

December  
1988

# AMIGAzette

Volume 3

Issue 12

\$1.75



SACRAMENTO  
AMIGA  
COMPUTER  
CLUB

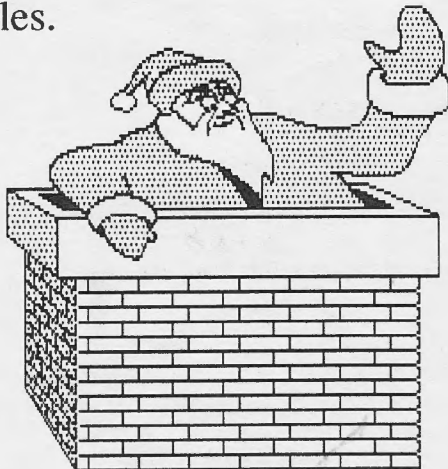
Founded 1986

This month's meeting will be on Wednesday, October 23rd. It looks like we have found a new home at the Pacific Bell Auditorium, 2700 Watt Avenue (Near Marconi). The meeting time is at our usual 7:00.

The General Meeting Will  
Be On November 23rd.

## Newsletter Contents

Because of several changes, we are having some trouble with a set agenda. Several new software titles have hit the shelves for the holiday season, so look for some demos of new titles.



|                          |    |
|--------------------------|----|
| President's Ramblings    | 2  |
| Stealth Fan Project      | 4  |
| Trashcan!                | 5  |
| From The Editor          | 6  |
| Hard Drive Installation  | 6  |
| 1.3 Rom Install-A500     | 8  |
| 1.3 Rom Install-A2000    | 9  |
| Ram@Home                 | 10 |
| Checks & Balances        | 12 |
| Last General Meeting     | 13 |
| Election Info            | 14 |
| Amiga on TV              | 15 |
| Who Framed Roger Rabbit? | 16 |
| Hard Drive Seminar       | 18 |
| From The Library         | 19 |
| Dragon Tales             | 21 |
| Un-Happy User            | 24 |
| Fantavision Review       | 25 |
| New Members              | 26 |

# President's Ramblings

by Ron Finlayson

## NEW MEETING PLACE BIG SUCCESS!

I received very positive feedback from the members who were in attendance at the last General Membership Meeting about the new meeting place. It has an excellent PA system, good lighting and a very nice parking area. Not to mention the roving security guards. The seats are fairly comfortable and everyone seemed to think that this was a good place to continue to meet. For those who do not know we did have to do away with the raffle in order to use the PacBell auditorium. However the Board of Directors has come up with a plan. What will most likely happen is that we will take existing monies from the raffle and put them into the club treasury. We will then give away FREE door prizes. When you walk in the door you will receive 1 ticket at the end of the break we will have a drawing for the winner(s). This way we do not conflict with PacBell's policies and we do not have to deal with the separate raffle fund etc. The club will then continue to purchase prizes for the door prizes out of the club treasury. Of course any software donated to the club will also be put into the door prize pot in place of the raffle.

## A BIG THANKS!

I would like everyone to give a thank you to David Knox for giving the club such a good deal on the club T-shirts. Thanks Dave they look GREAT!! And if you haven't bought yours yet there are a few left get them while they last!! (\$6.75 a piece)

## THANK YOU FOR YOUR TIME AND EFFORT

I also would like to thank Cindie Smith for her time and energies as a Board of Directors member. Cindie has resigned her position due to increased demands placed on her by her store. Thank you!

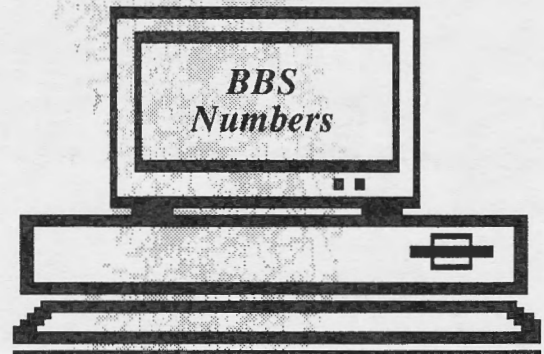
Bob Eller has also resigned his post. Bob has been a very active member of the club since it has started and has held many positions in the club. He was the club's Newsletter Editor for awhile, club Secretary for a term and then went on to serve as a Board of Director for almost 2 years. Bob regretted having to resign but due to an increased work schedule he felt it more fair to let someone else finish out his term. We will miss Bob at the board meetings and wish him the best in his endeavors.

## WELCOME ABOARD!

I would like everyone to join me in welcoming Dave Coombs and Robert DuGauze to their new positions as Board of Directors Members. Dave of course has been very active in working with the SIG groups as well as running the Graphics SIG. Robert DuGauze as you know has been very active as the club newsletter editor as well as helping out the Board whenever he could. Welcome!

