

November  
1988

# AMIGAzette

Volume 3

Issue 11

\$1.75



SACRAMENTO  
AMIGA  
COMPUTER  
CLUB

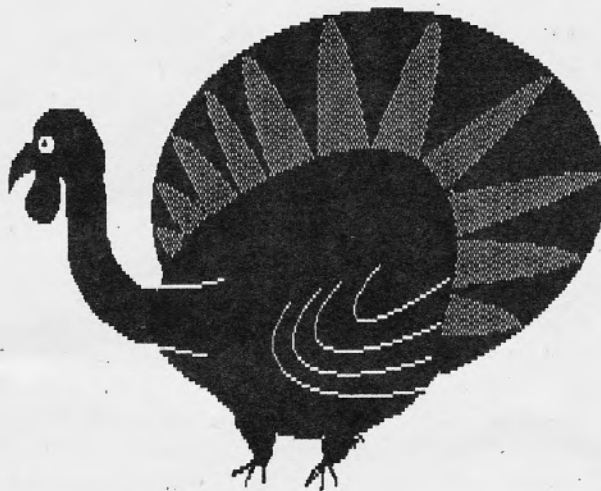
Founded 1986

This months Meeting will be on a **Wednesday** instead on our usual Tuesday. Our new meeting place is at the Pacific Bell Auditorium on **2700 Watt Avenue**. (Near Marconi). Meeting time will be at 7:00.

The General Meeting Will  
Be On October 26th.

## Newsletter Contents

As of press time, I have not been given any specifics. Hope to see you all at our new resting place...



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# From The Editor

I can't believe it! Six months. Yep, that's right this is my sixth issue since assuming the Editor position. DeskTop Publishing can be fun! With Christmas coming around the corner and a New Year to follow it will soon be that time again. What time is that you ask? Well the great and all awaited January elections and Business meeting.. Yuck Pew Blah... If you wish to run for something start looking over the list and let a board member or officer know you're interested. Upcoming issues will give more details on running. Along with that, remember renewal time is near. Linda has furnished me with a renewal form which should be inserted in this issue, just feel it out and return it to the clubs P.O. Box so you can be sure you won't miss an exciting issue of the Amigazette.

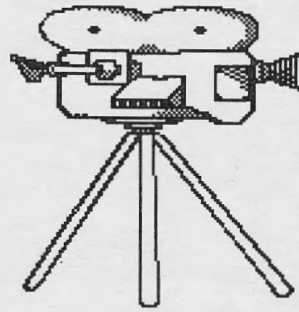
Because it's the end of the year and money is tight I am forced to keep the next few issue at around 16-20 pages. If I was to print everything I have now you would probably see a 28 or 32 pager at your mailbox. If you are one of those that have written me something don't panic if you don't see your article this month. I am working on a "queue" that is about 4 or 5 deep in which I'm holding those articles for next months.

I would also like to thank Greg Bahlhorn for volunteering as the Advertising Coordinator. Advertisers please remember this is a VOLUNTEER job and help Greg out as much as possible. He is also interested in creating an "AD service" for those stores that are too busy to put one together themselves. If interested contact Greg and see if we can come up with something. I would also like to try and resurrect the Classified Column. If you have something you would like to sell down-load a description and price to the Newsletter section on the BBS. Classifieds are FREE to SACC members.

In closing I would like to apologize to those Authors who were not given credit for there articles this month. Authors, remember I am dealing with several articles and if your article does not have your name on it WITHIN the text I will not be able to remember who submitted it. Please begin or end all articles with the following:

AUTHOR NAME - PHONE NUMBER  
TITLE OF ARTICLE  
DATE SUBMITTED

Doing this will help me greatly in processing my "Queue" and giving all you Authors your deserving credit. Thanks for all your help and cooperation and hope to see you at our new meeting place this month. ED.

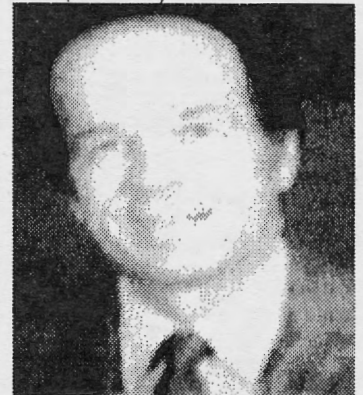


# Member Spotlight

by  
Robert Du Gawe

Several members have told me they enjoy reading this new column, Member Spotlight. So I'll be sending out a few more questionnaires this month so I can continue it. If you receive a questionnaire please fill it out and send it back to me with a small pocket size picture (I'll be sure and get it back). If you don't wish to participate let me know so I can give someone else a chance rather than awaiting a never to come response. Thanks goes to John Wright, Patricia Spencer, and this months Spotlight Bob Murphy for responding. I also thought it would be a great idea if the person featured for each month would write the Spotlight for next months issue, great idea right! Soooo, Bob, how bout it?

Bob Murphy is originally from Boston. He decided to make the migration out west because of the weather, education and the opportunity to serve. You see, Bob is a pastor at the First Baptist Church on 24th & L streets. He received his pastoral training at the American Baptist Church of the West in Berkeley.



