

AMIGAzette



The Official Publication of the Sacramento Amiga Computer Club

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George Leone To Be Honored

Founding father and first SACC president **George Leone** is the first person to be awarded the new Sacramento Amiga Computer Club **Lifetime Membership** status. As of this writing we are planning to present George with his lifetime card at the February meeting.

George, a man of many talents and interests, has brought much energy and sense of direction to SACC. The first meeting of SACC (not called SACC until later) was held in his home in December of 1985. That first meeting was attended by less than two dozen people. From that planting of that acorn comes this growing oak known



George Leone

as SACC.

The Amiga 1000 that George started with (not his first computer) has now been upgraded to an A2000.

Probably one of the most ambitious projects we know of on a computer has been successfully completed by George on his Amiga. He has written a book. Some of us have had the privilege to read this autobiography that he has penned (or more correctly keyed?) for his family and the future generations.

After learning of the club's wish to bestow this honor upon him he insisted that his renewal check be deposited rather than be returned. This is the kind of attitude that has made George so special to SACC and its members.

Northern California Amiga Computer Show

Golden Gate Shows is producing a show on Saturday and Sunday, March 12th and 13th, at the Oakland Coliseum Exhibit Hall. The show will be in conjunction with a MS-DOS/PC show.

Charles Turner, president of the Oakland Amiga Users Group and Amiga Show participant, said that they are expecting at least 30 developers to be present. There really hasn't been an Amiga show in Northern California since the show in S.F. in early 1987.

The hours will be from 10 to 5 both days. Admission fee will be \$5.00 per day. This will give some of us who could not attend the LA show a chance to see what's happening in the Amiga world.

Library Outing

Next library outing Saturday, March 5th at Put's Electronics, 641 M Street, Rio Linda. For information, call Linda. For information, call Dave Wingfield at 334-2610.

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1987 Treasurer's Report

The **Sacramento Amiga Computer Club** showed great growth this year. Since I took over the financial duties of SACC back in May of 1987 we have gone from approximately 130 members to about 290 members.

We have also gained in monetary worth. SACC has made some major purchases in 1987. We now own two computers, a monitor, two hard disks, and a projection TV system. These are your club dues being used for the library, the BBS -**AMIGALink**, and the general meetings. We also have several pieces of software used for record keeping and publishing the **AMIGAZette**.

In the miscellaneous category we own things ranging from disk holders to a badge maker (HINT: Wear your badge to the meetings.). The library has over 350 public domain disks for your access. These disks are not counted in our asset listing here.

SACC ASSETS

Cash on Hand	\$0.00
Cash in Bank	\$2933.24
Software	\$544.43
Hardware	\$2877.10
Misc	\$247.09
=====	-----
Total Assets	\$6601.86

As I turn over the checkbook and pen to our next Sacramento Amiga Computer Club treasurer, Linda Marquess, I want to thank everyone that I came in contact with for making this last year an exciting one for me. I would like to wish Linda the best with this important task.

Final Note: If you have any extra time, desire, knowledge, or whatever, please contribute of yourself to this great club.

Dennis Hayes
Treasurer 1987

Where Have All The Icons Gone?

By Linda Marquess

You won't find many icons on the February SACC club disk. Don't panic! Those of you who are used to the Workbench environment should not find the adjustment difficult.

UG (utility gadgets) allows for a system of menus to be set up to function better than icons. Last month (January) I used UG to allow the user to change fonts. This month, UG drives the entire disk. Programs that once required special

handling to run from Workbench are now simple to set up.

Now for the bad news. You will have to change your habits slightly. Instead of clicking twice, as you do on an icon, click your selection **ONCE ONLY**.

If you prefer CLI to Workbench, you will find UG quite handy in your startup-sequence. Those commonly used commands are only a mouse click away. Check out the text files with the extension ".menu". If you create an interesting application for UG, let me know.

PLEASE LET ME KNOW how you feel about the way the disk is set up. If you like UG, I may continue to use it on the club disks.

**Writers and advertisers are always needed
for the AMIGAZette. Next deadline -
March 1st.**

A View Through the Hayes

By Dennis Hayes

This month I thought I would provide Uncle D's Helpful Hints to Beginners. The following are things which can and will make your life as a neophyte Amiga user a little more pleasant.

1. Learn to think Amiga. This is not a C64. It is not Big Blue. Don't fight it and wish for things that you've had in the past if they are not available on the Amiga. Use the Amiga. It has power and possibilities that we haven't even thought of yet.

