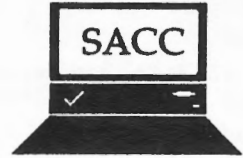


Deadline for your SIG article - April 8th

AMIGAzette



The Official Publication of the Sacramento Amiga Computer Club
Volume 3, Issue 3

Founded 1986

\$1.75

March 1988

General Meeting Info

Original Meeting Time Changed

Tower
~~Theater~~ Theater
Friday Night

The next General Membership meeting will be held on Tuesday, March 29nd, 7:00pm, at the Board of Supervisors chambers. We will be having a "printer night" with a Xerox representative showing the 4020 Ink Jet and, hopefully, a few other models on hand to demonstrate. If you have a printer that you would like to show, please contact Daniel Arey (Who? Vice President of SACC). We will emphasize price, speed, output, and all other factors that make a printer so vital to the Amiga.

In addition, we will have a demo of sub-LOGIC's hottest new product, Jet.

As of press time, no other speakers have committed to the March meeting. What is that old saying? "If at first you don't succeed, try, try, try their patience again!" (grin)

Who knows, we may also see a sneak preview of Dave Coombs notorious wiener animation!

We look forward to seeing you there!

Comp-U-Club
across from Century
Arden Way

Computer Shop
5435 Palm (K Mart)
at Auburn

Newsletter Contents...

Feb General Meeting Minutes	2
President's Rambles	3
Renewal Information	3
Librarian's Disk	4
Dark Castle Review	5
SIG News	6
RAM @ Home	7
Trashcan!	8
Dear Amy	9
SACC Amigos	14
Newsletter Credits	15

Lori
361-9168

Sacramento Amiga Computer Club
P.O. Box 19784
Sacramento, CA 95819-0784

Bulk Rate
U.S. Postage
PAID
Sacramento, CA
Permit No. 1105

General Membership Meeting

Feb 23, 1988, County Board of Supervisors Chambers

The meeting was called to order by President Ron Finlayson at 7:00 p.m. with opening remarks and announcements. There followed about one-half hour of questions and answers, rumor smashing, and assorted topics.

Ron Finlayson then awarded past president and founding father George Leone with a Special Achievement Award and Lifetime Membership for his efforts in behalf of the club.

Then followed a break for distribution of the monthly disk,

and purchase of tickets for the raffle. The raffle drawing was held after the break. The **Supra 2400 modem**, purchased at Computertime, value \$190.00, was won by **Wayne Anderson**, and the **Copy Holder** was won by **King Put**. Next came **Dark Castle** which was donated by Jesse Ellenbogen, and won by **Rod Ely**. The **Pawn**, a \$36.00 value and donated by Put's Commodore, was won by **Bob Cook**, and a \$25.00 gift certificate for Put's was won by **Lindsey Fong**. The big winners were **Jim Dennis**, who won the

AMIGA DOS keyboard template, and **Bryan Ogihara**, who won the ever popular **AMIGA BASIC keyboard template**.

The remaining portion of the evening, until we broke up, was devoted to the demonstration of software. **Return to Atlantis** was demonstrated by Jesse Ellenbogen, and **King of Chicago** and **Galactic Invasion** was demonstrated by

Also, Daniel Arey showed a video of various AEGIS demos. The meeting was called to a halt at about 9:30 p.m.

Printer Sale

*Versatility Plus *Quality *Speed
Affordability

VP-130E

135 cps 27 cps NLQ, Friction and Tractor feed, 8K Buffer, EPSON compatible

REG \$299 NOW ONLY

\$209

VP-160T

160 cps 33 cps NLQ, IBM and EPSON compatible, 8K Buffer, Friction and Tractor

REG \$369 NOW ONLY

\$259

LP-1510+

136 Col, 135 cps 27 cps NLQ, IBM compatible, 8K Buffer, Friction and Tractor feed

REG \$499 NOW ONLY

\$349

DISKETTES 5 1/4 DSDD \$4.95 BX OF 10 3 1/2 DSDD BX OF 10 \$15.95 PRINTER STANDS \$12.95 TO \$49.95

**OVER 1000 SOFTWARE TITLES IN STOCK FOR THE AMIGA
APPLE ATARI COMMODORE TANDY IBM & COMPATIBLES**

Prices good thru April 1988

HOURS 10:30 TO 5:30 MONDAY / FRIDAY
6201 "C" Greenback Lane

Software Plus
Citrus Heights CA. 95621

SAT 10:00 TO 5:00 CLOSED SUNDAY
969-9475 (or) 726-4979

The President's Ramblings

By Ron Finlayson

Well, I guess it is time to get back into the swing of things now that elections are over and I am back from my ski vacation still in one piece.

All seems well in SACC land, our membership continues to soar, our services, continue to get better, and more and more people are becoming involved! I would like to take this time to give a big 'THANK YOU!' to ALL of the people who ran in the last club election. It is nice to see so many people interested in how the club works!

Well, I guess I should talk a little bit about what the club is doing now. The Board of Directors has authorized the purchase of a computer monitor that will be adapted to the projection system that should make the picture much, much sharper. I would like to thank Jim Sutherland, who modified the monitor so that it would work with the projection system. And of course, one can not say enough about the fine work Dave Bandimere has put into the care, maintenance, and improvements to our projection system all along.

THE AMIGA LINK! GETS A NEW LOOK!