He enjoys skiing, fishing, reading and people who enjoy life. Relatively inexperienced on his Amiga 500 (He's had it for 9 months) he greatly appreciates all the assistance given to him by club members. He personally thanks Mike Brace and Jim Deford for all the help they have given him during the "Fresh out of the Box Blues". He particularly enjoys soaring through the air in his F-18 interceptor and occasionally plays Marble Madness. When not playing games he uses his Amiga doing Word Processing with Excellence.

Mr. Murphy would like to see SACC get involved with agencies in the Sacramento area and bring the Amiga to the multitude of those that have never heard of the Amiga or simply can't afford one. SACC and I would like to extend a warm welcome to Pastor Murphy and thank him for his suggestions as a member of SACC. If you are interested in some of his ideas, I'm sure he wouldn't mind a few members to contact him and possibly set up a visit to a local hospital or something

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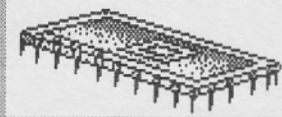
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# Ram@Home

by  
Rob Super



## IF ICON, SO CAN YOU

VOLCANO, CA -- I've been working long hours recently, and the days are getting shorter. The view out the kitchen windows, usually a pleasant distraction as I go through the home-from-work chores (feed the fourfooters, empty the dishwasher, start dinner, etc.) has disappeared in darkness by the time I get in. Unable to watch the valley for deer, or the sun passing behind the trees on the ridge, I've been flicking on the small kitchen tube instead. It's a poor substitute, but for a while the Olympics were on live, and, while I usually have little interest in sports, I found these entertaining. People running, jumping, throwing themselves off high places. Many forms of unnatural behavior. I particularly liked the part where the boxers couldn't figure out which ring they were in, when they were supposed to be there and whether or not it was OK to hit each other: best sports entertainment since Abbott and Costello did "Who's on First". I was also pleased to have discovered the answer to a question that's been bothering me for some time: what's an "Olympiad"? In 1936, when all "Triumph of the Will" was Jesse Owens' own, it was still the Olympics. So where did this *Olympiad* come from? (Yeah, I know about Greek suffixes and stuff, like the "Illiad", but since when has the Olympic Committee or the TV industry been hawking rehellenization or linguistic purity?) Then I realized the simple truth: "the Olympics" are the games themselves, little clips of which are shown on TV; the entire telecast, considered as a whole and consisting mostly of efforts to sell fast food, household cleansers and Japanese automobiles, is properly called "the *Olympiad*." Enough of Truth and Enlightenment: it's time for an Amigiad (hey, if Commodore won't do it....)

This month we have a special on icons! I've been so involved, over the last few months, in playing with some of the CLI's capabilities that I've ignored icons. Not ignored exactly, because we all use them: they are difficult to avoid, and hard to replace for simple convenience of operation. Some of us never

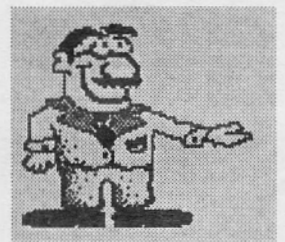
use anything else, and even those who "graduate" to the CLI never completely renounce icons--even if it's only to load "Interceptor" for a fast dogfight before bed. But, though I'd been aware that there were some tools available for manipulating icons, I'd been merrily clicking away without looking beneath the surface.

Time to dive into the books, mags and AmigaLink's files. What can you do with an icon besides click it?

An icon is just a small picture on the screen that has the special property of *doing* something when it's double-clicked. That means, broadly speaking, that there are only two things about an icon that can be changed: how it looks, and what it does. Additionally, of course, an icon can be created or eliminated (though the how of it may not be obvious).

Let's begin at the end: getting rid of an icon. (To clean up an icon-cluttered disk, you might want to remove the icons for some files that you use only from the CLI.) Selecting the icon and then choosing DISCARD from the menu gets rid of the icon, but takes its associated file with it--because an icon is a pipeline, passing certain instructions through itself to the file. To get rid of the icon while keeping its file, we have to use the CLI--or a directory utility--to delete a special kind of program called an ".info" file. As the job of an .info file is to create an icon, it never has an icon of its own: a file called "rocks.info" is a little program that manufactures the icon for a file called "rocks", "trees.info" makes the icon for "trees", etc. Delete the "trees.info" file and the "trees" icon will disappear (when you reopen it's former window), but the file "trees" still exists and, from the CLI, can still be made to do whatever it does.

That's very simple, but it does point out the difficulty of experimenting with icons: unless you're a programmer, able to mess around with an .info file (it ain't written in English, Jack), how can you modify or create an icon? There are a several ways.



