This is a great opportunity for you South Area members to copy the extensive P.D. library that Dave Wingfield has put together.

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The President's Ramblings

By Ron Finlayson

Let's see here; (ruffling through little scraps of paper and general clutter) what am I going to write about this month?

Well lets start with good news and then move on to the BETTER news.

First, I would like to say a big THANK YOU! to David Bandimere who has been kind enough to store our projection system at his house when it is not in use by S.A.C.C. But that's not all! (and gosh golly don't ya think it oughta be!) For those present at the last meeting you may have noticed the beautiful wrought iron projection and screen stands that he recently built and donated. They work GREAT! So if you see Dave around at the meeting please give him a pat on the back and a much deserved THANK YOU!



It seems to be official now! S.A.C.C. will be moving to the downtown County Board of Supervisors chambers in January 1988. We will be sure and post directions etc., in upcoming issues of the *Amigazette*. Our meeting night will be changing, but I do not want to confuse anyone since it will not happen until January.

Linda Marquess has been very busy making buttons for everyone so if you are a new member and have not recieved your button yet, please see her at the next general membership meeting.

BBS

The BBS usage has dropped somewhat after I made the software change. If you used to call and haven't because you thought it was down permanantly it is NOT! It is up and running in all of it's 16 color splendor for those using color terminals. Terminals that work well with the BBS color usage are: ACCESS! (2.4 is the latest, it is available on the BBS), Comm1.34 (Supports only 4 colors but works fine, also available on the BBS), Online 2.0, (I forget who sells this), Diga! (in ANSI emulation, 4 colors only), and probably a few more that I forgot. Since ACCESS! is Public Domain and supports the color I would recommend it as it is the terminal program of choice for calling AmigaLink!

DON'T THROW THAT COUPON AWAY!!!!

For those of you who recieved one of the Amiga 500 coupons in the mail for the software packages available if you bought an Amiga 500 before the end of October, please do not throw them away and if you do not plan to use them PLEASE give them to Dennis Hayes. We have people who want to buy Amiga's and join the club to get the software packages. The catch being that if they didn't belong before they didn't get a coupon. At any rate, SACC would benefit, as would the local stores if we could provide these people with these coupons. So PLEASE if you ain't gonna use it, donate it!

Well I guess I have rambled on here for long enough. Wow, this really does look like Rambling doesn't it? Guess, it was great foresight for me to name this column as I did. Until next time.....

Take care, and AMIGARIZE someone today!

From The Editor

By Jim DeFord

Our Newsletter has a new face! And a new name! Welcome to *AMIGAZette*. The official publication of the Sacramento Amiga Computer Club.

There are some new monthly articles such as, **TrashCan!**, where almost anything can happen, and a lot more graphics inside. I hope you enjoy the October issue as much as I have putting it all together.

These past 10 months, since I volunteered for the Editor position, have been fun. There have been good times and bad. The newsletter has doubled in size, except of course for the August V2.0 (September) edition, which was a total disaster! But, with all the good, comes the bad also.

The December 1987 edition of *AMIGAZette* will be my last. So, what we need is a volunteer. I would like to have someone volunteer by the next General Membership Meeting. There is no experience necessary. All you need is an Amiga and a lot of enthusiasm. A modem is helpful as a lot of the articles are uploaded to the BBS. Extra memory is also a big plus. And it is also helpful to be fairly close to the Rancho Cordova area, since that is where the newsletter originals are produced.

Whoever takes this position will learn *PageSetter* like the back of your hand. It will become your best friend.

I will continue to be involved in the newsletter; writing articles and generally helping out. An Assistant Editor per se.

So, if you would like to volunteer to be the Newsletter Editor and would like more information, feel free and call me. If you like a multitude of pats on the back, you will LOVE this position in your club.

My goal, for the December edition of *AMIGAZette* is for 24 pages. Our club has almost tripled in size in the past year and it seems to go without saying that so should our newsletter also triple in size.

But, you must all remember, that the Editor cannot do your newsletter alone. Your newsletter is a combined, group effort. All articles MUST come from the general membership. You, as a member of SACC, make your newsletter what it is. The Editor formats it. This is not to belittle the Editor's job; it is not a small job. There is a lot of responsibilities involved. This is what the 'outside world' sees of our club. There are a lot of non-members who read your newsletter and agree and disagree with it. We have ruffled some very important feathers with our newsletter. Several articles have appeared on *PeopleLink*, where anyone with a modem can read them and respond as Paul Higginbottom from Commodore did with the help of many people in between. Many of the articles have also appeared in other club's newsletters. There are a lot of people who seem very interested in what happens in SACC.

SACC is a great club and I am proud to be a member and your newsletter Editor. Thanks to all who have provided so much for the past 10 months.

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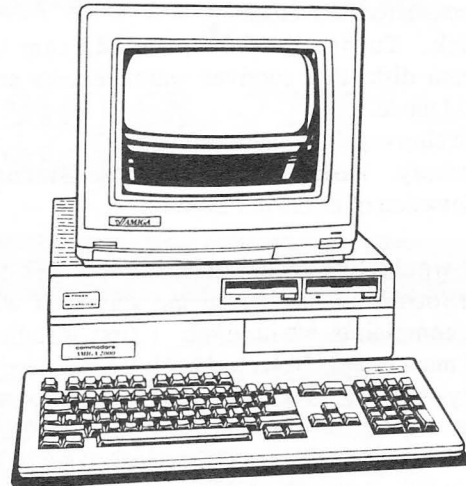
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A500 40 Meg Hard Drive	1399.00	1100.00

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Fire Power	24.95	19.95
Digi-View	199.95	159.95



\$1000 + A1000 = A2000?

By Jim DeFord

Yes folks, it is REAL!!! There are still some rumors flying around about all this 1000 to 2000 upgrade. From what I understand, Commodore-Amiga is supporting the upgrade. How it is actually handled is up to the dealer involved.

Basically what will happen is that you 'trade-in' your A1000, give the dealer \$1000 and get an A2000. Really doesn't sound like such a hot deal when you consider you can buy an A2000 for about \$1400 to \$1700. But, I have talked with some of the local Amiga dealers in town and what they will do is take the A1000 on trade, along with the \$1000, and sell you BACK your A1000 for a few hundred dollars.

Like I said, it is up to the dealer how all this handled, so if you try to work out a deal locally and cannot do it, don't come back to me. This is NOT guaranteed. Consult your local dealer for details.