2. Don't get hung up on emulators. As far as I'm concerned wanting a 64 emulator is like wanting a Volkswagen emulator for your Ferrari. If you want to use some of your 64 software, keep your 64. If you argue that you've got all that money tied up in 64 software and you don't want to lose your investment, I want to know how much of that 64 software you've used in the last month. It is kind of like all the clothes you've got in your closet that you haven't worn in the last

few months. Consider recouping some of your 64 investment. I know of at least three stores in the Sacramento area that deal with used hardware/software.

3. Add more memory as quickly as you can afford to do so. You've put out good money on a fantastic machine. Now let's see what this baby can do. A lot of the software now appearing on the shelves in computer stores is now saying extra memory (one meg or more) required.

4. Add at least a second drive as soon as possible. I went a year with one drive. As soon as I discovered the joys of multiple drives I got more. I haven't been with less than four drives on my system since then.

5. Don't be afraid of the CLI. As long as the write protect window is open there is nothing that you can type that hurt anything. Experiment. Type the following until you're sick of them. Dir. List. Info. Assign. Date.

6. Make a backup of all disks that have the slightest importance to you. Don't use the original if you can help it. Not even to just try it out first. Back it up!!

7. Learn the Uncle D way of renaming a disk that you just made a backup of. Click once on the disk to rename. Using the right mouse button pull down the menu at the far left of the WorkBench screen and select RENAME. When the box appears in the middle of the screen move your pointer over the first letter in the name following the words "copy of ". Click once. Now the cursor should be in the middle of the name. Backspace until all on the left of the name is gone. This method prevents stray spaces from being at the beginning of the name. (Don't forget: A space is not nothing, it is something.)

8. Call the SACC Amigos when you have a problem. These folks are willing and ready to help you. But YOU have to call.

9. Volunteer for something. When you volunteer, I'll bet you learn something about the Amiga. Happens every time.

The AMIGAZette is now being produced on Gold Disk's new desktop publishing program, Professional Page..

The next SACC General Meeting will be Tuesday, February 23, 7:00 pm at the Board of Supervisors Chambers, 7th and H Streets, Sacramento.

CLimbing the Workbench

VOLCANO, CA -- Looking up through the clerestory windows--and watering eyes--I can see the treetops change color with the departing sun. Jeep, the Rotweiler, keeps me company by sprawling on the floor to one side, while Hobbit, the Beagle, curls up in a tight ball next to me on the bed. I sniffle and sneeze, wondering in rheumy misery if I might be the first human host of the Amiga virus. Godot, the Amiga 2000, is healthy and happy--if somewhat unaccustomed to inactivity at this time of day--in his usual place in the loft, one room over. I am reduced by my condition to writing with stylus and paper, the tools of ancient civilizations. The truth is that were I to shuffle next door and feed Godot power and his favorite disk, he too would be found in disarray, his Workbench in the midst of a remodeling.

Regardless of our overall feelings about a computer, the "userinterface" of every system has its strong and its weak points, each relative to our individual, idiosyncratic uses of the machine. One of the joys of the Amiga is the extent to which any user can customize a copy of the Workbench disk to suit his or her own needs. I've now spent enough time with Godot to have made some decisions about what I like and dislike about the interface, and am making some changes.

It seems a simple thing, but one of the items that's taken me longest to resolve is the CLI/Workbench choice. Start up an MS-DOS machine (IBM or clone) and you get a command

line interface (CLI) to use in communicating with the machine: in order to "interface" with the computer you type a "command" on a "line" (which you end by hitting RETURN). It's a simple concept and, because there's a command for everything the disk operating system can do, you have full control. But you have to remember, or look up, the exact, repeat EXACT, syntax of every command. Start up a Macintosh and you get a graphic interface (Mac calls it a "Desktop") to use in communicating with the machine: virtually identical to Amiga's "Workbench", this interface is conceptually more sophisticated than a CLI, but once you learn three or four simple techniques--like "clicking" and "dragging" -- operating the computer becomes virtually intuitive. The drawback is that you can do fewer things. (If you've been using Workbench only, look at the list of commands in an AmigaDOS CLI manual and note how few have Workbench equivalents.) MS-DOS is always MS-DOS and a Mac is always a Mac (you choose your interface when you choose your machine) but an Amiga can be either CLI or Workbench.

Which is better? Neither -- they're different, and good at different things. Probably most of us start off using Workbench. It is simpler, and, except for misspelling your own labels and names, is impervious to typinf errors (**typo intentional**). Besides, Workbench is what you "get" when you insert the mandatory Workbench disk. If you want CLI you really have to work for it, first by going through Preferences to enable it

on the disk, then by opening a couple of windows to get to the CLI icon so you can double-click it. Certainly Workbench is powerful enough for many uses. For computer activity that consists entirely of running programs like a wordprocessor, spreadsheet and games, CLI may never be needed or wanted. Yet I think I'm typical in finding that the more time I spend with the computer the more use I have for the CLI.