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Please

To make an icon for a file that doesn't have one, you can swipe an existing icon from a

similar file. ("Similar" means the same "type" of file. For the purpose of using icons, there are five basic file types: disk, drawer, tool [program], project [data] and garbage [the Trashcan]. You can't tell one type from another by looking at the icons: while a "drawer" icon is usually made to *look* like a drawer, it could also look like a Ferrari or a sandwich, and a "project" icon could like a drawer. The type has to do with what the icon does, not how it looks. To check an icon's type, select it, pull down the "Workbench" menu and choose "Info". Look near the top left of the window that opens: it will say "TYPE project [or whatever]"). Let's look an example of icon-swiping. Assume you have a disk full of pictures. Also on the disk is the PD utility "Show", which you use to display the pictures. (To make the example simple, we'll say there are no subdirectories [drawers] on the disk: everything is in the root directory.) There's no icon for "Show", so to display a picture you must enter the CLI, then CD to the picture disk, then type "show [picturename]" RETURN. You'd rather use "Show" directly from the Workbench, by clicking an icon in the disk's window. Since "Show" is a program--a "tool"--we need to find a "tool" icon to steal. The "clock" icon from the Workbench qualifies: COPY it's .icon file ("clock.icon") onto the picture disk, then RENAME the copy "show.icon". Open (or close and re-open) the picture disk's window. The clock icon is there, but now with the name "show" under it, and when double-clicked it does indeed run "show"! Of course, it still looks like a clock. The "IconEd" program on the Workbench 1.2 disk will let you edit the image into the shape of a slide projector, a movie screen, or whatever you like--but that program is almost more trouble than it's worth, and it has limitations. We'll look at a better way in a minute.

"Project" icons are a little more complicated to crib because, as data files, they must somehow be told to open the program they're associated with. If you need to steal a project icon, it's easiest if you can get one from another project based on the same program (e.g., iconize a WordPerfect document file by copying another WP document's .icon file): that way the "new" icon will be born knowing how to open the necessary program. When that isn't possible, there's a way to change the program (tool) that a project icon refers to: select the icon and open its "Info" window via the Workbench menu; find the "DEFAULT TOOL" box near the bottom of the window: it contains the name of the tool that the

project is associated with, preceded--usually--by the full path to that tool. The text in this box can be edited (click in it first) to direct a project to whatever tool it requires.

There are couple of other boxes in icon "Info" windows that should be mentioned. "TOOL TYPES" boxes are often empty, but sometimes contain information needed to configure a program. (To simplify and speed up "Notepad" by telling it to not load extra fonts, put "FLAGS=nofonts" in it's icon's TOOL TYPE box.) What can be done with TOOL TYPES depends on what has been written into particular programs; reading what's already in the boxes can provide clues, but documentation is often necessary. And the "STATUS" box provides an easy way to protect a file from deletion--click on the text to toggle it back and forth from "deleteable" to "not deleteable".

A PD program called "IconType2" can be used to change an icon's type, which makes for a lot more flexibility: just run the program followed by the name of the .icon file you want to use and by the type (e.g., "project") you'd like it converted to. This makes it possible to copy any icon for any other use: you could convert the "Interceptor" icon (a "tool" icon) to use as icons for your digitized photos of jet aircraft ("project" icons).

The program "Zap2Icon" ends the restriction of having to start with an existing icon: it converts any IFF picture into an icon--limited of course to the four colors of your Workbench screen.

"SI", "Snap" and "SplitIcon" programs perform other icon-related functions that won't be discussed now; there are also many collections of ready-made icons.

But the best news is "IconLab1". It seems to combine most--and maybe all--of the of the other programs into one very complete, easy to use package. To check it out, I decided to make "project" icons for some images rendered by "Sculpt 3D", and to begin with the ray-traced image of a coffee cup, using the image itself as the starting point. I loaded the picture into "DPaintII", converted it into four colors,



Continued  
on  
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# ADGNEWS



By Dave Coombs



## Audio SIG

The group is meeting at The Computer Shop. A variety of music applications will be demonstrated, although the group will focus primarily on Perfect Sound.

## Desktop Publishing

Learn all about Pagesetter and Professional Page.

## Games SIG

John Warren will be starting a games SIG as soon as a meeting place is decided. It should be announced at the upcoming general meeting

## Graphics SIG

Keep up with the fast paced release of graphics software for the Amiga.

## Grass Valley SIG

Those of you who live in the Auburn - Grass Valley Area should plan to attend the next meeting.

## MIDI SIG

It's a great place to go if your music interest on the Amiga goes beyond sound sampling.

## Telecom SIG

If you need some help with your modem or you're interested in modem games, check this group out.

## 3-D SIG

Learn about and discuss the incredible world of 3-D pictures and animation on the Amiga. Meetings will first be held in the Fair Oakes-Orangevale library and later will move to my house. The first meeting is Monday, Oct. 24th. at 7 p.m.

## Video SIG

Robert Guerin has volunteered to start up the Video SIG.

## WordPerfect SIG

A workshop will be meeting each month at The Computer Shop. The group will begin meetings again next month.