Also there are rumors flying around about a user group in New Jersey, who has made arrangements with one of their local stores so all you have to do is to give them the serial number off of your A1000 and then you can buy an

A2000 for \$1050. Sounds too good to be true doesn't it?

One thing I would like to say at this point is that I personally feel that we owe it to our local dealers to purchase software and hardware at their places of business. Put's Electronics, Computertime, Software Plus and Candy Computer have all shown their support for our club in advertisements for our newsletter, and donations for our monthly raffle. I frequent all four stores and have made purchases in each one. It's kind of like an investment in local support for our fabulous Amiga. If we go out and mail order everything, then there will be no local support. Granted, I am like everyone else in that if I can find what I want substantially cheaper I will mail order it but, and that is a big BUT; what happens if you have problems with what you purchased? You will have to spend money and time on the phone trying to resolve your problem.

Also, it is the policy of all Commodore-Amiga dealers, that if you purchase an Amiga from say, New Jersey, and you need some warranty work done on it, then you HAVE to send the machine BACK to New Jersey to get it repaired! That would not be nice at all. All that money you 'saved' would be lost in UPS fees.

All in all, I feel that the best deal is a local one. Even though you might spend another \$100 to \$200 more on an A2000, at least you can speak face-to-face with the person who sold it to you.

MicroBotics MultiFuntion Module

A Hardware Review

By Jim DeFord

The **MicroBotics MultiFunction Module** is a four-featured daughter board designed to be installed onto the **StarBoard2** memory expansion main circuit board. The features are:

- A. Battery-backed, realtime clock.
- B. StickyDisk. Turns all of **StarBoard2** ram into a recoverable ram disk, that survives warm reboots and the dreaded GURU mode.
- C. 68881 math chip capability with software.
- D. StickyMemory. Parity checking for the **Starboard2** memory for detection of errors in FastRam.

First off, I would like to say that I am very satisfied with my **StarBoard2**. It has served me very well with no problems or complaints whatsoever. I first installed my board about 7 months ago. Not a bad track record!!

The battery-backed clock is great!! I never really worried about setting the date on my Amiga anyway, but now I know that the date is set. The clock does require a small (8164 bytes) piece of software, that if put into your startup sequence, will automatically set your system time. The nice thing about it is that it uses a standard AAA battery. Some clocks use those hard to find and very expensive watch batteries.

The StickyDisk, so far, has worked very well. It has survived every warm reboot and GURU to this date. I have used the ASDG RamDisk (VD0) for quite some time with no complaints, but StickyDisk initializes and formats just like a floppy disk. What that means is that you can put your software, such as PageSetter, as I am using at this moment, into the StickyDisk (SD0) and it will run just fine. You can also place copy protected software such as SDI into the StickyDisk.

The software for the StickyDisk (SDSet) is also small (10020 bytes) and does not require any special MountList files. It sets up a lot faster than a software RRD (Recoverable Ram Disk) and should, by all rights, be more stable. SDSet can also be used to hide your FastRam for games such as SDI, Winter Games, etc. that do not support extra memory due to programming errors, and some older software when extra memory was a dream!!

I have not tested StickyMemory (the StickyMemory, parity checking, requires 8 more 256K DRAMS to be installed on the **StarBoard2**, which I have installed) or the 68881 math co-processor (which I didn't install) capabilities as of yet, but it is nice to know that they are available. Rumor has it that there is a person in the Sacramento area that is writing a patch for the 68881 capabilities for the MultiFuntion Module that will make

all software that accesses those intensive math routines (like Animator 3-D) use the 68881 instead of the 68000 and speeds them up forty-fold. At this time, the 68881 is an expensive chip and the software you use must know how to access it, but when the patch routine becomes available, it might become more attractive to install it.

Installing the MultiFunction module is very easy, unless you install the parity chips. If you do not install the parity chips, all you have to do is to remove your **StarBoard** from the Amiga and open the case. The instructions are very well written and easy to understand, and they say that you should remove your **StarBoard2** from the case; I did not, but I do not recommend it.

Now that you have removed your **StarBoard2** from the case, you need to check the 'U19' chip on your **StarBoard**. Some will have to replace it, some won't. I did. (The U19 'update' chip comes with every MultiFunction Module). Once that is done then you install your MultiFuntion Module to the main board (VERY CAREFULLY) and then reinstall the cover and attach it to your Amiga and you are ready to fly!

The disk that comes with the MultiFunction Module is 1000% better than what we got with the main **StarBoard**. There are a lot of neat little things to look at. A very well put together disk.

So, you put in the disk and answer yes when you are asked if you would like to set up a StickyDisk. The software will reboot your Amiga and then set up SD0. The scary thing about it is that when I first set up an SD0, the WorkBench screen showed a 512K system online!!!! (Thought I blew up my **StarBoard**). But, what the software does is attach ALL your FastRam to SD0, making the Amiga think it only has 512K unless you access SD0. It works out very well for me and the other people I know who have bought it.

The module retails for \$99.00 and is worth every penny! I will let you all know when I get my 68881!!!!!! (Hey.....Santa!!!!!!?)



DEADLINES!!! DEADLINES!!!

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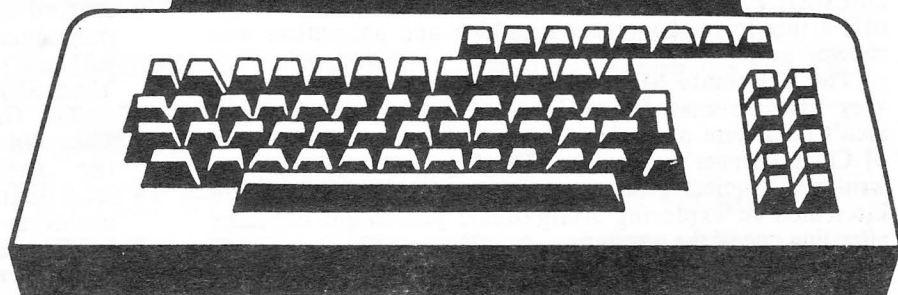
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500XJ Joystick (Epyx, Inc.)			
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<u>Package B</u>			\$1,200.00 \$199.00
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PageSetter Deluxe (Gold Disk, Inc.)			
Superbase (Progressive Peripherals & Software)			
Diga! (Aegis Development, Inc.)			
MaxiPlan 500 (Oxxi, Inc.)			
Deluxe Video (Electronic Arts)			
CLIMate (Progressive Peripherals & Software)			
Savings: \$1,000.00			

**SACC Library Outing At
Candy Computer
Saturday, Oct. 24th
10AM to 5PM**

OCTOBER SIGNEWS DATES & DETAILS

by Pete Marquess

I would like start out this month by introducing my new assistant. David Coombs has agreed to help me with the responsibilities associated with running the SIGs smoothly. For all of you who live in Auburn, Grass Valley, or that general area you can now call David with your questions concerning any of the SIGs. For those of you who own modems, meeting dates and other SIG related information will be posted on AMIGA-LINK (the club board).