After a few grueling hours of data entry, I have converted the Amiga Link! from OPUS to PHOENIX, written by GeneSys. This new BBS is much more flexible, and in my estimation more user friendly. I still have a lot of work and features to implement on the new BBS, but the reaction so far has been positive. I will be

rewriting the menus so that they are easier to read, along with enhancements to the help system. And eventually I will add a BBS tutorial package that will teach you how to use the BBS while logged on to the BBS. The message base facilities are more powerful, in that you can now select to read ALL of the message bases at once, and just the messages since the last time you logged on! Phoenix also provides a facility that will give you a list of all of the NEW files that have been uploaded since your last call. These new features have allowed Amiga Link! users to speed there way through the BBS, resulting in literally twice as many people calling in the same amount of time. Hopefully, these features will reduce the amount of time that you have to wait on a busy signal. I have also installed a BBS game called *Trade Wars 500*. What is *Trade Wars 500*, you ask? Well, without getting all involved here let us say that it is a no holds barred version of Monopoly, where you and other users of the BBS play against each other in search of wealth and stellar conquest. It truly is a lot of FUN! If you are interested in playing, download the instructions found in file section 18 called TWINSTR.DOC. They explain how to play. If you are still interested, leave me a message in Message Section 6, telling me you want to play.

FLASH! OUR MEETING GOT BUMPED! FLASH!

The County Board of Supervisors recently informed us that they want their chambers

the night of our meeting so we are being bumped. The Board of Directors acted quickly, and have secured the same meeting place, but instead of the meeting being March 22nd it is moved back a week to **March 29th**.

I REPEAT!!

The next General Meeting of the Sacramento Amiga Computer Club will be on **MARCH 29th SAME PLACE, AT THE USUAL TIME OF 7:00pm!!**

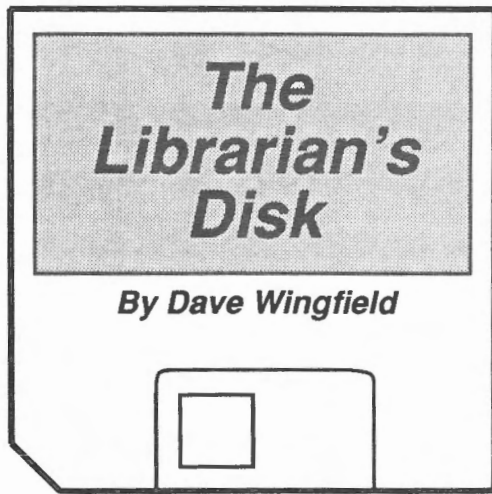
BOARD OF DIRECTORS MEETING

The Next Board of Director's meeting will be held on April 7th at the Sylvan Oaks Library, 6700 Auburn Blvd, Citrus Heights. Meeting time is 7:00pm.

Guess that'll cover me for this month! I hope to see you at the next meeting! Until then, may the GURU never visit you, and may all of your floppies be true! And of course AMIGARIZE someone TODAY!!!

Urgent Reminder!

f you haven't renewed your membership for 1988. Do it now! After March 31st, I will be updating the membership roster. You will be considered a new member after that date. This means another \$10 new membership fee. Why fork out an extra ten dollars, when you don't have to? Besides, you surely wouldn't want to miss even ONE issue of the Amigazette!



Yes! We did have a good time at the last outing. Where were you? Our very own club president was there and he helped a few

folks. See you at the next one, which by the way will be at **Software Plus (yes again)**, on April 2, from 11:00 to 4:00.

I know I haven't submitted an article for a while and I appreciate all the compliments and request for me to try it again. I'll try to be more consistent in the future

Just to keep everyone up to date on the contents of the library, see my report at the end of the article. It has grown a little since my last report in December 1986. I hope you'll be happy with the progress. Fred Fish disks are available

Librarian's Report as of March 8th, 1988

SACC Vols 1.1 to 3.2	18
Fred Fish Disks	128
AMICUS	26
New Age Public Domain (NAPD)	24
First Amiga Users Group	49
SACC Club Library	138
Amiga Addicts Anonymous	4
Back Issues SACC	116
BAR Type (1)	8
Blank Disks (2)	122
Misc (3)	

through #128 Amicus disks through #26, and Club library disks through #138.

With the library growing and my time seemingly shrinking, I need some help. If anyone is willing to do some data entry into the library catalog, please contact me.

I received a call from Arthur Sansten. He's a user from down in the Bay Area. He belongs to AEBIE. He wanted to make sure our members knew about all the upcoming shows. It was too late to put the March show in the newsletter. However, he did let me know about the following shows:

CBM will be at the Moscone Center Apr 7 - 10 Computer Faire in San Francisco. They will be giving lectures on Desktop Video and Desktop Publishing for the Amiga.

There will be a Amiga Specific Show at the Santa Clara Convention Center May 14 & 15. Advance tickets are available, but he didn't give me the ticket prices.

Well, that's about all for now. Check out some of the fantastic Public Domain software in our library. If you are used to PD software on other machines you will be very surprised with the PD software for the Amiga. Many PD programs are better than some commercially available software. See the librarian's report below and we'll see you at the next outing.

Dark Castle

By Jesse Ellenbogen

A vulture shrieks menacingly from above and dives towards you, dropping like a rock. Petrified, you desperately hurl a stone in its direction and attempt to knock it out of the air. The rock whistles through the air as it leaves your grasp and speeds towards the flapping bird. A hit! The vulture screams and plummets towards its death on the floor below. It hits with a satisfying "splat" and disintegrates. Now you only have to worry about the rest of the squadron of vultures and that ferocious fire-breathing dragon that'll fry you into a pile of blackened ash. But wait...what's that big bucket full of water doing right above the dragon? Maybe, if you can avoid being barbecued, or poked by a deadly vulture, you could get up there and...