## SIG LEADERS

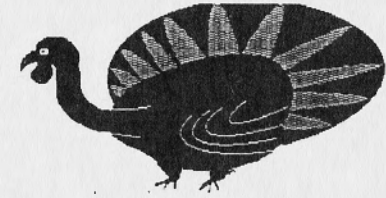
Audio SIG	Sean Minot	481-2570	The Computer Shop
Desktop Publishing	Fred Sakai	488-4343	3010 Marrick San Way
Graphics SIG	Dave Coombs	823-2903	The Computer Shop
Grass Valley SIG	David Banidimere	292-3769	Home Federal Savings, Grass Valley
MIDI SIG	Dennis Hayes	635-6420	Contact leader for info on meeting place.
Telecom SIG	Ron Finlayson	726-3709	7401 B Auburn Oaks, Citrus Heights
3-D SIG	Dave Coombs	823-2903	Fair Oaks - Orangevale Library
Video SIG	Robert Guerin	721-3137	No meeting place scheduled at this time.
WordPerfect SIG	Nelson	332-2500	The Computer Shop

If you have an interest in joining, creating, or leading a SIG contact me or Brian Cox.

For more info on Club Activities call the SACC Info Line at 991-0220



# November 1988



Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1 Graphics SIG 7 p.m.	2	3	4	5
6	7	8 Telecom sig 7 p.m. MIDI SIG 7:30 p.m.	9	10 BOARD MEETING	11	12
13	14	15 Audio SIG 7 p.m.	16	17	18	19
20	21	22	23 <del>General Meeting</del> FLASH! CALL 991-0220	24	25	26 Grass Valley SIG 1 p.m.
27	28	29	30			

## Ram@Home From Page 5

changed the colors to those of my Workbench screen (which "IconLab" would do later anyway, but this helped preview the

result), saved it as a brush, shrank it to the size I wanted, cleaned it up (removed the background, etc.), removed one of the colors and resaved the brush. After stamping the brush twice onto a blank background, the cup in one of the copies was filled with coffee (using the fourth color), and steam drawn in. To serve as guides, identically-sized boxes were placed in identical relative positions around each version of the cup, and, using the guides, both versions were cut out and saved as identically-sized brushes. "IconLab" was loaded and, with a few fumbles (on my part), used to convert the cup images into icons, to switch the icons from the default "tool" types into "project" types, to combine the two icons into a single "animated" icon, and to link the icon to the "show" program. That's about as complicated an icon as I expect to ever tackle, but it worked beautifully: when the new cup icon is clicked it fills

with hot coffee, and a moment later the ray-traced version fills the screen! The only problems I found in "IconLab" were 1) there is no safety on the file delete function and 2) the highlighting function has the "backfill" and "compliment" labels switched. "IconLab1" is shareware (\$15) by A. G. Kartsatos, Tampa, FL. (He has a bunch of other programs, and support via his own bbs.)

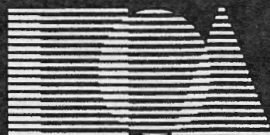
One other icon-related program that needs to be mentioned is "Xicon", which greatly extends the power of an icon by tying it to any "execute file" the user cares to write. Click the icon and the file runs: it can be used to display a message before automatically running a program, chain together a series of events (run a slide show, play a program of music), anything that can be handled by a DOS file.

All the programs mentioned are PD/shareware, and all, with the exception of "Xicon", are on "AmigaLink"; all of them, "Xicon" included, should be in our disk library. Try some today! I'm sure you'll like them. And now, back to our program.

# YOU....

## are invited to our 3rd annual EA Day

On Saturday, November 12th, Computertime will sponsor Electronic Arts Day. Representatives from Electronic Arts and Computertime will demonstrate the hottest & newest EA releases. From 11Am till 4PM on November 12 there will be drawings, prizes, information, demonstrations, and fun for all. Mark it down on your calendar.

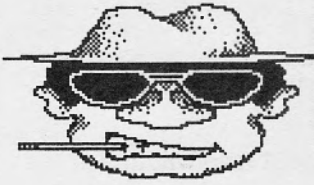


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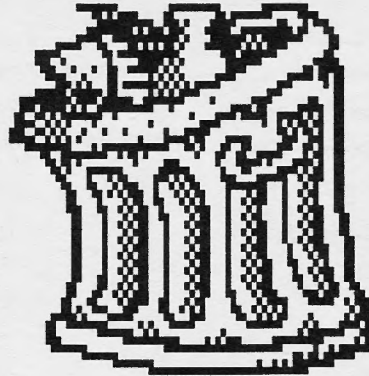


## Trashcan! by Amigaman

ANYTIME REAL SOON  
NOW!!!!!!

There IS New Stuff On  
The Shelves!

The A2090A disk controller, A2058 8 MEG ram boards and the new stereo monitors are in stock at most Amiga Dealers now. But that is it. You will see it all before Christmas. And from what I hear the dealers are stocking up just waiting for us all to come in and empty our wallets on all the newest and greatest Amigastuff!!!