The Graphics SIG had a great turnout this month. Many packages were demonstrated, among them were *FORMS IN FLIGHT*, *SCLUPT 3D*, *DIGIPAIN*, *DELUXE PAINT*, and *CALLIGRAPHER*. To top things off, a movie on computer graphics and animation was shown.

The Telecomm SIG had its first meeting. There was a very light turnout. If you have purchased a modem and aren't quite sure about how to use it be sure to attend one of Chris Brenner's meetings. The Sig is also planning on writing a terminal program as a group project. If you are interested in exploring AmigaBasic you might consider attending one of the meetings.

The SCRIBBLE! SIG has changed its name. It will now be referred to as the Applications SIG. We have covered just about as much as we could on the subject of SCRIBBLE!. In the months to come we plan on covering many different word processors, databases, and other assorted business type packages. At the next

meeting Bob Eller has agreed to demonstrate *WORD PERFECT*. Hope to see you there.

The Video SIG had a very light turnout last month. David Coombs opened up his Amiga and performed a video fix. Having two Amigas at the meeting we were able to compare the composite signals. We concluded there wasn't much difference. While Mark Cowden is absent David Coombs and I have agreed to assume his duties as the SIG leader. I hope to see Mark back real soon.

The C SIG had a great turnout last meeting. Walker Ayres and Bill Barton were very helpful as the group started its exploration into the alien world of the C programming language. Next month we will be showing part one of a seven part video series on the C language. The C SIG is also looking for a new Sig leader.

The Grass Valley SIG had a great September meeting. They did many different things at the meeting. Among the activities, they played with *DIGIVIEW*, Demonstrated *PAGEFLIPPER*, and showed off the members' work.

The Music SIG, the Business SIG, and the Hardware SIG have no meetings scheduled for the month of October. If you have any questions about any of these SIGs please feel free to contact the leaders concerning your interests.

C SIG	???????	991-0415
2412 Santina Way, Elverta	Saturday the 17th	7:00pm
Telecomm SIG	Chris Brenner	456-8766
Old Marshall School	28th & G St. Sac. Thursday the 29th	7:00pm
Application SIG	Tim Marks	965-4700
Put's Electronics	641 Mst. Rio Linda Wednesday the 21st	7:00pm
Graphics SIG	David Coombs	823-2903
Orangevale-Fair Oaks Library	Monday the 26th	7:00pm
Grass Valley SIG	David Bandimere	292-3769
Home Federal Savings	Grass Valley Saturday the 24th	1:00pm
Video SIG	Mark Cowden	991-0415
SMUD's Foothill Service Center		7:00pm
	Elkhorn & Don Julio No. Highlands	

No meetings have been scheduled for these SIGs during the coming month

Business SIG	Geoffrey Holcomb	783-8094
Hardware SIG	Gerry Frincke	383-1494
Music SIG	Ken Kligerman	652-0901

FALL SPECIALS

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Grass Valley SIGnews

What's New In The Foothills

By David Bandimere

If you forgot about the Grass Valley SIG meeting on Sat. 26, at 1:00 p.m., then you missed alot. For those of you that missed it, here is a brief summary of what went on:

First there was a demonstration of a game called Karate Kid II, which is a karate game as the name states. Gameplay is very good; graphics are good. Then we had a demonstration of a public domain program entitled ROT which a good 3D object animator and is so good that Aegis includes it on their 3D Animator program. We spent a lot of time copying some excellent Public Domain software and then we had a good demonstration of Forms in Flight, Videoscape 3D, Sculpt 3D and Page Flipper. All are good 3D animators.

Members showed up to pick up their blank disk orders from Best Computer Supplies. Over 1100 Double sided Sony's were ordered and received in just two days; some people wanted even more! In fact we had a total of 20 members show up. If you would like to order large quantities of DSDD Sony disks, then get a hold of David

Bandimere at 292-3769. Next meeting will be the fourth Saturday in October. Hope to see ya there!

I would like to thank all the people in Grass Valley, Placerville, Auburn, Volcano and all the other people that are members of SACC that live in the foothills. They show up at all the General Membership meetings and even have a SIG of their own going on! That is club dedication.

Several members of the Grass Valley SIG write articles for the newsletter and get involved in many other ways.

I, personally, would find it hard to come all the way down to Sacramento every second Wednesday of the month for a computer club meeting.

As a board member of SACC and the AMIGAZette Editor, I would like to say "THANKS" to all the 'foothill' members of SACC, and also to other members that live outside the Sacramento Area on behalf of the officers, other board members, chairpersons and ALL the members of SACC.

You ARE appreciated and have full support from your club. You will not be forgotten!!!

-Jim DeFord Editor-

TrashCan!

By AmigaMan



Welcome to the *TrashCan*. A place where rumors and facts abound. A place where you can find out the latest about your amazing Amiga and what the future holds for it. A place where YOU decide which is fact and which is fiction. A place to have fun. ENJOY!

Get Back Jack

Jack Tramiel (you remember him don't you???) and his Atari Empire just recently purchased *Federated Superstores, Inc.* for \$67 million.

You would think that this meant that Jack would be selling Amigas!!!! But NOOOOOOOOOOO! It is a well known fact that Federated sells more Amigas than anyone else. But, the latest report I have from reliable sources, says that Federated will be escorting ALL Commodore products out the door! I know, I know....It doesn't make sense to me either.

Atari sued Commodore over their purchase of the Amiga technology. That lawsuit was settled out of court, which the details of the settlement are secret, and it looks like Jack is still mad about it!!!

Oh, Jack! You disappoint me. I thought you were smarter than that! Don't be a poor sport; C'mon, sell some Amigas.

DIGA! Update

For those of you who use DIGA! and are frustrated due some programming bugs and some options you felt should have included with this terminal package claiming to 'set the standard'; never fear! Aegis is currently working on a FREE update for DIGA!.

They are removing the bugs that some people have problems with (system lockup and GURUS happen frequently with some users) and they are adding WXmodem and Zmodem. Some features such as Scripts will be made A LOT easier to use.....So they say.