This is **Dark Castle**, a hectic, humorous, non-stop, dungeon arcade release from Three-Sixty Pacific. Available only on the Macintosh for quite some time, **Dark Castle** was recently ported over to the Amiga. The game takes advantage of the Amiga's color graphics and four-channel sound capability to produce an enjoyable, high-quality arcade gaming experience. Since the game is in lo-res, the detail isn't as quite as sharp as the black-and-white Mac version, but addition of color more than makes up for this.

The concept of the game is this: You're a stout-hearted adventurer, exploring a haunted castle in hopes of finding and slaying the evil Black Knight. On the way, you'll have to deal with everything: crossbow-wielding guards, multiplying brooms, fire-breathing dragons, gibbering mutants, gargoyles, and a host of other fully-

animated, noisy nasties. To prevail over these beasties, all you have is your athletic self, a handful of rocks, a few bottles of elixir, your wits, and an occasional magical weapon that you may find in the course of your quest. In pursuit of the Black Knight, you'll find yourself running up and down stairs, jumping over yawning pits, shimmying up and down ropes and ladders, and negotiating many treacherous platforms and causeways. Each of the game's fourteen screens presents a different kind of challenge or puzzle that you must overcome to reach your goal. In one screen you might have to distinguish between real and illusory platforms to jump on, and in another, you may find yourself jumping back and forth on floating logs, avoiding huge boulders bouncing from above. One misstep, and you could either wind up as flat as a pancake or, worse yet, fall down a shaft into a rank dungeon. In the case of the latter, you'll have to figure out a way to get past a whip-carrying henchman and snatch one of two keys dangling from the wall. Choose the wrong one, and a sixteen-ton weight will comically crush you into oblivion.

The two best aspects of the game are the funny, fluid animation, and the great sound effects. The hero is articulated especially well with dozens and dozens of poses, depicting him running, getting bowled over by a boulder, fried by a dragon, and much more. Seeing your on-screen surrogate comically reduced to a charred lump takes away a little of the frustration of the game - **Dark Castle** isn't easy. Everything that moves in the game makes some sort of characteristic noise, which can get a little overwhelming when you're confronted by a menagerie of different enemies. The digitized sound effects of **Dark Castle** are the game's biggest plus - hearing mutants gibber madly and bats flap furiously make the game very enjoyable to play.

On the Amiga, **Dark Castle** is a two-disk game, as opposed to one on the Mac. Having **Dark Castle** in color also increases the disk access time - you have to wait approximately 15 seconds between screens. This is my only gripe. While falling down into the dungeon, for instance, you have to wait a while longer than a fall should take. This slight disadvantage is not enough to detract from the game's general enjoyment, however.

As I previously mentioned, **Dark Castle** isn't easy, but it isn't impossible, either.

See Dark Castle, page 14

2nd Annual
Desktop
Contest
C-Light
Video



If you didn't attend a SIG this month, you missed out on some great demos, valuable information exchange, and the opportunity to meet other Amiga owners with similar interests and problems. The SIG (Special Interest Group) is a small gathering often held in a SACC member's home. The meetings are usually more personal than our monthly general meeting.

What do you do at the average SIG meeting? As an example, let's take a look at the last Graphics SIG. When I arrived David Coombs was showing us the work he had done with *Animate 3D* (very impressive).

Then we previewed two software packages Dennis Hayes had brought to the meeting. The packages were so impressive that I promptly went out and purchased one of them.

We then traded the latest public domain software and discussed some rather absurd means for detecting the dreaded virus.

My only regret was that my stay was limited to just one hour. Thank you, Bob Moskovitz, for your hospitality.

Beginner's Workshop

If you didn't get a chance to attend the last Beginner's Workshop and would like to attend a future class give me a call at 991-0415.

Animation Workshop

The Animation SIG will be meeting on the first Thursday of each month at 7 pm. The group is currently meeting in the home of Dan Arey.

Graphics

If you want to keep up with the fast paced release of graphics software for the Amiga, take the opportunity to attend a future meeting.

C Programming

If you have questions about the C Language or would like to work on a group project, 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

The first meeting is tentatively scheduled for Tuesday, April 19th. For more info call Cindie Smith at Put's (991-6664) or Jim Deford at (721-3948).

DATES AND DETAILS

OS Programming 8933 Fredric, Sac.	Scott Lee	363-6170	Tuesday April 12th.	7:00 pm
Animation Workshop 1322 Keeney Way, Sac.	David Coombs	823-2903	Thursday April 7th.	7:00 pm
DeskTop Publishing Put's Electronics 641 M St., Rio Linda	Jim Deford & Cindie Smith	721-3948	Tuesday April 19th. ?	7:00 pm
Graphics 4942 Buena Vista Dr. Citrus Heights	David Coombs	823-2903	Tuesday April 5th.	7:00 pm
C Language 2412 Santina Way, Elverta	?????	991-0415	Twice monthly	7:00 pm
Grass Valley Home Federal Savings, Grass Valley	David Bandimere	292-3769	Saturday March 26th.	1:00 pm

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

RAM @ Home

By Rob Super

VOLCANO, CA -- February was supposed to be wet. We had 27 days of dryth. March they have predicted to be dry, and as I write this the rain gauge out on the deck is showing 2.16 inches for the last 72 hours. Well, we need the rain. Besides, with Beethoven on the stereo, the sounds of the rain on the roof and the wind in the pines, I have a proper computing environment. Ergonomics are fine, but first give me classical music and classical weather.