### More News On 1.3 DOS

As of this writing Commodore was saying 2 weeks delivery on DOS1.3, so.....You should all be using DOS 1.3 by the time you read this. I hope! Supposedly all the newer A500's and B2000's are being shipped with 1.3 ROMS. What Commodore neglected totell their dealers is that the ROM update has to be ordered fromthe parts department at a \$45.00 cost to the customer. The disk update will be about \$25@30. But, the ROM update does not come with a disk! You can all take this with a grain of salt as it is all unverified rumors. There are so many rumors flying around it isn't even funny. A lot of them would depress you and most of them are good. We will see it when we see it and that is all. Many users think that they will never use 1.3 KickStart. With1.3 KickStart (disk or ROM) you can autoboot from RAM. You don't need any special autoboot chips on your ram boards to do this. There has been many users using GAMMA 1.3 KickStart and WorkBench for quite some time now and all looks good. But I want the realthing!!!!

### Sad News For A1000 Owners

1.4 will be the last DOS release that will totally support the A1000 announces Commodore. I have no exact details at this time. If you can afford it I would suggest updating your 1000 ASAP! Weall knew this would come sooner or later, and of course it will probably be a year before we see a 1.5 DOS update.

That's about it for this month. Sorry this is so short, but I was waiting for 1.3 to actually come out.....Oh well, maybe next month! See ya then.

## Last General Meeting by Brian Cox

Another group delayed the meeting so we were called to order at 7:10 by president Ron Finlayson. This was, as always, followed by the reading of the previous meeting's (July's) minutes. Rich Busch listed off the raffle prizes, ranging from Electronic Art's Deluxe Photo Lab, to the highly sought after paper pad.

Because of our lack of an August meeting we compiled quite a load of mail over the last 2 months, much of it "junk mail", but these are the important things. AmiExpo sent us some literature chambers about their 1st annual graphics and animation contest. Aegis announced the Modeler 3-D will be shipping soon (we all know what that means). Some of the members who saw the Allen Hastings demonstration at SACC may remember Modeler 3-D. Also, Microbotics announced HardFrame 2000, a hard card for use with the Amiga 2000, as well as their 8-UP board, which is an 8 megabyte board designed to fit in a single Amiga expansion slot.

Now for the part that I know all of us were waiting for. WHERE WILL SACC MEET NOW???? If anyone doesn't already know, September was the last meeting in the Board of Supervisors chambers because they basically kicked us out. No, we don't know why, though there were some interesting thoughts thrown around at the meeting. Anyway, we narrowed it down to 2 places, after our club president and other club members made hundreds of phone calls. Eventually the Pacific Bell building on Watt & Marconi won by popular vote, but the main drawback to the building is that we can't have a raffle. So anyone that missed the last meeting missed out on the last raffle for a while.

Also this month, we received a couple of resignations. Cindie Smith is resigning her position on the Board, and Pete Marquess is leaving the job of SIG Coordinator to David Coombs for personal reasons. Both of them were very beneficial and good at their jobs. If you see one or both of them, you should thank them for jobs well done.

In view of the lack of support that our club president received when trying to find a new place for SACC to meet, he felt it appropriate to mention to all of us

that the purpose of SACC is to help it's members with the Amiga computer. However there have been very few people that have been volunteering their time of expertise for the benefit of the club. If everyone were to try to directly help the club or it's members in at least one way every month, the club would improve by leaps and bounds. Speaking of volunteering, we have a few people who are helping the club, but are in very grave need of assistance. Lindsey Fong needs an Assistant Librarian, and David Coombs could use some help as SIG Coordinator. Both of these are excellent ways to get involved in the club and to help out where you can.

After a brief question and answer period we got on with the raffle. Yes there was a question about Workbench 1.3, and in case anyone is wondering, it went into duplication last week, whatever that means.

Returning from about a 20 minute break, the members stared in awe as president Ron Finlayson demonstrated his skills on Rocket Ranger. In RR you must always remember, as the box boasts, "Only you can save the world from a wave of jet propelled Nazi facism!" Rocket Ranger proved to have a variety of graphics screens and the sound was spectacular. As for the plot, I suppose I souldn't say much because I haven't played the game, but it did appear to be a bit weak. The next 2 demos, it was decided, were games for late some night when you can't sleep and want some utterly mindless entertainment. Enter Boulder Dash and Zoom. Both are branches of arcade hits, in fact it is heard that Amigas are what's really inside those fancy arcade machines. The graphics and sound were good on both, although the demos were fairly short, again due to the nature of the game, mindless entertainment. AmNews, the monthly disk from the magazine by the same name, offered a variety of programs that should prove to be useful to almost anyone in one way or another. If nothing else, the disk makes in interesting paper weight. (just kidding) Actually AmNews was very well done, with programs to suit everybody.

We have two announcements this month. One, the Sacramento Amiga Computer Club T-shirt sale is in full force. Contact Dave Wingfield if you want to order one of the shirts, soon to be much desired collectors items. Two, there is a new store opening up which stocks only Amiga. Chaos Software Marketing in Roseville is now open, call 786-2203.

That's it for this month, hope to see all of you at the next general membership meeting.

## Checks and Balances

by  
Dennis Hayes

This month I thought I would show some of the new SACC members and those that are new to spreadsheets a form for keeping their checkbook in balance. I am using MaxiPlan+ but the formulas shown here should work on most spreadsheets. There is also an assumption being made that you have enough expertise to enter data, find cells, and give the cells and ranges the necessary attributes.