There are various ways of improving the accessibility of the CLI, depending on how close you want it. The first step is simply to enable the CLI switch in Preferences, and it's hard to come up with a reason to NOT do this. (If I didn't use CLI enough to justify even this step, I'd consider removing it from my Workbench disk to make space for something else.) The next step is dragging the CLI icon out of the "System" drawer and into the Workbench window (followed by a "Snapshot" to save the configuration for the next time). It's also useful to know that a "CONTROL-D" (hold down the "CTRL" key and hit "D"), performed as soon as the blue screen appears after inserting the Workbench disk, will make the Amiga open up in CLI. (In this case, however, Workbench is not loaded, so you can't get "back" to it after finishing something in CLI.) Finally, you can modify your Workbench disk to open on CLI every time, but with Workbench right behind it. Here's the procedure:

1. Boot (as always) with a COPY of the Workbench disk.
2. Open a CLI screen.
3. After the "1>" prompt, type:
"ED S/STARTUP-SEQUENCE"
then RETURN. The screen will be showing the "startup-sequence", a list of things for the

(See page 14)

Return to Atlantis

By Jesse Ellenbogen

You swim serenely along the sea floor, enjoying the calming peace of the ocean. The only sound you hear is the quiet "whoosh" of bubbles from your SCUBA tanks. The undulating ocean bed slips quietly by beneath you, broken only by the occasional coral formation. Odd-looking deep sea fish float by, appearing as alien to you as you must to them. The gentle current carries you along, requiring you to only kick gently to maintain your course. If only all of life could be as peaceful as this... Suddenly, you are buffeted by a tremendous, explosive shock wave of pressure and sound! The force causes acute pain to lance through your body and almost knocks you senseless. Dazed, you hurriedly survey the underwater terrain for a clue as to the nature of the explosion. There...over the ridge to the north! Crabbots! The mechanized monsters hurl a deadly volley of tumbling canisters towards you. Instinctively, you take evasive action. With a powerful thrust of your legs, you veer to the right, avoiding the potent, miniature depth charges. Immediately, you activate your laser and aim the holographic crosshairs at the nearest crabbot. You fire. A jagged bolt of angry red energy courses towards the sinister, scuttling automaton, but hits just to its left. If only you could momentarily hold your position and get a steady bead...you fire again. The salt water crackles with powerful laser energy. You hit! The crabbot is briefly illuminated by a bright red glow, and then disintegrates. Only the upper turret with the eyestalks remains, floating down to rest

upon the ocean bed. Satisfied, you turn your attention to the rest of the killer robots. Horrified, you realize that this must have been a cleverly planned ambush; there must be at least fifteen of them! Your concentration is broken by an urgent tug at your consciousness. It's RUF--he wants to communicate telepathically to you. "Me see crabbots!!!" RUF yells to your mind. "Thanks, RUF," you mutter through clenched teeth. RUF's warning came a little too late. Anxiously, you turn your attention to matters at hand. The crabbots are closing in...

This is **Return to Atlantis**, the new aquatic adventure from Electronic Arts. In the slightly futuristic world of RTA, you assume the role of a young agent of the Foundation, a worldwide organization dedicated to protecting the oceans and preserving harmony between the land and the sea. As an operative of the Foundation, it is your duty to travel the world over, seeking out and thwarting those who would exploit the sea for their own selfish ends. During the course of the adventure, you begin to unravel the strands of a sinister thread of events. Over the span of the game's fourteen missions, you gather clues that eventually lead to a diabolical master plan, revealed at the game's end.

If you are playing the game for the first time, you start as a recent graduate of the Academy. You provide your character with a name, age, and gender, and the computer generates random statistics in

the areas of Psychology, Athletics, Telepathy, Awareness, Programming, and Weapons. You are allowed to pick a strength; that is, you can add five percentile points to any attribute. Each attribute influences your character's performance in some way, and each is vital for your completion of the difficult missions on which you are about to embark. If you don't like the values of the attributes, you can have the computer "reroll" as many times as you like. When you're satisfied, you save your beginning character to disk.

After creating a character, the game proceeds as normal. You receive your mission briefing from a holographic projection of Argos, a mysterious member of the Foundation Board of Light. The striking, shadowed head of Argos appears and dictates text outlining your mission to you. Argos' mouth is fully articulated, moving as he talks. His voice, as with all of the other characters in the game, is synthesized, not digitized. The huge amount of dialogue in the game simply makes the use of digitization impossible; EA makes good use of the Amiga's built-in voice synthesis, with nary a syllable pronounced incorrectly. Argos' bass voice is a little hard to understand at first, which is where the printed text comes in handy. During Argos' spiel, he gives you a chance to examine the mission briefing printed in the manual; this is vital, as it explains what you must accomplish underwater.