The DIGA! 1.1 update is about 10 weeks away from release. (Anytime REAL soon now!!!)

KickStart 1.3

Yes folks, AmigaDOS 1.3 is going to be a reality. (OH! Why did I put KickStart in ROM!!!!) I don't have any REAL juicy details at this point except that it is about (?) a year away from completion.

MicroBotics And The A2000

You have an A1000. You also have a StarBoard2. You want an A2000. You love your FastRam. MicroBotics is now advertising the StarBoard2-2000 Adaptor!!!! This will allow you to remove your StarBoard2 from the case and plug it into the adaptor and then (!) insert it into one of the A2000 expansion slots!! (I love hardware hackers!)

But.....will this adaptor support the capabilities of the MultiFunction Module? Including the 68881?

A2000's For Uncle Sam

A recent ad in *Government Computer News* for the A2000 (full page no less!) has a little line in there that was very interesting. It reads:

This product approved for GSA purchase.

Even Uncle Sam wants an Amiga!

Commodore To 'Visibly' Advertise The Amiga

It is confirmed that Commodore is working on a T.V. and major magazine advertising blitz for Christmas. Their television commercials are supposed to make repeated appearances on Monday Night Football, in addition to other prime time spots, to begin in October.

Good News - Bad News

The good news is that the A500 is selling very well. The bad news is that it is selling SO well that most dealers are out of the special software packages.

Commodore came to the conclusion that most people would want the lower cost 'games' package. WRONG! It seems that a very large percentage of A500 purchasers are requesting the more expensive 'productivity' package. It is also reported that the WordPerfect software that Commodore is offering is a Beta copy!!! Fortunately, the people at WordPerfect will update it at no cost.

No matter what Commodore does they seem to come out on the dirty end of the stick!! But, they have always pulled themselves up, dusted off their pants (and dresses), and tried again. Seems they would learn by 20-20 hindsight.

Another little tidbit of news from Commodore is that in the last quarter they managed to 'squeek' a profit. They ended fiscal year 1987 with a \$28.6 million profit compared to a \$127.9 million loss for fiscal year 1986. Things ARE improving for Commodore!

MegaChipRam

It has been confirmed that the engineers at Commodore have created a new version of the Fat Agnes chip that will allow 1MEG of chip ram for the A500 and A2000. For you A500 and A2000 owners, there is no word YET from Commodore on how they plan to update this chip.

There are (rumors) that Commodore is developing higher resolution and expanded colors chips and we also have heard that that irritating interlace mode will become a thing of the past; for the A500 and A2000 anyway.

How To Cheat At Barbarian

If you are totally dismayed at playing Barbarian here is a neat way to really go through it without dying.

First, load the game, after the game actually starts up (you have to get past all the intro screens, etc.) and after you have "pressed any key to begin", type the following:

04-08-59

Now you will have unlimited lives. If you happen to fall off a cliff, you will die but you won't lose any lives. When one of the 'bad guys' comes up to where you normally fight them, don't worry, just walk right on past them. It's like you are invisible to them.

This actually makes the game kind of boring, but you can search around and see where all the traps, etc. are at.

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

Raffle! Raffle! Raffle!

By Dave Abood

Hi everyone, in September we gave away some BLOCK-BUSTING prizes, a COMMODORE GENLOCK for video editing, to Woodie Bear, Amiga Artist (a book) to Richard Gee, a Mouse Cover Donated by Jeffery Holcomb to ?, I missed this one, sorry, Copy sheet holder to Rich Bazan, a box of disks to Brian Ogihara, a Sierra On-Line game, "Land of the Lounge Lizards" to George Vijil, which was donated by Put's Electronics which is located at 641 M Street in Rio Linda, Vic Wagner and Clark Williams did a demo of their Debugger program and gave one away to Rod Ely who was able to answer a series of questions about the Amiga that no one else could. The prizes were purchased at Computertime, D&G Computers, and Software Plus. By the way, if you purchase an item at Software Plus, be sure and tell them that you are a member of SACC; we get 10% back in the form of Gift Certificates that can be given away at the Raffle.

For August, Bob Hathaway won the Monitor Stand, Rod Ely won the Mouse Wash, and Bob Wright won a Disk Easel, all the above items were purchased from Computertime. We also gave away two Gift Certificates, one to Mike Weaver and another to Bob Wright, the Gift Certificates were DONATED by Software Plus.

October is going to be another big month, I made a trip to WINNERS CIRCLE which is in Berkeley and purchased a 2400 BAUD MODEM at a significant discount for the Raffle (about 20% off the list price of \$295.00). WINNERS CIRCLE carries more Amiga Hardware than I've seen in any other store, and they have a large selection of Software, some that I hadn't seen before. It takes about 2 Hours to get there but it was worth the drive. If you have some spare time you might want to go have a look...

Back to October Raffle. We also have another Copy Holder Easel and Key Board Vacuum from Software Plus, an interface cable Donated by Bill McMillen of Data Sound Technology, a Mouse Cover Donated by Jeffery Holcomb, AND MORE, YES MORE that haven't been purchased yet.

RAFFLE!!! HOT LINE TIP: When I was in Software Plus I had the privilege to read a dealer flyer on the New Version of Flight Simulator II. Version 1.1 has a lot of new features, such as an Automatic Distance Finder which makes it quite easy to lock on to the other players aircraft, copy protection is gone, so you can install it on your Hard Disk Drive, it's compatible with the 68010 chip, fuel consumption is realistic now, map zooming of a larger area is now possible, and there are several other new features/improvements. Original owners of version 1.0 can get the update free by mailing their original disk to the following address. If you wish to verify this offer you can call the following phone number, (217) 359-8482 at Sublogic. See you at the meeting.

Sublogic Corporation
Attention: Program Update
713 Edgebrook Drive
Champaign, ILL 61820

Book Review

By David Love

You knew the weather might turn nasty and sure enough, here you are circling at 3000 feet in the middle of clouds thicker than peanut butter. You know the airport is down there, but so is that 1900 foot mountain. No sweat, now that you have mastered instrument flying. Sure, you crashed ten, maybe even fifteen times before you made that perfect IFR approach. At least you're alive to tell about it!

If you enjoy Flight Simulator II, but really haven't experimented with flying in bad weather, now is your chance. *Flying On Instruments With Flight Simulator* is a book by Jonathan M. Stern (an instrument-rated pilot and instructor) that will teach you a challenging new side to FSII. I purchased this book (published by COMPUTE! Books) about a month ago and would recommend it to anyone that has an interest in learning more about flying IFR (Instrument Flight Rules).