Here is a mock-up of my check register. It has six columns (A-F) and around 41 rows (1-41). I have abbreviated parts that were repetitious to keep it short.

ABCDEF					
Personal					
September 1988		Balance Forward:			
\$2945.32					
.....					
Check #	Date	Payee	Payment	Deposits	Balance
5023	9-23	Sac Bee	\$9.25		\$2936.07
5024	9-23	SACC	\$13.50		\$2922.57
5025	9-24	Wards	\$43.29		\$2879.28
	9-26			\$1257.56	\$4136.84
5026	10-02	Macys	\$637.73		\$3499.11
	10-03	ATM	\$60.00		\$3439.11
					\$3439.11
					Etc...
					Etc....
					\$3439.11
					\$3439.11
		Checks	Deposits	Balance	
		\$763.77	\$1257.56	\$3439.11	
	10/31/88	Interest	\$0.00		
	10/31/88	Service Charge	\$0.00		
	10/31/88	Other	\$0.00		
	(i.e. chk order)				
	Ending	Balance	\$3439.11		

1. Set the widths for column A to 6, B to 8, C to 14, D to 8, E to 9, and F to 9.
2. Put your main label in cell A1. Here it is "Personal."
3. Put the month in A2.
4. Put the word "Balance" in E2 and "Forward" in F2
5. Put labels like "....." across from A4 to F4.
6. Enter "Check" in A5; "Date" in B5; "Payee" in C5;

"Payments" in D5; "Deposits" in E5; and "Balance" in F5.

7. Put the Word "Checks" in D36; "Deposits" in E36; and "Balance" in F36.
8. Enter the date that this next statement will arrive in B39. Copy and paste to B40 and B41.
9. In C39 enter "Interest." In C40 put "Service Charge." Enter "Other" in C41.
10. Put "Ending" in D44 and "Balance" in E44.
11. Enter the following formulas in the following cells:  
 F6 - "=F3-D6+E6"  
 F7 - "=F6-D7+E7"  
 D37 - "=SUM(D6:D35)"  
 E37 - "=SUM(E6:E35)"  
 F37 - "=F35"  
 F44 - "=F37+D39-D40-D41"
12. Copy F7 and paste it from F8 to F35. (Each cell's formula should have increasing numbers compared to the one before.
13. Make columns A & B center aligned.
14. Make the following ranges two decimal points and currency: D6:D41, E6:E37, F3:F44.
15. Save this file now to you spreadsheet data disk. Use the name "ChkTemplate".
16. Enter your beginning balance or balance forward from your last statement in F3.
17. Enter your first check or deposit information in row 6.
18. Enter additional entries as suggested by the sample shown here.
19. Save this file with your current information using SAVE AS with a new name like "CHK8810" for Checking Oct. 1988.

When entering the date in Column B use an apostrophe (') first so the spreadsheet doesn't try to subtract the numbers.

Next Month: I will show you how to balance your checkbook in about three minutes. In the mean time make your entries for checks, deposits, ATMs, etc. every couple of days in order to keep it up to date.. Call me if you have any questions.

*A2090A Review*  
*by Jim Deford*

I was lucky to test a new A2090A thanks to Cindie Smith

and Tom Putnam from Put's Electronics. The 2090a looks (almost) exactly like a 2090 except for the upper center part of the board and the lower right corner of the board. It comes with two chips in a static proof bag. These are the 1.3 autoboot chips and the will ONLY work with 1.3. The 2090a will not boot (at all) with these chips installed so if you get a 2090a you will have to wait for the 1.3 ROM before installing them.

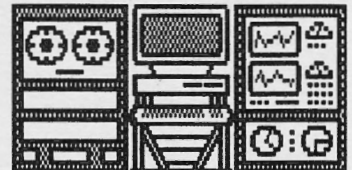
Other than that the board acts exactly the same as a 2090. It comes with a 4 page addendum to the 2090 manual (which left a lot to be desired). One thing most users were interested in was how many heads the new 2090a would handle. Well, the documentation does not specify. And my 2090 manual doesn't say. I have heard it will only handle 8 heads.

The documentation says to add the following ST-506

drives to the list of models available with the Amiga 2000: Miniscribe 8425F. And also add the following SCSI drives: Connor CP340, Miniscribe 8051S, Quantum ProDrive 40S, Rodime RO3057S Type 00B, and the Seagate ST251N.

One very interesting thing they tell us is that you cannot autoboot with a Seagate SCSI drive because of the long initialization process in the Seagate power-up sequence. This applies to ALL Seagate SCSI drives. The ST-506 drives are okay. Another thing to remember about SCSI drives is that the FastFileSystem maximizes the SCSI speed. They will never go any faster than with the FastFileSystem. The ST-506 drives can go faster with a more optimized file system reportedly in development for 1.4 DOS.

Thanks again to Cindie and Tom from Put's Electronics for making the A2090A available for me to test. And a special thanks to Tom for staying and extra 2 1/2 hours after closing the store for this test.