From the briefing, you travel to the Sea Thief Cafe, where you may question any of six informants in an attempt to gain clues that will help you on your mission. The informants are quite varied: a beautiful belly

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FEBRUARY SIGNEWS

by Pete Marquess

I'd just about given up hope on the SIGs, they were dying. In January something happened, with the start of a new year, a new meeting place, and new leadership, we saw a spark of encouragement. The interest in SIGs has returned. There are four new SIGs. The Animation Workshop is for anyone interested in animation and who would like to get involved in a group project. The Desktop Publishing SIG promises to be quite informative. The meetings will be held at Put's Electronics in Rio Linda. Details are still being worked out. The OS SIG is dedicated to the idea of using AmigaDOS to its fullest. The Beginner's Workshop will be a quarterly event. Keep your eyes open, as more information will be available on these groups in the weeks to come.

We can all be proud of the Graphics SIG. David Coombs has done a fine job. The Art packages being released are coming at us so fast that the group can only function as a platform for hands-on demonstrations. That is precisely the reason for the Animation Workshop. If anyone would like to see other graphics oriented SIGs, for example, a Fine arts group, or maybe a Photography SIG. Let me know.

I've recently caught wind of new interest stirring for a Music SIG. If there is anyone that would be willing to lead this group please give David Coombs or me a call.

Beginner's Workshop

We will be informing everyone who signed up for the class as soon as all the details have been worked out. If you didn't get a chance to sign up at the last general meeting and would like to attend the class give me a call at 991-0415.

Animation Workshop

The Animation SIG will be meeting on the third Tuesday of each month at 7 pm. The group is currently looking for a meeting place. The whole purpose of this group is to work collectively on animation sequences.

Graphics

The Graphics SIG is meeting at a new time and place. Bob Moskovitz has graciously opened his home to us on the first Tuesday of every month.

C Programming

In February the C SIG will embark on a group project. They hope to put together a CAD program. If you have questions about the C Language, plan to attend the next meeting.

OS Programming

If you would like to learn more about the Amiga's operating system, this is the place to go.

Grass Valley

If you live in the Auburn - Grass Valley Area plan to attend the next meeting.

Desktop Publishing

Details will be available soon.

DATES AND DETAILS

OS Programming <i>8933 Fredric, Sac.</i>	Scott Lee	363-6170	Tuesday March 8th.	7:00 pm
Animation Workshop <i>meeting place in question</i>	?????	823-2903	no meeting scheduled	7:00 pm
DeskTop Publishing <i>Put's Electronics 641 M St., Rio Linda</i>	Jim Deford & Cindie Smith	721-3948	no meeting scheduled	????
Graphics <i>4942 Buena Vista Dr. Citrus Heights</i>	David Coombs	823-2903	Tuesday March 1st.	7:00 pm
C Language <i>2412 Santana Way, Elverta</i>	?????	991-0415	1st & 3rd Saturday	7:00 pm
Telecomm <i>Arcade Library, 2443 Marconi Ave., Sacramento</i>	Chris Brenner	393-5832	Contact Leader for more info	
Grass Valley <i>Home Federal Savings, Grass Valley</i>	David Bandimere	292-3769	Saturday Feb. 27th.	1:00 pm

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

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TrashCan!

By The AmigaMan



Software Held Hostage!!

Ferrari Formula One is a great game!!!! I have the demo and have seen the BETA copy.....You ask, "Why do you have a beta copy?" Well, I really don't 'have' a beta Copy, but I have seen one and played it, and it is, and will be, a GREAT game.....Another great release by *Electronic Arts*.

And now for the 'juicy' news. The reason I have seen a beta copy of FF1 (*Ferrari Formula One*) is a very long story.....It goes like this:

An EA (*Electronic Arts*) employee was showing FF1 somewhere in Canada. This person was distracted and walked away from the Amiga and the FF1 beta copy. Someone 'stole' the disk from the drive.

The individual (the thief), knowing that EA is a multi-million dollar software company and that *Ferrari Formula One* is a release that a lot of people (including me) are 'dying' for, decided to call EA and tell them that if EA would not send them (an uncertain) amount of money, that they would release this Beta FF1 into the Pirate Domain.

This is the reason that FF1 has been delayed so long. EA has sent FF1 back into programming (for obvious reasons) to improve an (already) great game.