I've spent some time, this past couple of rainy afternoons, finishing up the customizing of my Workbench (WB) disk. It's the kind of job that's never really finished, but I did at least check off most of the modifications that had been collecting in my mind - and on disks--over the last couple of months. In the process I've learned a few things about how Godot, my 2000, works.

Potent changes can be made to the Amiga's functioning by bringing together three elements: the CLI, utilities, and "c."

First element. As discussed here last month, the CLI gives access to DOS (Disk Operating System) commands that are unavailable through the Workbench.

Second element. "Utilities" are small, useful programs that, by themselves, would never make you buy a computer. You might buy a computer just to run a spreadsheet, or even to play a special game; but utilities are worthwhile only in the con-

text of a computer running other programs. Utilities are helpers that somehow facilitate running those other programs, or simplify routine tasks like organizing disks, or provide often-used small tools like a calculator or calender. Some utilities provide capabilities the computer's operating system didn't come with, others speed up, make more reliable or otherwise improve on existing functions. There are commercial utilities, but the Amiga is blessed with a lot of quality public domain (PD) and "shareware" utilities. These are available free or, in the case of shareware, at very small cost. Sources include our monthly disk and library disks, other Amiga users, and BBSs (electronic bulletin boards)--like SACC's own "AmigaLink." You have to poke around a bit to find things you like--and that are helpful to the way you work your machine.

Final element. "c" is a directory (drawer) located in the root directory of the Workbench disk. There's no icon for this directory, so you won't see it on the WB, but if you enter CLI and type "cd df0:" RETURN (make sure your WB copy is in df0:), followed by a "dir" RETURN, you will see that there is a directory called "c". To look inside the "c" directory, type "dir c" RETURN. If you've used the CLI before, some of the items listed will look familiar. For instance, "cd" and "dir", both of which we just used, are there. So are all the other DOS commands, for each command is nothing other than a small program, and the "c" directory is where this collection of

programs - the DOS commands - is stored. When, for example, we enter "dir" into the CLI, the Amiga searches the "c" directory and finds, loads and runs the program called "dir". "Dir" is a program that reads the contents of the current directory and prints them to the screen.

Now look at how the combination of these three elements can be used to make the Amiga a slightly different machine than what came out of the box.

As a multitasking computer the Amiga is an ideal machine to exploit the power of utilities: they can be called up and used while other programs are running. But they need also to be reachable: easy to call up. Many PD and shareware programs won't run from Workbench because they don't have icons. Even if an icon exists, it may be a nuisance to find it in an un-opened window under a clutter of electronic paper. But, since everything is available through the CLI, keeping an open CLI window at hand provides direct access to any utility: just click in the CLI window and enter name of the program, preceded by its' full path. The computer will ask for the right disk (if it's not already inserted) then find, load and run the program.

One problem: what if I don't know the full path--can't remember what subdirectory or directory, or even what disk, contains the program? Or what if it's a long path and I get the spelling or syntax wrong, then have to start over because Godot can't find the file? Dragsville. Come to think of it, why do we have to type the path at all? If DOS commands are just little programs, and if an Amiga can find a DOS command when all

See RAM @ Home, page 12

723-1103

Trashcan!

By the Amigaman

Atari Re-invents The Wheel!

Actually what they (Atari) have done is to introduce a new machine! The Atari 7800! Are they using that new chip the Motorola 78000? Well, no. Actually the 7800 is an update of the old Atari 2600 game machine.

It is kind of nice to see Atari really doing what they do best. Making game machines for the kiddies. Now the Amiga is known as 'Power For The Price' since Atari raised all their prices...

Interceptor

Another one from Electronic Arts we have waiting for...he says, chewing fingernails!

A popular Amiga magazine printed in their Rumors section that Interceptor was stolen and uploaded to pirate BBS's all over the country the same day. My underground sources have told me that this is not true! The software that was stolen was Ferrari Formula One, as was stated in last month's TrashCan! article...

A unconfirmed rumor says that Interceptor is being delayed...How long? Who knows!!!! Maybe the reason is that Jet is being shipped as I type this and they want to see what it looks like before they release Interceptor...

Anytime real soon now!

1.3 Printer Drivers

The 1.3 printer device and some various printer drivers are making their way through the Amiga world. If you can get your hands on them, DO IT! They work very well and FAST!!!! As fast as stated last month in

TrashCan! As far as DOS 1.3...Anytime real soon now!!! I can't wait! After seeing my printer 'fly' as it does now, I am really looking forward to seeing my disks fly!

WordPerfect Happy!

This should have been printed last month but...The WordPerfect Corporation is very, very pleased with Amiga sales of the WordPerfect package. They re-couped ALL their development costs in seven days! Yeah! Seven days! One week. One quarter of a month. One fifty-second of a year! HAH! Anyway, this is a record for WordPerfect sales and they will be releasing more software for the Amiga very soon!

A final note:

Software and hardware developers, the entertainment industry (T.V. and other video users) and many, many others are starting to realize what a versatile machine the Amiga is.

Amy

continued from page 13

campaigns we are currently working on with our dealers. My job as Education Specialist is to get into schools, universities, and places like Boeing.