Contained in the book are lessons that teach you to control the aircraft using instruments alone, explains how to read Instrument Approach Procedure (IAP) charts and also how to execute the various methods of instrument approaches, including VOR, ILS and NDB. Yes, aviation uses just as much (if not more!) cryptic jargon as computer users. The book also contains more than 125 IAP charts for the airports in FSII, in addition to reprints of the enroute charts supplied with FSII, but in a handy smaller size. *Flying On Instruments With Flight Simulator* sells for \$12.95.

COMPUTERTIME

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The Amiga Show

By Robert Brown, Dale Doty and
Mark Falke-Graybill

If you missed the Computer Attic Amiga Show then here is your chance to find out what you really missed. This article is the collective work of three local Amiga owners who did manage to find the show.

Amiga World magazine had a representative at the show, showing back issues of the magazine. Those who wished to buy the magazine were directed to the Computer Attic booth, where the magazine was on sale. The representative must not have found the show all that exciting, though, because she packed up and left about halfway through the show on Saturday.

Mindscape was displaying several of their games, including S.D.I., Deja Vu, Defender of the Crown, and Sinbad. The graphics on Mindscape's games are excellent. I played Sinbad for a bit, and was impressed with it. It seems to have much more substance to it as a game than Defender of the Crown. Unfortunately, play with a single disk drive requires a fair bit of disk swapping, so two disk drives are recommended for playing this one. Both Amigaworld and Mindscape had the bad luck of being positioned near the flashy Mimetics exhibit, frequently leaving the Amiga World and Mindscape people alone while a crowd gathered next door. This had the advantage, however, of making it easy for those who wanted to try out some of the Mindscape games to do so without the pressure of a crowd of others waiting behind them.

Computer Attic had a new product from Software Insight Systems, Inc. (SIS), called GO 64!. This is a package of hardware and software that allows Commodore 64 emulation on the Amiga. The hardware portion is an adaptor that plugs into the Amiga's parallel port. This adaptor provides the Amiga with a C-64 style serial port for attachment to C-64 disk drives and printers, thereby solving one of the biggest C-64 compatibility problems (what good is it to be able to run C-64 programs on an Amiga if you can't get them there?). The software emulates the C-64's instruction set and operating system. Exactly how much compatibility this product provides is unknown, since the Computer Attic people got it just before the show, and hadn't really had much chance to play around with it yet. The information from SIS indicates that the emulator will run C-64 BASIC and assembly programs, including GEOS. The product supports the use of the Amiga mouse ports as C-64 game ports, and supports C-64 graphics for either composite or RGB output. The product does not support the Amiga's multitasking, however, it must be run alone. Also, it appears to run programs just a bit slower than an actual C-64. We'll just have to wait and see how good this product really turns out to be. (DKD: They claimed that 1> It would run most C64 games which don't use fast load routines, 2> It would run ELITE, and 3> It runs them at about 98% of the C64 speed. It was designed mainly with games in mind and it runs GEOS at only 60% of its normal speed.)

One of the worst parts of the whole show was finding things. Finding the show itself was difficult because the road that the Holiday Inn was on was called El Camino in the directions to the show, but this same road was called only highway 82 on the crossroads leading from the freeway. After following the length of University Avenue three times and finding no El Camino, I asked at a gas station and was told that El Camino really did cross University, and that I "couldn't miss it." After missing it

once more, I decided to turn down highway 82 because I figured that there might be more gas stations that way (Palo Alto doesn't seem to allow gas stations anywhere that they might be seen.) Pulling onto highway 82 was like entering an entirely different city from the one along University Avenue. Here were gas stations, schools, and normal-looking businesses. A short way along highway 82, my problem of finding El Camino solved itself, as the road signs began reading "El Camino Real".

In short order I had found the Holiday Inn where the show was taking place. Once at the Holiday Inn, however, I had to find the show itself somewhere on the grounds. There were no obvious markings leading to the show. Of course, I entered the grounds from the side toward the parking lot, maybe if I had walked halfway around the grounds to the front entrance there would have been a sign there. Fortunately for me though, the show had gotten into full swing while I was exploring the length of University Avenue, so all I had to do was observe the people walking around with software packages and product literature in their arms, and track them back to their source.

The entrance to the conference rooms was artfully concealed by well-kept shrubbery from all directions but one, so it was convenient to have others who knew their way to follow, since without signs I may well have passed right by the entrance to the conference area, thinking it no more than a service entrance if I had even seen it. Once inside however, it became obvious that I was in the right place. All the day's searches were not yet at an end, however.

The doors entering on the main room of the show had large placards on them with a schedule of seminars for the day. Unfortunately, the seminar room itself was unmarked, and though it was right next to the main room, its identity was far from obvious. I heard several comments by people at the show about what a hard time they had figuring out where the seminars were. To some it had seemed as if the seminars were going to be in the main room at the exhibit of the people doing the seminar. But when arriving at the exhibit at the appropriate time, the exhibit was unmanned, because the exhibitors were off giving a seminar in the seminar room. After the show I found out that some attendees never even found the seminar room. Fortunately, I happened to stumble on it towards the end of the first seminar, while looking for the rest rooms.

At the portion of the Electronic Arts seminar I saw, EA was showing off their Deluxe line of software. They described features of the software and potential applications in desktop video using aspects of the different packages for creating portions to be combined in a high-quality finished product.

Oxxi demonstrated Maxiplan Plus during their seminar, showing off the full range of the product's features. I was impressed with the speed improvement over the original Maxiplan, as well as the addition of many features. One of the nicest of these features, in my opinion, is the addition of a digital readout when using the slider bar to move through the spreadsheet. Maxiplan Plus includes a wide variety of chart types, including bar, pie, 3D bar, 3D pie, scatter, exploded pie, step, hi-lo, and stacked bar charts. A chart can be made of any selected range within a spreadsheet, with chart type selected by a menu. Charts can be saved as IFF files for exportation to other programs.

A feature that interested me was the ability to link cells from one spreadsheet to another, allowing balances to be brought forward from other spreadsheets, for example.

Continued ==>

Using this facility, it would be possible to create "3D" spreadsheets, processing of which would be made reasonably simple using the macro facilities in Maxiplan Plus to handle updating all the relevant spreadsheets.