## INTERESTED IN RUNNING FOR OFFICE??

If you would like to run for club office please call either Dave Wingfield or Lindsey Fong. If you have any questions regarding the functions or requirements for any club office please feel free to give me a call. I will be more than happy to discuss it with you. Well, I guess that about does it for another month. Thanks for reading!



**AMIGALink, SACC Official Bulletin Board**  
(916)722-1133 or (916)648-1554 1200/2400 24 Hrs.  
Sysop: Ron Finlayson

**Other Local Bulletin Boards:**  
**AMIGA Express**  
(916)635-5749 6PM - 11PM ONLY

**Another AMIGA BBS**  
(916)682-1740 3/12/2400 24 Hrs.

**Bear's Byte**  
(916)722-7423 300/1200 24 Hrs.  
Sysop: Woodie Bear

**Instant Guru**  
(916)457-7176 1200/2400 24 Hrs.  
Sysops: AL Harrington & Ed Gibson

**Nebula-2**  
(916)351-6482 1200/2400  
5PM - 8PM Weekdays 24Hrs. WeekendsOnly  
Sysop: Bob Pauwee

**The Other BBS**  
(916)925-3394 300/1200  
10pm - 10am ONLY  
Sysops: Dave, Steve, Larry

# Ho·Ho·Ho



Sale Prices  
good thru  
December 24, 1988

### NEW SOFTWARE TITLES

- Heroes of the Lance
- Roger Rabbit
- Geo 2.0
- Rocket Ranger
- Paladin
- Pool of Radiance
- Dinosaurs Are Forever

All for Amiga, Apple, IBM & Commodore

## CHRISTMAS • SAVINGS

### SOFTWARE SPECIALS

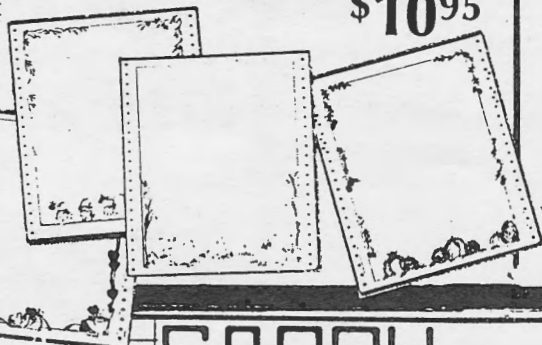
#### COMPUTER GAMES

- Jeopardy I & II
- Concentration
- Wheel of Fortune I, II, III
- Skate Rock
- Flight Simulator

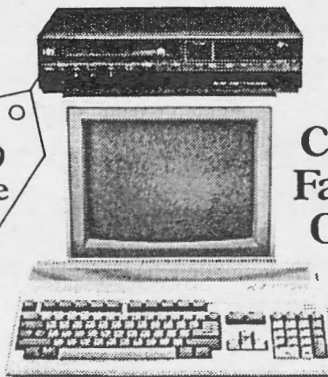
\$695  
to  
\$1295

#### Colorful Designer COMPUTER PAPER

\$595  
to  
\$1095



### Free VCR



A \$299 Value

When You Buy A  
Commodore® Amiga® 500  
Fast Forward System For  
Only

Come in or call for complete details because quantities are limited. Also, ask about our Amiga Music Starter Package.

#### Fast Forward System Includes:

- An Amiga 500 computer
- A Commodore 1084S color monitor
- A software package worth \$450, including programs for word processing, financial management, graphics, home video titling, and entertainment.

## Commodore® AMIGA 500

Only Amiga Makes It Possible.

VCR models may vary. Offer not valid in conjunction with any other promotion. ©1988 Commodore Electronics, Ltd. Commodore and the Commodore logo registered trademarks of Commodore Electronics, Ltd. Amiga is a registered trademark of Commodore Amiga, Inc.

## CANDY COMPUTER

IN TOUCH WITH THE FUTURE

### AUTHORIZED DEALER

Software for Commodore,  
Amiga, Apple and IBM.

### COMMODORE



9744 Elk Grove-Florin Rd. • Elk Grove • 685-7247 or 447-4445

## AMIGA 2000 STEALTH FAN PROJECT

*(Warning: Any modification to your Amiga WILL void your warranty. SACC or Glenn Nielson assume no liability regarding this modification or guarantees satisfaction. Attempt it at your own risk!)*

Tired of listening to that Jet Engine Turbine fan on your Amiga 2000? Well heres a solution I came up with that cuts the fan noise down by at least half. Over the course of the last 6 months the noise of my Amiga 2000 fan slowly increased as the bearings for the fan started to make more and more noise. Since my warranty was out I decided to go ahead and pull the power supply and check out the fan.

To my surprise when the fan is separated from the power supply and held by hand it was almost whisper quiet except for the noise the bad bearings generated. But when mounted in the power supply the noise was terrible. Drawing on my experience in the Submarine Navy I realized that it was a simple problem of sound isolation. The fan had been pop riveted onto the aluminum case for the power supply. This direct metal to metal contact allowed the noise vibrations to transfer from the fan to the power supply and from there to the rest of the Amiga case amplifying the sound generated by the fan. The solution?