It is really a shame that we have users in the Amiga world that would do something like this.....Actually, it is embarrassing to ALL Amiga users. We (all) will end up with a game that will be drastically improved over (the almost) finished version of *Ferrari Formula One*, but it will end up costing us more because of (ONE) user that decided that it was better to steal than purchase.

On behalf of the (reported) 499,999 (honest) Amiga Users, I would like to apologize to Rich Koenig and *Electronic Arts*. (Editor's Note: I second that motion!)

Latest News On 1.3

Rumor has it that Kick/Work (Bench) 1.3 will speed up floppy disk access by 50%. Hard Disk access will ZOOM at an increased speed of 500%. Printers will be screaming at 5% to 20% faster. You can boot from ANY logical device.....etc., etc., etc.

That all sounds neat huh???? And now you, like me, ask, "Where the hell is 1.3?"

Well, 1.3 was completed (and ready) back in November, but not released due to the fact that

it would cause a lot of confusion (and some sales loss) at a time when this type of loss could not be afforded.....AKA: Christmas!

Anyway, the latest (rumor) has it that 1.3 will be available sometime in February.....That means (I HOPE!!!) that at the time you are reading this that many Amiga users will be using 1.3. Anytime REAL SOON NOW!

Latest (BAD) News From Atari

It looks as though (Jackie) Tramiel and friends are not doing so good these days.....Atari just purchased Federated and are on the brink of a hostile takeover. Along with this and their recent price hike on ALL their ST series computers AND the fact that the *Mega* system that was supposed to 'compete' with the Amiga 2000, Atari "ain't doing worth a damn", things are looking bleak!

The *Mega* ST will only run about 20% of the ST available software, and NONE of it can access the 'special features' that the *Mega* ST (HAR! HAR!) offers, such as the blitter chip. Oh well, he tried.....

The NEW Commodore

Commodore and its new President, Max Toy, are turning Commodore's reputation around 180 degrees. Commodore has needed someone like Max Toy for a long time. He recognizes that there are a lot of HARD CORE Commodore/Amiga fans out there in the computer world. He can look at the 64/128/A500/A1000/B2000/PC-10/PC-20 and see things as they really are, and unless you have living in a cave in the Northern Ukraine, you know what I'm talking about.

Just read the latest *Computer!*, *Computer's Gazette*, or the Feb. issue of *MicroTimes*, and you will know what I mean. Max Toy and Commodore are everywhere stating their new (thank God) stance on sales, service and support for their users.

Commodore, for a long time, has been a nasty word in the computer world. I have a friend who has an IBM Clone (and is a previous Commodore owner) and he always had given me a 'bad time' about owning a Commodore computer. In that same time-span, I have told him that I did NOT own a Commodore computer, but an Amiga computer instead, and at times have contemplated ripping the labels off of my B2000 (which says Commodore AMIGA 2000) and putting something else there...But, I now, have decided

Continued on page 9

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otherwise...Thank you, Max Toy and Commodore!

HOT STUFF!

There is a local PBS station that has contacted a local Amiga dealer with interest in purchasing several Amigas for their graphics. There are several colleges (locally and semi-locally) that use the Amiga as their graphics machine. Channel 58 uses their Amigas to produce all their graphics. Mount Palomar, in Southern

California (you know.....that HUGE telescope we all read about in the newspaper?)...Well, they have trashed all their IBM's and replaced them with Amiga 2000s (and some VERY special software) to interface with one of the biggest telescopes in the world to 'look at the stars.'

They did NOT replace their IBM-AT with the Mac (Thank you) or the IBM PS/2 (HAH!) or the Apple IIs (Did I say that??) or the ST (Hiccup)...They used the

Amiga...Need I say more? And now with *Digital Creations* and their **SuperGen**, who knows where the Amiga will lead...

You've only just begun.

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TrashCan! do not represent
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Sacramento Amiga Computer
Club.**

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dancer, an old sea dog, a hag, an Arabian prince, and a shady African "dealer in goods." All have something to say about the mission on which you're about to embark. Some information is funny, some interesting, and some actually useful. Over the course of the adventure, one of the characters becomes interested in developing a relationship with your character, the identity of whom is determined by your character's gender. The interface with the informants is quite good; one section of the screen contains a static full-body picture of the informant, another picture has the character's animated face (complete with moving eyebrows and expressions!), and the bottom of the screen houses the dialogue box. To communicate with the characters, you are given a choice of Bribe (you can do this five times per mission), Plead (the standard method), and Threaten (be careful how you use this). You can also answer Yes or No to any questions that the informants pose you. The interface is strictly mouse or joystick based, with no keyboard input. All conversation options will come into play at some point, but used inappropriately, they can cause an informant to become angry and perhaps leave. As you question the informants, you must keep in mind that your mission has a time limit (often very strict), and that every minute spent talking is one less minute you'll get to spend underwater. When you're done picking the informants' brains, you depart on your mission.