Running Maxiplan Plus requires a substantial amount of RAM, at least a megabyte to use it effectively. During the demonstration, the machine in use was short of available RAM several times (I think it had 512K installed). Also, redraw times on the charts slow down use of the program when using it with a chart displayed. There seem to be times when the program redraws the charts unnecessarily as well, for example, when changing chart types, the old chart type is redrawn before the window is cleared to draw the new chart.

Another package offered by Oxix was Nimbus 1 which is a small business accounting system. It takes all the work out of creating reports and organizing information used in the management of small businesses. They claim it is "the first accounting program made exclusively for small businesses using the Amiga computer". It does appear to be well done and should be able to produce excellent Balance Sheets and Income Statements. By the time you read this Oxix should have started shipping Benchmark Modula-2: Software Construction Set. It is a unique implementation of Modula-2 which allows you to go into the EMACS style editor and write some code, then compile, debug, and execute while still in the editor using one keystroke for each operation. This makes it almost as easy as programming in Basic! Also, the compiler is very fast so it should be a pretty good system.

Amazing Devices had two items on display at the show: Amiga Developers Reference Guide, and the Time Lord clock module. The Reference Guide is intended for serious programmers who want a quick and easy way to locate information about functions and macros available in the Amiga. It features a list of functions, a list of macros, a permuted index, a cross reference, and Hierarchy definitions. David Lai wrote it and Pacific Press is distributing it.

The Time Lord real-time clock is internally mounted, lithium battery powered, transparent to all software and hardware, and inexpensive. However, while the advertising claims it is as accurate as any quartz watch, it may be off as much as 1 minute per week. This was the claim of one Time Lord owner who showed up at the booth while I was there. Also, there is no way to adjust the speed of the clock without changing the hardware. It does come with a 30 day warranty so it may be possible to get it fixed if you notice a problem before time runs out.

Microbotics, Inc. was there to show some new hardware for the Amiga 2000 and 500. First was the long awaited Multi-Function Module. Not much to say here since Ron covered it pretty well in the last meeting. Second is the Amiga 500 Standard RAM Expansion and Clock. This is Microbotics inexpensive version of Commodore's Amiga 500 RAM Expansion and Clock. Third is the StarBoard2/2000 Adapter which allows you to install your Starboard2 minus the case into the rightmost slot of the Amiga 2000. I was hoping they would do that. Fourth is the StarBoard2/500 which is an independently powered version of the StarBoard2 for the Amiga 500. It features bus pass thru and accepts all StarBoard2 Modules. Fifth is the StarBoard2 SCSI Module which is a simple (non-DMA) SCSI hard disk interface. Last but not least is the A2000 DMA SCSI Harddisk Interface - "The Hardframe". This high speed interface is attached to a bracket which is designed to hold 3.5" SCSI mechanisms and it includes support for booting from the harddisk.

Forms in Flight revision 1.1 was being shown by Micro Magic and it is available now. It is a 3D Drawing and Animation program which includes many powerful features. New features in this revision include Fast Flight, Undo, Palette Spread, Re-Size, Magnify, and many others. Fast Flight is "a 'real time' player program with PAL and overscan support". The retail price is still just \$79.

S. Anthony Studios is offering two programs for converting Amiga graphics to PostScript compatible files. The first is LaserUp! Print which converts IFF pictures into halftoned PostScript prints. It features WYSIWYG scaling, unlimited independent X and Y image scaling, a wide variety of borders, selection of any rectangular section of source image, and more. The second is LaserUp! Plot which will convert Aegis Draw files to PostScript objects. This one also features unlimited scaling and positioning.

The Palo Alto Amiga Show was buzzing with talk of current Amiga products and rumors of soon to come Amiga products. At the EA booth I learned that INTELLITYPE would not be released until October. Also in October EA will be releasing a new game called EMPIRE. They described Empire as an "outerspace Risk" type of game and said that it was very addictive. I asked them if BARD'S TALE II was coming out soon for the Amiga and they said it was in the works to be released in 1988! It sounds as if EA is going to be keeping Amiga owners supplied with great new products!

My next stop was the New Horizons booth, here I was informed of their word processor PROWRITE and their new product FLOW an idea processor. Prowrite had a couple of minor bugs depending on what type of memory expansion you are using. To correct these version 1.1b has been released. This new version is free to those who already own a copy of Prowrite, but you have to send your disk by mail to New Horizons. Flow is an idea manipulator which allows you to be creative with your written thoughts. This program is useful to college students or anyone who does serious writing.

Since I'm talking about writing and word processors let us move on to another booth I stopped at, the one for WordPerfect Corporation, makers of WORDPERFECT. This word processor program is packed with several thousand bytes of power spread over four 3 1/2 inch disks. I can't even begin to describe all of the things this program can do, but I was impressed enough to buy one for myself! This is a word processor for serious writing.

The last booth I shall mention was the one belonging to Opcode Systems displaying their new Amiga product, MUSIC MOUSE. The best way for me to describe what I saw is to quote a paragraph from their handout. "This program doesn't require any keyboard skills or knowledge of music notation, nor is it designed for the storage, editing, or replay of musical compositions. Instead, it turns the computer itself into a musical instrument, which is played by pushing music around in real time using the computer's mouse and manipulating control options from the computer's alphanumeric keyboard while doing so." Music Mouse was an impressive program to watch in action.

We enjoyed the Palo Alto show and hope that the San Francisco area will have an even bigger event next year..

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Amiga!

Bits & Bytes

By Jim Badders

This month I would like to review a new software product called "Logic Works" developed by Capilano Computing Systems Ltd. Logic Works was programed in the language Modula 2. The program is used primarily for digital circuit design and timing analysis (sort of like a logic analyzer). The single disk (which is only about two thirds full) contains numerous digital IC devices. All devices are accessed by way of menu's. You connect the input and output lines just like a paint program. It comes with clock inputs and switches and probes. You select probe points anywhere in the circuit and label them. Then you select the timing function. It will display in real time the various probe point timing. You can change the circuit around and the timing diagram will change automatically. You can print out the circuit and/or the timing diagram on a plotter or dot matrix printer. The only thing that is annoying is there is no sync for the timing diagram. So the pulses just keep wizzing by. The only drawback is the fact that you can't define your own devices with this version. This version is actually Logic Works jr. The Capilano people promised the final version should be finished by mid September. It would be best to buy the jr. first and then get the upgrade so you know all about the program, then you can go to town designing and inputting your own devices not supplied with the program. The Logic Works jr. costs \$99.00. The Final version is about \$160.00.

All in all I recommend Logic Works for anyone interested or needing a circuit design analyzer utility.