Question:

Is Commodore working with third parties on networking standards?

Answer:

There are currently networking products available manufactured back east. Their products are magnificent. I can't say we are.

And they are also becoming aware of how dedicated Amiga owners are, both to their machine and to Commodore, especially now that Commodore is making their turn-around. Users have their Amigas hooked up to telescopes, massive video equipment, sound equipment, etc. A local company uses their Amigas to design alarm systems. I recently helped a user set up his Amiga 2000 for downlinking digitized satellite weather pictures. He will be adding the Bridgeboard to use the IBM compatible side for the actual downlink and then (at the same time, of course) use the Amiga side for file manipulation and for touching up and showing the pictures.

Boys and Girls; we are all, right now, seeing the tip of a major Amiga iceberg...This is going to get very exciting! Tell your friends and neighbors! Wake up the kids! The Amiga is in the process of kicking some butt!

Question:

On the various points that you can neither confirm or deny, what is the earliest date that you could confirm them?

Answer:

That depends on which one it is. Really you want me to tell you (the) earliest date we could confirm them? No.

You can reach the Northwest Amiga Group at:

**PO Box 1140
Oregon City, OR 97045
(503) 656-7393 BBS**

Dear Amy...

Questions and Answer Session with John Beem, District Sales Representative for Commodore Northwest Region and Allen Burke, Western Regional Education and Technical Coordinator, at the January meeting of the NORTHWEST AMIGA GROUP

Question:

Are we going to have access to the Fat Agnes chips for the Amiga 1000?

Answer:

I don't think so. I don't believe there are plans to support that, just because of the size plus the configuration for it to go in there. There is talk about other types of modification to other board to implement such, but at present no.

Question:

Can you tell us anything about the availability of the 2080 monitor?

Answer:

Its safe to say it is very close. Within the next few weeks. As far as pricing is concerned, I have no idea until it shows up, until they announce they have it in inventory.

Question:

When will the 1.3 updates be out?

Answer:

They will be out at the end of this quarter, probably in March. 1.3 is going to be two part upgrade. One will be pretty much the same way we handled the 1/2 upgrade with an Enhancement kit. For the Amiga 1000 owners we will release 1.3 Kickstart on a disk and 1.3 Workbench on a disk. You will

not need the Kickstart to use the Workbench. The only people that will need the 1.3 Kickstart are the people having auto-booting devices such as hard disk drives which will auto-boot right from Kickstart. There will also be a (1.3) Workbench for the Amiga 500 and Amiga 2000. Currently we do not have plans for releasing 1.3 in ROM as an upgrade. We do have plans for releasing that along with our controller card and/or with, for example, the way Creative Microsystems did things with Kickstart Eliminator. Perhaps they'll also license the kickstart 1.3 and do the same kind of upgrade.

To cover more specifics of 1.3 Workbench, some things I can tell you, some things I can't. One of the biggest changes you will notice will be printer drivers. I would say the changes that are going to be done are more than just changes, they are really revamps. Basically the results we are seeing are from 10 to 12 times the speed. We will also have in those, specialized, customized algorithms for things like color corrections. So, when you print your beautiful blue sky, it won't be purple. Or if you print your beautiful purple sky, it won't come out blue. There will also be algorithms to handle things like dithering and smoothing. So when you print things, for example, when you are printing an arc your printer may have far greater resolution than your screen, I certainly hope so. I don't know any printer that doesn't, and it will help handle those and you will have much smoother lines, arcs, and curves. Additional support will have the paint set in it, a new printer driver for the Xerox 4020 color ink jet printer and a few others as well.

Question:
Will there be a cost?

Answer:

Yes, there will be a minimal cost. Something like we did with the 1.2 Enhancement kit. Those went for \$14.95. This is not a profit making venture for us. The price has not been set but may be between 15 and 20 dollars.

Question:

Let me see if I understand then, does this mean my printer drivers will be no good with Workbench 1.3?

Answer:

There will be a new Preferences. Your printer drivers will work the same. Your word processors will print faster. The computer will constantly be waiting for the printer no matter how fast a printer you have. You will also have full 24 pin support as well.

Question:

Will the 1.3 Kickstart and Workbench have anything to do with speeding up disk drive access or actual file formatting as rumored?

Answer:

No.

Question:

Can you talk about the Amiga 1000? Whether they are still making them. And how about sales figures of various models?

Answer:

The Amiga 1000 has been discontinued for some time. We are not manufacturing any more of them. As for the sales figures, I can't give you exact numbers for the various models, but we have passed the half-million mark on the Amiga.

See Amy, page 11



"I'm going to trade
in this old prop job
for **SUBLOGIC's** new
Jet."

"Yes, we do
have **Ferrari**
Formula 1."

COMPUTERTIME
SAFE-T
DRIVING
SCHOOL



No Monkey Business!

at

Stop by and check out the new Star
NX-1000 and NX-1000 Rainbow
printers. Amazing features at an
affordable price.

Computertime

You can count on us to have the
software, hardware, and prices you want.

8040 Greenback Lane, Citrus Heights --- 969-4111 or 723-4000

This ad created with Digi-View, Professional Page,
and the AST TurboLaser/PS

Amy continued from page 9

Question:
Shipped or sold?

Answer:
I believe sold.

Question:
Since the Amiga 500 and Amiga 2000 have been introduced into the marketplace, have the been able to track any difference or comparison with how the Amiga is selling as compared to several of its rivals?