The game then switches to the world map, which charts the progress of the *Viceroy* (your computer-piloted, supersonic, air/water craft) with a red line as it speeds around the globe.

This part, as you may guess, was put in simply to entertain you as the next section of the game loads from disk. At least the screen doesn't just turn black... Once you reach your destination, you are presented with a cut-away side view of the *Viceroy*. From here, you can move a tiny on-screen representation of your character to any one of four areas: ART, the MediBeam, the Gear Room, and the Diving Chamber.

ART is the *Viceroy's* talkative computer pilot. He gives you any messages that are waiting, shows you your stats, and lets you make a scan of the ocean floor. Scanning an area makes any objects of interest show up as green dots, but this also eats up your precious time. The larger an area you scan, the more time you lose. This leads to inventiveness in the player; I personally like to scan in little strips to take up less time.

The MediBeam lets you replenish your precious health, but it costs experience points that you have earned from previous missions. These experience points are basically your score, so use them sparingly. If you are injured underwater and don't have experience points to heal yourself, you'll have to start the game over from scratch.

The Gear Room holds tools that you acquire in the course of your underwater forays; much is to be found under the waves! In the Gear Room, you transfer items to and from your utility belt, which holds five items. The proper choice of equipment for a mission can mean the difference between success and failure. When you're done outfitting yourself, you can proceed to the Diving Chamber and plunge into the wild wet yonder.

The underwater portion is the heart of *Return to Atlantis*. It's unique - unlike anything else I've seen in a computer game so far. You, the diver, float in the center of the screen, suspended over the 3-D scrolling sea floor. You can swim in and out of the screen, as well right, left, and diagonal combinations. The floor is convoluted, made up of geometric pyramidal sections. The floor is dotted with coral formations, which grow and shrink with proper perspective. Finally, swimming fish, a changing current, and digitized breathing noises complete the picture, effectively turning your monitor into a cathode ray tube aquarium.

As the diver, you are presented with a wide range of options. You can communicate with either ART or RUF, your Remote Underwater Friend. RUF can be programmed to search an underwater area (you can actually draw the path you want him to take) and report the coordinates and nature of any unusual object that he finds. RUF has different thoroughness and material settings, which tell him to search with varying speeds and for different types of objects. You can also change the underwater display to watch RUF and follow his progress. RUF also frequently communicates with your character at the English level of Tarzan, expressing what he's feeling at the moment. Using RUF effectively takes a little getting used to, but he soon becomes a diver's best friend.

You also have access to ART, the *Viceroy's* computer. ART gives you short messages, and allows you to teleport objects to and from the ship's hold (very helpful). Finally, you have a scanner and a laser, both of which use an interesting

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Modems for the Absolute Beginner

By Linda Marquess

The word "telecommunications" can be a bit intimidating (even if you are not asked to spell it). After all, how many eighteen letter words do you use in your everyday conversation? Don't let that scare you. Telecommunication is fun and informative.

People use modems to shop from home, do their banking, research subjects, play games or trade programs. In short, the uses for a modem are as varied as the applications of the computer itself.

All you need to get started is a computer, telephone and modem. You probably have two of the three already! I have two simple guidelines for selecting a modem, BAUD rate and Hayes compatibility.

Simply put, the BAUD rate is the speed with which data is transferred. You will want either 1200 or 2400 BAUD. I understand that some mail order outlets are selling SUPRA 2400 BAUD modems for as low as \$139.

Most terminal (modem) software uses Hayes commands. In order to make full use of your modem with the least amount of problems, you should consider this before buying a modem.

Will it raise my phone bill?

This depends on you. If you call local numbers, no. If you choose to, you may sign up with a pay service such as CompuServe or PeopleLink. This is a separate charge not connected to your phone bill. Another option might be PC-Pursuit. Membership in PC-Pursuit is \$25. Monthly fees of \$25 allow access to a wide service area across the United

States, with no telephone company time charges. The calls must be MODEM only and be limited to two hours per call.

Inside the *AMIGAZette*, you will find a small listing of local BBS (Bulletin Board System) numbers. There are probably more than 100 BBS numbers that can be accessed locally. Our listing is kept short by sticking to only those systems that cater to Amiga users.

SACC maintains AmigaLink BBS as a service to club members. Non-members have severely limited access. Ron Finlayson does his best to upgrade members as soon as possible, but sometimes this may take a few days. Please remember that he does this in his spare (?) time.