I rate the jr. version :

Graphics A+
Ease of use A+
Documentation A
Compleatness B

Overall A-

Now for a few Bytes , I found a neat way to make extra long videos on Deluxe Video Player disks. Using the Chain effect, when asked to give the name of the next video file to load just precede the video name with Df1:(drawername)/(filename). This way you can make an extra long video on two disks. Put the starting video disk in Df0: and the ending disk in Df1:. Also just when you think that you have enough room to save the latest and greatest change to a video, it will or might come up with a requester telling you that there is not enough room on the disk for a workfile. This really aggravated me alot because D Video2 does not give you another chance to save your video on another disk if the one you tried was full. It just wipes your hard work from ram and PRESTO ! Zing ! BAP ! WHIRR ! it's gone. So by not filling your player disks too full will save you lots of heartache in the future. Just use two disks.

Also, being the designated "C" Sig leader, I would like to take this opportunity to report that I must step down as the "C" sig leader even tho I never got the chance to attend a meeting. Work obligations have pushed me into working second shift. I hope that someone would like to take over as "C" sig leader. I invite all those who would like to learn or learn more about the "C" programing language to attend the "C" sig. Next month I will review a new word processing program called VIZAWRITE. Happy Amiga !!!

A View Through The Hayes

By Dennis Hayes

Congratulations fellow SACCers! We have just reached two milestones in our club's history. First, we are now in our second year. And second, our membership has just broken the 225 member mark.

But with growth comes problems. If we continue to grow as a club (I predict 300 members by the end of the year.) then we will outgrow our happy little home at SMUD. The SMUD people have been great to us but I don't think that they would consider increasing the size of the auditorium. But not to worry! We have found another place to hold the SACC 300.

When SACC started out, several of us took on more than one job in order to get this club going. Currently the work of the organization is done by about ten percent of the members. As the club grows in number and in complexity there will be more things to get done and a need to get more people to pitch in and help.

As a reminder to members new and old, SACC elects the new officers at the January meeting each year. Four officers and two members of the board of directors are voted on each year. I would like you all to think of people you know who might be good for the positions. And if you think YOU would like to run for an office, please consider putting your own name in the running. This is a good time to start thinking ahead to the elections.

If you are not the type of person who would like to hold an office but would like to help... have I got some ideas for you. I don't know of a single chairperson (listed on back of this newsletter) who wouldn't love to get some help right NOW. And these positions are not lifetime jobs. So when a particular chairperson gets tired, decides to retire, quits, dies, gets fed up, or buys a laptop Cray then we will need to fill that job. What better person than you?

Our SIGs are in a constant state of motion. Coming and going. If you have an idea for a SIG get in touch with the SIG coordinator. Why not volunteer to be assistant SIG leader for your favorite SIG? Most of the SIG leaders would probably welcome having someone to help with the SIG.

I am planning on slowing down when the new year comes. Like other officers I've worn too many hats. It is about time to see those hats on some new heads. New heads that contain fresh new *ideas* and *energy*. I cherish the thought of sitting in the audience, talking with fellow SACCers during the break, getting my monthly disk, and kicking back until the next function.

SACC has a bright future. It is the most smoothly run group I have every been a member of. Don't forget; we are all volunteers in this local celebration of this amazing computer. There is no pay. But there are many rewards. I urge you get off your RAMduffs: and get involved with the club. Don't feel just because you don't have great expertise on the Amiga that you couldn't be a valuable asset to SACC. Of the 200 or so members not currently active in the running of SACC, there must be a few that would like to help.

Aloha!

Word Perfect

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Qualifying teachers, as well as college, university, and other post-secondary students, can now purchase WordPerfect Corporation (WPCORP) software directly from WPCORP at a reduced price. To qualify, a participant must be a full-time teacher/administrator or currently enrolled as a full-time student, and must agree in writing not to resell or transfer any package purchased under this program.

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The information provided herein is correct and accurate, and I will abide by the restricting conditions outlined by WPCORP in this document. I understand that at its sole discretion, WPCORP may refuse any order for any reason.

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AbSoft AC/Basic Compiler

A Software Review

By Dale K. Doty

The Absoft BASIC Compiler is a system which will compile Microsoft AmigaBasic programs into executable machine language code. This means it will make your program run many times faster and you don't have to have AmigaBasic on the disk.

AC/BASIC is not copy protected so you can use backup copies and hide your original in a safe place. Also, there is no fee for distributing and marketing your compiled programs but you do have to sign a licensing agreement.

Very little modification is necessary to prepare AmigaBasic programs for compiling with AC/BASIC. Most programs will compile without any changes but you do have to instruct AmigaBasic to save your program in ASCII format. This is done simply by typing SAVE "filename",A. The compiler comes with a large manual which includes descriptions of all of the AmigaBasic statements and functions so it is possible to write programs using a text editor like ED and then compile

them without ever using AmigaBasic. However, you probably won't want to do this because AmigaBasic provides easier debugging.

Running the compiler is very simple and it is well covered in the manual. You may be a little confused though if you double-click on the compiler icon and wait for it to do something. All it will do is bring up the opening screen and then sit there waiting for you to make a menu selection. After you tell it to load your program it will give you a list of compiler options to choose from before it goes to work. With these options you can specify error list generation, run-time tests, Decimal Math, etc. The compiler will then produce your program in executable form in a very short time (often less than 30 seconds).

The resulting program can be run by double-clicking its icon or typing its name in the CLI. Most of my compiled programs have run identically to their interpreted counterparts but I do have one which sends you to the GURU when you exit from it. There are a few bugs in the compiler but Absoft does have an update policy so you can obtain new versions as they come out.

This package is the best thing going for AmigaBasic programmers who need to give a turbo boost to their programs. The speed advantage and executability are worth the price if you do just about any kind of programming. Now if only AmigaBasic offered more disk operation functions so that we could create user friendly file requestors.

Beginner's Hints

WorkBench Anatomy

By Linda Marquess

The Workbench is a powerful interface. If you would like to customize your Workbench, there are a few things you need to know. The first thing to do is to make a backup of your Workbench. IMPORTANT! Never make modifications to originals.

To copy the Workbench disk, drag its icon over the icon for disk you wish to copy onto, or use your favorite copy program.

Now it's time to trim the fat. The first place to look for unnecessary files is in the DEVS directory.