Answer:
There really isn't any competition. The Amiga is being picked up by major professional accounts like Hughes Aircraft, Boeing, Rockwell, NASA, and Teledyne, as well as others for graphics use. It is definitely being taken seriously and definitely selling well.

Question:
On the 1.3 updates is there any further hard disk drive support? Backups, maybe?

Answer:
Currently on the 1.3 Workbench we do not have any plans for any hard disk drive backups. There are several commercial packages available right now.

Question:
What about being able to partition a hard drive?

Answer:
There is no trouble doing that now. On thing that differs on the Amiga from the MS-DOS environment, MS-DOS generally (with a couple of exceptions) will not allow you to format above 32 meg. Amiga can, and we have, successfully formatted an 800

megabyte WORM drive, a 108 meg hard disk drive, 40 meg hard cards, etc. We do not have size limitations. We can address the full capacity of a hard drive.

Question:
How soon can we expect to see the 68020 board with 32 bit ram available for the Amiga 2000?

Answer:
Currently there is a company called CSA of San Diego that has this available and is shipping immediately. I have had one of those boards for over a year now. We have installed it in Comdex, we have no trouble with it. I have no release date or prices for you.

Question:
Is there a release date for the Fat Agnes chip?

Answer:
I don't have an official date to give you.

Question:
How about an unofficial date?

Answer:
How about January some year coming up? If you are taking notes, my name is Joe Smith.

Question:
What is Commodore's opinion of more than 1 meg of internal memory on the Amiga 500?

Answer:
We don't recommend it. Our power supply, as many of you may know is not designed to run a city.

Question:
Has Commodore been marketing their machines?

Answer:

Yes, in the press. We have had extensive ad campaigns during the last quarter of 1987 throughout the Christmas period and the beginning of January 1988. Currently we do not have any magazine ads going. The big push now is with the retailers.

Question:
Are you going to have a more powerful CLI (Command Line Interface)?

Answer:
The CLI is magnificent. It supports multi-tasking and a lot of other things. I don't know what else you would like to get into it. If you would like to see it more like a Unix or XENIX type shell. There are more commands that will be added but basically no, it is not going to be a revamp where you see a CLI 2.

Question:
Are there any Accelerator boards that work with the bridgecard in the Amiga 2000?

Answer:
Yes.

Question:
What are they?

Answer:
Let me backup and explain. Some do and some don't. Most of the accelerator boards are meant to run on a 16 bit bus. The bus or the bridge side of our PC slots are 8 bits. There are two products that I know of that work. A 286 board called HOT SHOT from AST Technology. Also there is a 386 which is only about three grand. I don't recommend the turbo processors.

Question:
When is the 286 bridgecard from Commodore coming

See Amy, page 13

we type is the name of the command (no path), why can't it find other programs, like utilities, without a path? Because the CLI commands are in the "c" directory, and the "c" directory is MAGIC!

Well, maybe not magic. But there is some behind-the-scenes manipulation going on. When we enter a word into the CLI the Amiga assumes that the word is the name of a program and sets out to find it. The search is conducted according to a set of rules. The first rule says "look for the program in the current directory." If the program isn't there the Amiga tries the second and last rule. (There is a way to add rules between the first and last [see the "path" command], so this may not always be the second rule--but it is always the last!) The rule says "look in the 'c' directory"- and the Amiga knows that the "c" directory is located in the root directory of the disk that was used to boot the computer: your WB disk.

Since the "c" directory will be searched for any program, and since utilities are programs, any utility placed in the "c" directory will be found and run--even if the Amiga has to ask for the boot (WB) disk first. In a sense, any program placed in the "c" directory becomes a new DOS command!

By putting the utilities I find most useful into the "c" directory, I've got Godot working for me harder and faster. Here are just a few of the things I've stuffed in there. "QDC": improves disk copying speed, plus has an optional verifier. "UTILMASTER": makes copying files and directories between disks a

snap, also deleting, renaming, etc., plus adds disk management functions that didn't exist before. "BLITZ": quickly loads any text file to screen and provides lightning scrolling forward and backwards. "SHOW": displays any IFF picture without requiring the use of whatever program was used to make the image. There are others--and more still that I haven't had time to experiment with. But each utility can be run, at any time, by entering its name in the CLI, just like a DOS command.

Caveat time now: everything that's added to the WB disk takes up space. Since the disk is just about full to begin with, pruning is necessary. The first things I deleted were all the printer drivers that weren't for my printer. Next to go were the Keymaps that Godot doesn't need (all he uses is "USA1"). Then out with most of the Amiga fonts, which generally look like they were designed by unsuper-

vised elves. I removed "Diskcopy", as "QDC" replaces it. Each user will find other files that, in the context of his or her own uses, can be deleted. And by no means does every utility deserve a place in "c": this is a privileged location for those that are used in conjunction with programs run from the WB disk--and often.

I must be getting hungry (it's late) because it suddenly occurs to me that "c" and the Workbench are like a Dagwood sandwich: there's a lot of different stuff in there, and few rules as to what the stuff has to be. You can make an awful mess, but you can create a winner if you select your ingredients with care, keep the real meat, and toss out the baloney.

I've done some things to make my most-used ingredients (oops!--commands and utilities) more accessible, and will talk about that next month.

out? What is the price?

Answer:

Extremely soon. I don't have a price but it will be very competitive in the market based on the 286 products. We will be running at 10 megahertz and I've worked with it and its great.