When you first enter AmigaLink, you are asked a series of questions, ranging from the relatively simple, "FIRST NAME:", to the more thought-provoking, "Does your system support ANSI screen controls?"

After you have entered your personal information (name, city, state), you will be asked to select a password. For your protection, keep your password private. Never use the same password on multiple systems.

Next you will be asked if your system supports ANSI screen controls. This depends on the terminal software you are using. Type a "?" and you will get some help. If your system supports ANSI, you will enjoy some creative color menus designed by Ron Finlayson.

Finally, you are asked if you want to use the OPUS full

screen editor. Answer this question "N"! The full screen editor is driven by several control codes, which are not well documented. If you find you are having trouble entering messages, go to the main menu and select <C>hange setup. Make sure that the Full Screen editor is set to NO.

If you have any problems, leave a message! Modem users are usually eager to help you get started. If you are totally lost, give me a call (voice 991-0415) and I will do my best to get you online.

Commands and Terms

Your modem probably supports at least SOME Hayes commands. The most commonly used are listed below. For more information READ YOUR MODEM MANUAL.

ATDT Tone dial, follow with phone number on the same line.
ATDP Pulse dial, follow with phone number on the same line.
ATH Hang up
ATZ Reset
ATA Answer call
+++ Escape. Puts you in command mode while online.

These are terms you may find on the menu bars of your terminal program.

BAUD: Speed at which data is transmitted.

Duplex: Half duplex echoes characters to the screen. If you can't see what you are typing, set duplex to HALF. If your display looks like this, "HEELLOO", change from Half duplex to Full.

Macros: Keys programmed to send a line of text. For example, hitting F1 could send your password in one stroke.

(See *Modems*, page 14)

Atlantis continued from page 10

crosshair aiming technique. The scanner tells ART to identify an object, and the laser ...well... shoots. You are also provided with readouts of your air, health, and energy (battery) levels.

If and when you complete a mission, you return to the surface and ART gives you a mission evaluation. You will be rewarded with experience points and, occasionally, a trip back to the Academy in order to improve your skills. Your character is saved and you are given the option to go on to the next mission. If you realize that you missed a special tool in a previous mission, you may play a "rerun" of that mission at this time. You can stop the rerun once you've recovered the tool, without having to complete the entire mission. During reruns you can be injured, but you can't earn experience points.

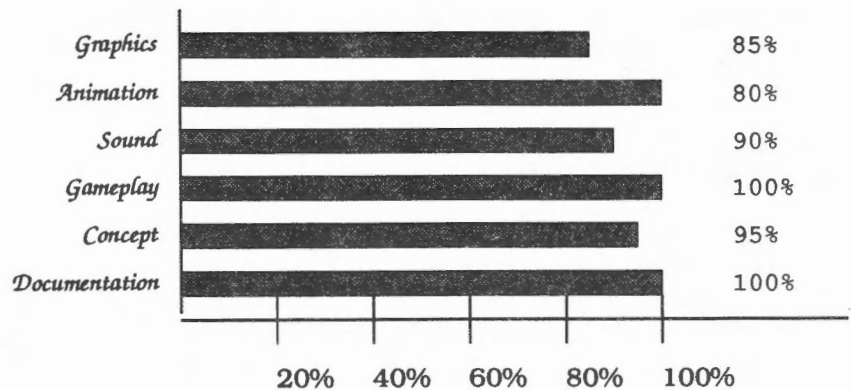
RTA is filled with at least four varied musical scores to please the ear. The synthesized voice is adequate, but isn't crucial to understand, since text is also provided. The graphics aren't spectacular, but are quite good. Perhaps the best feature of RTA, however, is the use of the help key. Pressing the help

key at almost any point in the game gives you just that -detailed help on the specific area that you are in. Press help when you're talking to the belly dancer, and you'll get her life history. Press help when you're trying to use ART's transporter beam underwater, and you'll get instructions on just that subject. 'Nuff said--this is one neat feature.

My only gripe with RTA is the extensive disk access. It's a two-disk game, which is especially noticeable between the Informant and Viceroy sections. It is impossible to install RTA on a RAM disk; it resets the Amiga as part of its loading procedure. It's a shame to let that 2 Meg Starboard go to waste like that...

Agreeably, **Return to Atlantis** has been a long time coming. Announced before the Amiga came out, it predates Live!. Perhaps the best compliment I can give RTA is simply that it's "worth the wait." Once you play the first mission you're hooked. For fun, playability, and that something that makes you want to stay up until the wee hours of the morning just to finish "that last mission," RTA is a steal at the suggested list price. Arguably the best game available on the Amiga, RTA is the first offering of EA's new Interactive Stories Division. This game alone makes me eagerly await ISD's next release. Who knows... See you later--I'm slipping into my wetsuit, strapping on my air tanks, and getting ready to dive!