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*New Titles For October 1988*

- Battlechess - Menace - P.O.W. - Virus - Space Cutter - Skyfox II*
- Empire Strikes Back - Warlock - 4th & Inches - Modeler 3D*
- Andromeda Mission - Color Commander - SkyChase - Final Assault*
- World Class LeaderBoard - Captain Blood*

*New Hardware:*

- 2090A HardDrive Controller - 2300 Internal Genlock*
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# Dragon Tales

by  
Robert S. Brown



By the time you pull this month's issue out of your mailbox, Halloween should be rising from the throes of October. No other moment would be more appropriate to announce the new ghoulish release from RAINBIRD called ENLIGHTENMENT.

Why did I use the word ghoulish? Maybe it's because you start this adventure surrounded by hordes of the undead rising from the ground or maybe it's because of the bone piles which suddenly become animated with malevolent intent. It seems that the land of Belorn has once again been corrupted by the evil of the Dark Mage, Acamantor. It has been three hundred years since Acamantor was banished from Belorn, and now, unfortunately, he has found his way back. He comes with a vanguard of five demon princes leading his army of unspeakably vile creatures. It is up to you, the sole remaining druid, to wade through countless streams of these fiends and their ilk. Your goal is to once again defeat Acamantor.

This quest will take you across the hot arid lands, into the realm of fire, inside the village of Ishmar, across the rocky plains, over the swampland, through the weird woodland, into the caverns of darkness, over the realm of water, across the ice region, through the poisonous land, and, finally, within the five levels of Acamantor's tower.

If you think that this sounds easy, guess again! If you're not being bitten to death by huge spiders, then you're being poisoned by rampaging fungus. Hopefully, you will have an antidote spell on your person. Otherwise, it's a slow death marked by each of your staggering foot steps. And then there are those burning encounters with the fire breathing demon princes, only a quick wit can save you from this peril.

Your wit is not your only weapon to help you through this game. You also have your magic. There are thirty-two different types of spells from which you can chose as you struggle towards your goal. Only eight spells can be held at any one time, so learning which spells to use at which time is an absolute necessity. One of the best spells to carry is the summon elemental spell. There are four varieties of this spell: one for the summoning of a Clay Golem, an earth elemental; another for the summoning of a Wispe, an air elemental; still

another for the summoning of a Phoenix, a fire elemental; and lastly, a spell for the summoning of a Kraken, a water elemental. Elementals will strive to protect you until their life force is completely drained by your enemies.

In addition to your wit and magic, you also have an unlimited arsenal of lightning bolts. Be careful not to zap your elemental in the back with one of these electrical bolts, because they will cause it just as much harm as they do the enemy.

Well, now it's time to discuss the technical aspects of the game. First, let's talk graphics! They are nothing short of fantastic. May a giant strike me down if I lie. If you have not guessed it yet: this game is an action game and these graphics are better than most of what you would find in a video arcade. I only found a couple of flaws in the art, but these were intentional. I'll tell you why at the end of the article.

Being an arcade type game, you would expect a lot of great animation throughout this program. And that's true with a resounding ye! Everything in this game moves with gruesome zeal. The dead trees quiver with anticipation of someone coming close enough for them to grab with their twisted limbs. The impatient trees sometimes rip themselves from the ground and stalk after their prey. Zombies rise from the ground and shamble towards the living with outstretched arms, seeking the lifeblood which they have lost. Deadly vapor clouds silently drift above the ground trying to sneak up and envelop unsuspecting victims. If great graphics and super animation are not enough for you, this game also has terrific sound effects! These are the best that I've heard on an Amiga adventure game. You hear a "muck" sound as skeletons push up from the ground. Mushrooms "moan" to animated life as you walk through their domain. Demons "whisper" with deadly glee as you fall into their grasp. My favorite is the "electrical crackle" which accompanies the robotic cyclopes as they



Follow me to  
the Next Page

come to life. In addition to these great sounds your ears will also be treated to two superb melodies. They were so pleasing to the ear that I never did tire of hearing them in the background while I was zapping my way to the Acamantor's tower.

To top off all of these state of the art visual and audio wonders is a great price. I picked up my copy at Put's Electronics for only \$19.95! That is a hard price to beat and it's tagged on a high quality game to boot. Who says miracles don't happen?

Other features of this game are the ability to save high scores to disk. There is no right protection on the disk. So you can make a back-up to store your scores on, instead of using the original. One small bad point is that you can not save a game already in progress. This means to win the game you must play from start to finish in one sitting! It took me a little over one hour to accomplish this feat. However, there is a pause button for those emergencies that arise during game play. Those of you with weak kidneys can breath a sigh of relief.

Before I rate this game, I would like to give a couple of hints to those of you who are going to take on this challenge. Firstly, when you are standing on the bridge and are ready to go on to Acamantor's tower, make sure you are standing on the southeast corner of the bridge and that you are facing in the southeast direction. If you stand anywhere else on the bridge nothing will happen. Secondly, Acamantor is very hard to beat, but it can be done. It took me four tries and experimenting with many spell combinations, but in the end I was victorious!