Question:

Will the bridgecard ever be sold separately without a 5.25 inch disk drive?

Answer:

The current bridgecard will not be sold without the 5.25 inch disk drive as it stands today. As for marketing strategy on the AT bridgecard, it has not been decided yet.

Question:

Being that Commodore has developed bridgecards condensed on an IBM form factor card, when are they going to introduce the world's cheapest clone using those cards as the clone?

Answer:

Commodore already IBM-PC compatible systems currently on the market. We have the PC 10-1 which became the PC 10-2. They thought they would sell about 30,000 of them, sold 60,000 of them, ran out far faster than they ever expected and are about to release, in the next few weeks a new PC 10-3.

Question:

What can you tell us about the 286 bridgecard price wise?

Answer:

GOOD PRICE!

Question:

Will the 286 bridgecard support EGA?

Answer:

The problem with EGA is it requires 70 hertz plus 60 hertz monitor cycle and the 1084, 2002, 1080 don't support that, so right now, no.

Question:

Will Commodore come out with their own hard drives in 1988?

Answer:

No. I don't know of any company that does. We use other peoples' drives. We have our own hard disk controllers and it's probably one of the finest. It will work with any disk drive out there, so why re-invent the wheel?

Question:

What is the price of the hard drive controller?

Answer:

The A2090 sells for \$395 or \$495. It goes in one slot and supports 7 SCSI devices and 2 ST506 devices simultaneously.

Question:

Will the 1.3 release document the changes made to AmigaBasic in 1.2 and who supports it?

Answer:

Beats me! I have no idea who supports it. I appreciate your concerns but I don't have the answer to that one.

Question:

Is it at all likely that the 286 bridgecard will have a trade-up program for it?

Answer:

It is being discussed but currently I don't know.

Question:

Is there anything to the rumor that an Amiga 3000 will be released?

Answer:

Basically, someone had a really nice 6-pack one night, got up and wrote an article that is totally false. They were fascinated, they were hallucinating, they were really dreaming. There is no other system!

Question:

Are we doing anything to change our resolution which is currently 640 X 400 interlace?

Answer:

What we have going, which you will see real soon, is 640 X 400 non-interlace. We are aware of at least the general publics' desire to go beyond that. There were many things shown at Comdex.

There were other types of monitors and technologies shown by third parties. We are definitely working on it, but I have nothing to tell you specification wise.

Question:

Does Commodore have any plans on support in a peripheral way of reproduction things, such as printers or image processing?

Answer:

I can't discuss that. I can't confirm or deny it.

Question:

Is Commodore doing anything with Unix?

Answer:

I can't confirm or deny it, I can only tell you that we like it.

Question:

Is Commodore going to similar tactics that Apple did with the Macintosh, market wise?

Answer:

We have serious market

See Amy, page 8

Information on SACC Amigos

<i>Help Area</i>	<i>Amigo/Number</i>	<i>Calling Times</i>
Anything	David Bandimere / 292-3769	7pm - 11pm every day
Anything / CLI	Jim DeFord / 721-3948	6pm - 10pm weekdays/ATW*
Anything / CLI	Linda Marquess / 991-0415	7pm - 1am every day
Beginners	Steve Seither / 921-9154	5pm - 10pm Mon thru Sat
Deluxe Paint	Dennis Hayes / 635-6420	7pm - 9pm Mon thru Thurs
Kickstart Eliminator	Jim Sippel / 428-4940	7pm - 10pm weekdays
PageSetter / Professional Page	Jim DeFord / 721-3948	6pm - 10pm weekdays/ATW*
	Bryan Ogihara / 448-0426	6pm - 9pm weekdays
Spirit 1.5 MEG board	Jim Sippel / 428-4940	7pm - 10pm weekdays

* ATW - Please do not call before 9am or after 10pm unless otherwise noted.

Dark Castle continued

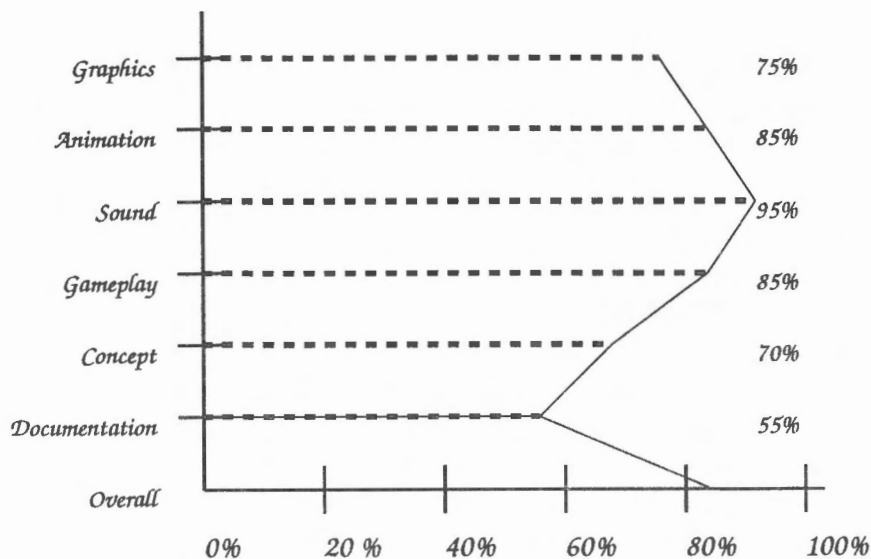
I've gotten to the point where I can almost beat the game on Beginner mode, and I've been playing for weeks. There's always the Intermediate and Expert modes to keep you occupied.