The CLIPBOARD.DEVICE and CLIPBOARD directories can safely be deleted, as can the KEYMAPS directory. You may delete the MOUNTLIST if you are not using any devices that require it. If you don't mind using the default preferences of the Workbench, you may delete the SYSTEM-CONFIGURATION. Remember, though, that printer information is stored there.

Speaking of printers, the subdirectory PRINTERS can be trimmed down to only the printer(s) you will actually be using.

If you are not using speech, you may delete the NARRATOR.DEVICE. The SERIAL.DEVICE, PARALLEL.DEVICE and PRINTER.DEVICE can be deleted IF you are not going to use those anytime you boot from this particular disk.

The L directory contains vital system information and nothing should be deleted.

In the LIBS directory, there are two files that are essential to using Workbench. Keep the icon.library and info.library. The others can go.

If you don't mind the default TOPAZ 8 font, you can delete the FONTS directory altogether.

The S directory is where the Amiga looks for executable files. There is a special file here called STARTUP-SEQUENCE. When you boot Workbench, this file is EXECUTEd. In order for Workbench to come up automatically this directory and file MUST be present on your disk. Your startup is a standard text file and you can read it. For more information on the startup-sequence, see "Life After Kickstart".

The C directory is where the Amiga looks for its commands. If you will be using CLI from the disk, you will want some commands here. At the very least, you must keep the commands called from your startup-sequence.

Finally, the SYSTEM directory contains files needed in order to format (initialize) or copy disks. If you will not be using these features, this directory is unnecessary.

In summary, these are the directories that are essential to your Workbench disk:

L
S
C
DEVS
LIBS

You can safely delete everything else on the disk and still have a bootable Workbench. See how much space you can save?

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Special SACC Renewal Offer

In order to speed-up the renewal process, SACC is offering an incentive to members.

If you renew **BY MAIL** (and postmarked!) before **December 31, 1987**, you will receive the ***January-88 SACC of the Month*** free.

Shortly after we receive your renewal application and check for \$24.00 you will receive an envelope in the mail with your 1988 SACC membership card, your dues receipt, and a certificate good for the Jan-Disk.

Doing the renewal by mail will be beneficial to both you and the SACC crew that will process the renewals. You won't have to stand in line to get your card & receipt, and you'll get a free Disk of the Month. SACC will benefit by having most of this mundane paper work shifted to another time freeing the volunteers to enjoy the Jan-Feb-Mar meetings more.

This free disk offer is *only* for those SACC members in good standing who are renewing their SACC membership for 1988 **by mail** and for those new members who have joined and payed their dues through January 1, 1989.

To get your free disk you must:

1. Fill out and return form on other side.
2. Pay \$24.00 renewal by mail before December 31, 1987
3. Bring your coupon and pick up your **free** disk at the January SACC general meeting.

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!

Hints & Tips

Writing An Article for AMIGazette

If you would like to write an article for your newsletter, here are a few tips to make the Editor's life much easier.

First off, DO NOT use Ed to write your article. If you do then I have to go in and delete the CR's (carriage returns) at the end of EVERY line. ARRRRRGGHHHH!!!! I hate it when they do that!

You can use SCRIBBLE!, TextCraft or TextCraft Plus, Word Perfect, or NotePad. I have not tested LPD Writer, or Pro Write as of yet but do not foresee any problems importing them into PageSetter.

Several things are VERY important when submitting articles for publication:

Set margins; top, and left to ZERO. Set your line length to 79. Page length does not matter. Do not attempt to desktop publish your article i.e., centering text, etc., requires a multitude of editor headaches. PageSetter likes simple, forward, unformatted text. I will format where I see fit. That is what I get paid for.....????? Well, that's my job anyway; even though I don't get paid.....*SIGH*. If there is something in your article that must be highlighted for whatever reason, just attach a note at the end of your article and I will follow your instructions.

Also, I have received many articles from people using SCRIBBLE! that have CR's at the end of every line. I have done some testing with SCRIBBLE! and PageSetter and the only thing I can figure out is that they are pressing RETURN at the end of every line!! Let your word processor do the work. All word processors have word wrap. What that means is that the text is automatically formatted line by line as it sees fit. Only press RETURN when you want to start a new paragraph.

It also seems that there are a lot of SCRIBBLE! users that do not know it has a spell checker. I usually run a spellchecker in the background when working with PageSetter, but it would make it a whole lot easier if the author of the article would spellcheck their own work.

All in all, 99% of the articles I receive are very well done with little editing required on my part. Thank you.

To submit your article, it is easiest if you send it electronically to the BBS or to me directly. If not sent by modem, then your article MUST be on a disk. You can call me and make arrangements for a meeting to exchange disks or to copy your file onto my disk. Articles will NOT be accepted on paper for any reason. We are in the computer age people! Let's take advantage of it!

Following these simple rules will help make for the quality newsletter we strive for every month.

ReBoot!

The following software was listed with the incorrect prices in the last edition of the newsletter in the *Put's Electronics* ad and should have read as follows:

Animator:	\$99.95
Alien Fires:	\$28.95
Faery Tale:	\$39.95
Grid Iron:	\$47.95

Deadlines

The deadline for commercial ads and user articles is the **LAST FRIDAY BEFORE THE LAST WEDNESDAY** of every month. 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 November edition of AMIGazette is **October 23rd**.

Commercial Ad Sizes/Prices

1/4 Page	3.5" x 5"	\$15.00
1/2 Page Vertical	3.5" x 9.5"	\$25.00
1/2 Page Horizontal	7.5" x 5"	\$25.00
Full Page	7.5" x 10"	\$45.00

If you have any questions about placing an ad, please call our Advertising Coordinator, Dale Doty, at (916) 363-9617.

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

SACC
P.O. Box 19784
Sacramento, Ca 95819-0784

ATTN: ADVERTISING COODINATOR

AD Location

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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* ILMA *

Sacramento *AMIGA* Computer Club
P.O. Box 19784
Sacramento, California 95819-0784

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New Member Coordinator:	Linda Marquess	991-0415

Local *AMIGA* BBS's

Amiga Link: 300/1200/2400 bps 24 hours SysOp: Ron Finlayson (916) 722-1133 or (916) 648-1554
RiverCity Communicators: 300/1200 bps 7pm - 7am 24 hours weekends only SysOp: Lindy (916) 791-4298
Bear's Byte: 300/1200 bps 24 hours SysOp: Woodie Bear (916) 722-7423

NOTE *Amiga* Link is the OFFICIAL BBS of the Sacramento Amiga Computer Club
and is a private system for members ONLY.

Sacramento *AMIGA* Computer Club
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