One other thing, while I was talking to the Rainbird representative on the phone, he asked me if I had found any secret levels. I said no. He said to look for something unusual in the graphics. I did and I discovered a whole new land to be explored. So far I have mapped out an additional six domains! So while you are exploring Belorn be sure to keep an eye out for unusual sights.

It is time for the Wiz and I to rate this program. The scale is 1-10. One being very poor and ten being so good that it sets new standards in that area. For those interested, I am using an Amiga 2000 to play this game.

Skill Level	Intermediate
Protection	Code word from Manual
Graphics	9
Sound Effects	10
Animation	9.5
Documentation	8
Playing satisfaction	9.5

I think any playing ability will enjoy this game as is the case with most arcade style games. I really believe this would have been a great hit in any Video arcade. Just think of all those quarters they lost. I did wish there was more fanfare when I finally defeated Acamator, but one can't expect everything! Rainbird is becoming a strong force in Amiga game software. Keep up the great work. We Amiga gamers appreciate quality.

See you next month. Until then keep those sword arms swinging and those spell book cracked open. Don't let the evil in the land sleep a wink! P.S. The game requires a joystick to play. If you have two joysticks then a friend can control your elemental for you. This gives the druid a little more breathing room and a free hand to keep over the numeric keypad which controls spell acquiring and casting. Also, the manual says that you should unplug all peripheral devices before game play. However, I left two internal drives, a bridgeboard, a modem and a printer hooked up, with no apparent problems.

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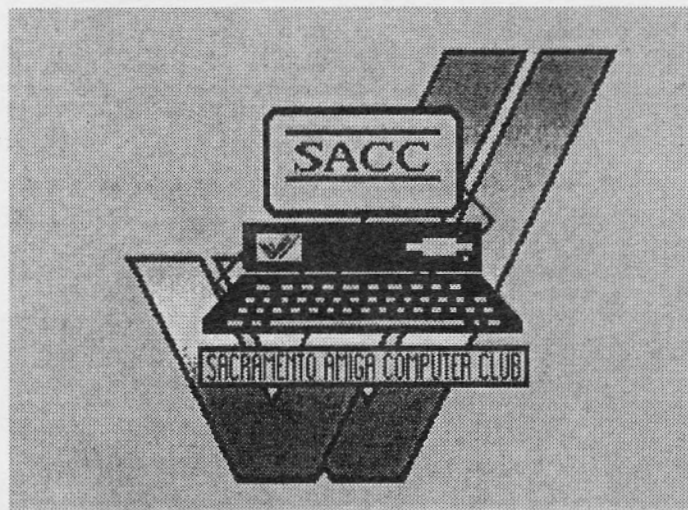
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## Escape into 3-D by Dave Coombs

Imagine, if you will, a world behind the screen of your Amiga. Shiny multi-colored objects spin and tumble over a barren landscape. Nearby, a checkered Amiga "boing" ball cheerfully juggles unicycles. Above, "Captain Blaze" does battle with evil space pirates. But what's that walking out of the distance? It's a (gasp) Smurf!!

Anyway, this is a column about creating 3D pictures and animations on the Amiga. In part, it will be about escaping into a new world of visual ideas. It is a world where objects look almost real, but there are no rules (and no taxes). We'll discuss creative ways to use this world to teach an idea, tell a story, or just generally boggle someone's mind.

In part, this column will also be very practical. As some of you know, there are some significant questions and problems associated with creating 3D pictures and animations (especially animations) on the Amiga. We'll look at all the major commercial and public domain 3D packages and describe the strong points of each, as well as giving techniques for getting around limitations in time of rendering, animation playback speed, etc.



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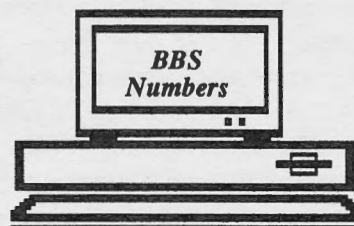
3D animation is NOT difficult for the average person to understand! It can be time-consuming to create, however, with most of the time spent planning and testing ideas. Therefore, I'll provide some suggestions for simple animations. I'll also describe object-motion combinations which give pleasing results with little effort and memory consumption. Producing attractive pictures often requires trial-and-error on colors and lighting, so I'll suggest combinations which have been successful in past pictures and animations. Much emphasis will be placed on getting the novice to "break the ice" and create some attractive pictures in a short period of time.

For the advanced user, we'll go beyond simple tumbling logos and camera fly-bys and describe ways of creating things like walking figures, dripping water, and running engines. I'll also mention some "how-to" information for specific animation packages like Sculpt-Animate and Videoscape for those who aren't able to attend the 3D SIG (for meeting date, see page 6).

So come on into your Amiga's screen and explore the world of 3D. It could be the escape you've always wanted.

### IN PASSING:

Modeler 3D is out, and it's very powerful, but expect to spend a few hours learning how to use it...PageFlipper Plus can speed up your animations to nearly stand video rate (depending on resolution) but its files can be 2 to 4 times the size of standard "anim" format files...TurboSilver is about to release another new version, this one even faster with more options, as well as (can you believe it?) an actual bound manual! 'Till next month, so long!



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