Controlling the hero in **Dark Castle** takes a little getting used to. The game allows the use of a joystick, but this method doesn't allow for the precise control needed to negotiate many of **Dark Castle's** puzzles. Rather, I recommend the use of the mouse/keyboard combination, which uses seven keys for movement and special actions, and employs the mouse for aiming and throwing rocks. This method, the same as on the Mac, takes some getting used to, but allows for very accurate positioning and control.

All in all, I wholeheartedly recommend **Dark Castle** to anyone who is looking for a light-hearted arcade challenge. It offers enough bells and whistles to interest and amuse the

beginner, but also has the depth to challenge and engage the veteran gamer.

On the newly installed Ellenbogen Software Evaluation Table(ESET), **Dark Castle** ranks thusly:



AMIGAZette was published using an AMIGA 1000, Professional Page, PageSetter, and LaserScript, with minimal paste-up. AMIGA is a registered trademark of Commodore-AMIGA, Inc. Professional Page, PageSetter, and LaserScript are registered trademarks of Gold Disk, Inc.

Sacramento Amiga Computer Club, SACC, the SACC logo, and AMIGAZette are registered trademarks of the Sacramento Amiga Computer Club. All contents of this newsletter, except for the articles used by permission, are (C) 1988 by the Sacramento Amiga Computer Club, and if published, the author must receive full credit along with AMIGAZette. All rights reserved.

The staff of AMIGAZette and the officers and Board of Directors of the Sacramento Amiga Computer Club do not advocate or encourage the use of any product or service advertised herein for illegal purposes. AMIGAZette and SACC assume no liability, implied or otherwise, for the use of any product, service or article contained herein for any purpose whatsoever. The readers of AMIGAZette hereby agree to use all said products, services and article suggestions at their own risk, with no liabilities to be assumed by AMIGAZette or SACC in any way, shape or form.

Laser printing done at COMPUTERTIME, Citrus Heights, CA. on an AMIGA 2000 and AST TurboLaser/PS. Printing and binding by Century Copy.

Deadlines

All commercial ads and user articles can be uploaded to SACC BBS at 722-1133 or 648-1554. The deadline for articles and space reservations for the April edition of AMIGAZette is April 9th.

Commercial Ad Sizes/Prices

1/4 Page	3.5" x 5'	\$15.00
1/2 Page Vertical	3.5" x 10"	\$25.00
1/2 Page Horizontal	7.5" x 5"	\$25.00
Full Page	7.5 x 10"	\$45.00
Full Page on Back	7.5 x 10"	\$50.00

If you have any questions about placing an ad, please call Bryan Ogihara at (916) 448-0426, 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.

Local Amiga Bulletin Boards

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

SACC Officers

723-1103

President:	Ron Finlayson	726-3709
Vice President:	Daniel Arey	338-1833
Secretary:	Bob Griffith	363-4031
Treasurer:	Linda Marquess	991-0415

The Board of Directors

Bob Eller	991-6858
Lindsey Fong	682-8872
Cindie Smith	
Dave Wingfield	334-2640

Appointed Chairpersons

AMIGAZette Editor	Bryan Ogihara	448-0426
SIG Coordinator	Pete Marquess	991-0415
Assistant SIG.		
Coordinator	David Coombs	823-2903
Librarian	Dave Wingfield	334-2640
Advertising		
Coordinator		
Raffle Chairman	Dave Abood	966-1781
New Member		
Coordinator	Linda Marquess	991-0415

AMIGAZette Staff

Editor In Chief:	Bryan Ogihara
Assistance	Dennis Hayes Lindsey Fong
Advertising:	
Artwork:	Pete Marquess Linda Marquess Bryan Ogihara
Contributing Writers:	Jim DeFord Jesse Ellenbogen Bob Eller Ron Finlayson Bob Griffith Pete Marquess Linda Marquess Rob Super Dave Wingfield

We Buy And Sell
Used Commodore
Software AND
Hardware

We take
TRADE-INS!
Upgrade Your
System TODAY!

Put's Electronics

SALES * SERVICE * SUPPORT
Monday - Saturday 10AM - 6PM
Friday Night Open Until 8PM
Sunday NOON - 6PM

**641 'M' Street
Rio Linda
991-6664**

COMMODORE
AMIGA

SALES

SERVICE

SUPPORT

LOW PRICES

AMIGA PERIPHERALS ON STOCK NOW!!!

We believe that you will find at Put's one of the largest and most complete selections of Amiga hardware and software in Northern California. There are memory expansion and hard drive peripherals, cables, modems, printers, digitizers and much, much more. We make every attempt to maintain the lowest prices in the Sacramento Area.

**A500
\$579.95**

**B2000
\$1599.95**

CMI VI-2000

Video Card

*** \$54.95 ***

**- NTSC Compatible -
- Composite Output -**

***PLUGS INTO VIDEO SLOT!
DOES NOT USE RGB PORT!***

STAR NX-1000 RAINBOW PRINTER

\$329.95

**SEVEN COLOR PRINTING
USES EPSON JX-80 DRIVER
144 CPS - MULTI FONTS**

\$2.00

Put's Bucks

\$2.00

**Good On Any NEW Software Purchase
Of \$25.00 Or More**

**One Coupon Per Purchase
Offer Good To SACC Members ONLY!**

Coupon Good ONLY Through April 30