On the ESET (that's the Ellenbogen Software Evaluation Table), **Return to Atlantis** rates as follows:



Return to Atlantis
\$49.95
Electronic Arts
1820 Gateway Drive
San Mateo, CA 94404
(415) 571-7171

This space for hire

The Director

Part II - The Saga Continues

By Linda Marquess

Has there ever been a program of such high caliber that it deserved TWO reviews in *AMIGAZette*?

The Director from the Right Answers group has earned that distinction. Last month, Dennis Hayes talked about many of the program's features. It would be impossible to cover them all.

This is not only a "display and animation" package, it is a total programming tool. It could be used to write a game or a file reader. *The Director* is what AmigaBasic should have been.

I recently talked with

Keith Doyle, the author of the program. He told me that people were finding applications for *The Director* that he had never imagined.

"Open architecture" usually refers to hardware. But I can think of no better term to describe *The Director*. You are not only presented with a set of eighty-eight commands, you are given the flexibility to run outside programs from within the script.

The commands cover IFF and ANIM file displays, digitized sound output, file and keyboard input/output, drawing commands and more! As if all this

were not enough, a special MODULE command allows for other specialized functions to be added in the future.

The original intent of the program should not be overlooked. As an animation package, *The Director* excels. A variety of wipes are available as well as fades, dissolves and color cycling. A special Blit utility is provided on the disk for ease of animation. Your first film can be completed in a matter of minutes!

What can you do with *The Director*? Easier to ask "What CAN'T you do with *The Director*?"

Information on SACC Amigos

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

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

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Construction Set
Instant Music
It's Only Rock'n'Roll
Hot and Cool Jazz

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The Music Studio
Pro Midi Studio
Drum Studio
Dynamic Drums
Dynamic Studio
Hot Licks
Studio Magic

Digitizers:

Perfect Sound
Stereo/Line level only
Future Sound
Mono/Line level & Mic level
with microphone
Aegis Audio Master
Excellent sound editor

MIDI

ECE

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through/switch
1000 or 500/2000

MIDI GOLD

1000 only

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Vol 13 - 60's Greatest
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songs and pictures

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

COMPUTERTIME

RAM @ Home continued from page 4

computer to do as it starts up.

4. Using the cursor-down key, move the cursor down the list to the item which reads "ENDCLI > NIL:" and erase this line by holding down the "CTRL" key and hitting "B".

5. Save the modified startup-sequence and return to the CLI screen by hitting the "ESC" key, then hitting the "X" key, then hitting the RETURN key.

From now on, whenever the Amiga is booted with this copy Workbench, it will start exactly as before EXCEPT that you will see a CLI screen with the "1>" prompt waiting. The usual Workbench screen is right behind it, and can be reached by using the shrink gadget to re-

duce the size of the CLI screen, or by typing "ENDCLI" RETURN to close the CLI.

I like this arrangement, now that I use CLI enough to justify it.

I still prefer to use the Workbench and icons when practical: they are less prone to some kinds of errors, more intuitive and more fun. But I now have a CLI immediately on opening, which is when I am most

likely to want it. It can be quickly stored for easy access later--or closed--far more easily than having to hunt around later for the Workbench icon and then open my way through a couple of windows to activate the CLI.

Tune in next month for a longer list of shorter mods--and to find out whether a) I succeeded in hooking this legal pad to the modem or b) one of the dogs learned to type.

Modems (Continued from page 11)

Protocol: The way files are transmitted. When transferring files, both systems must have the same protocol set.

Modem settings: Usually, 8 data bits (or word length), No

parity, 1 stop bit.

Upload/Download: Upload is used to send a file from you to the system. Download is used to receive a file.

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All commercial ads and user articles can be uploaded to SACC BBS at 722-1133 or 648-1554. The deadline for articles and space reservations for the February edition of AMIGazette is March 1st.

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If you have any questions about placing an ad, please call our Advertising Coordinator, Dale Doty at 363-9617, or Dennis Hayes at (916) 635-6420. Full payment should accompany your order made payable to SACC. Your ad and payment should be sent to:

Sacramento Amiga Computer Club
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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AMIGALink (Sysop: Ron Finlayson)	(916) 722-1133 or 648-1554	24 Hours
Bear's Byte (Sysop: Woodie Bear)	(916) 722-7423	24 Hours
Nebula-2 (Sysop: Bob Pauwee)	(916) 351-6482	5PM - 8AM 24 Hours Weekends Only

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