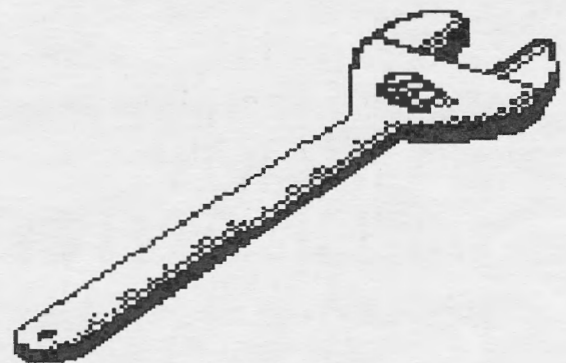
Well I went to the local hardware store and bought four 1/8" x 1" round headed bolts with nuts and lock washers and four round rubber grommets with a 1/16" slot for the power supply casing and a 1/8" hole for the screws. These parts should only cost a couple dollars. Now installation. First turn the 2000 off and unplug the power cord from the rear. Next remove the 5 phillips head screws

holding the cover on and remove the cover. There is one screw in the top middle of the back and 2 screws on the bottom of the cover on each side. Next remove the 2 screws on the back of the 2000 for the power supply one is located at the top on the inside edge of the fan the other is at the top just above the power cord connection. Now remove the 2 screws that mount the power supply to the metal mounting bracket for the power supply and drives. These screws are at the front of the power supply next to the protective cage. Now unplug any power supply cords coming from the power supply to the motherboard and disk drives.

You should be able to remove the power supply now. Ok now to remove the fan use a 1/8" or 5/32" drill bit and drill to drill out the rivets connecting the fan to the power supply. Next you need to drill out the fan mounting holes on the power supply to accommodate the rubber grommets. The grommets I used required a 5/16" hole. Now install the grommets and mount the fan using the 4 bolts, lock washers and screws. I found it was easiest to install the bolt at the bottom right corner of the fan first (Looking from the rear of the power supply). Tighten the screws until snug but don't overtighten. One last item you should trim any of the rubber grommet sticking out on the side of the fan cover plate so that the power supply can fit snugly against the rear of the 2000.

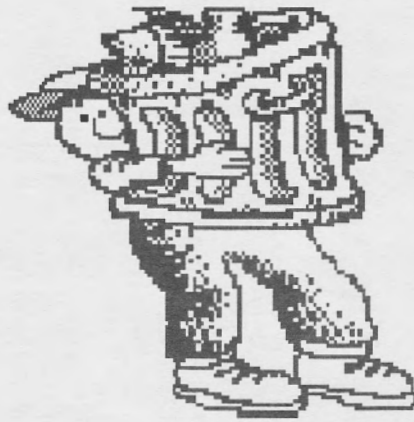
That's it! Now just re-install the power supply and the 2000's cover.

Glenn Nielsen CIS 75115 444 BIX gnielsen



# TRASHCAN!

BY  
Amigaman



## 1.3 Is HERE!!!!

Workbench 1.3 has finally arrived! YAAAAAYYYYY!!!! And the 1.3 ROMs for the 500/2000 arrived in town within 5 days! I am impressed! The thing that REALLY impresses me about 1.3 is the manual. The manual is very well written and concise. I don't know about you all, but Commodore is impressing me very much! Some people are complaining that their drives still 'click'. Well, for you A1000 owners there is a Kickstart 1.3 patch that will stop that. The file is available on Amiga Link, the club BBS.

Auto-booting hard drives, ram, etc.....Nice!

## AutoBoot a 2090?

Yes. The only way you can do that now is to set up a RAD: disk and then subsequent warm boots will auto boot from ram. But wait! There is more coming! Commodore has designed a daughterboard for the 2090 that will permit FULL auto booting from the hard drive. The only drawback is that it will take up a slot in your 2000. Oh well.....

After some further checking it seems that this just might be a rumor. Some high execs with Commodore don't even know about the daughterboard.....We will see!

## Disk Mechanic

Ron demo'd Disk Mechanic at the last meeting and it looked VERY impressive, but.....Do not try to optimize a hard drive under the Fast File System!!!! It does not work! It works fine on floppies and hard drives on the slow file system but there is a major bug! One member of SACC bought the program and tried it. It took him 3 days to get his hard drive back to normal. He called the president of Lake Forest Logic, Inc., who produced the program and he (the president) said he would modem the fix directly to our member. Our member sat by his phone, and made several long distance calls to try and get the fix and all he got was a phone bill. Needless to say this member of SACC has a very bad taste in his mouth when it comes to Disk Mechanic.

The AmigaMan is retiring. Yes, after a year of writing this, I am quitting. I would like to thank

all the people who have helped me gather and compile all the information for this monthly article. We have had to sift through all this and figure out what was rumor and what was fact. Sometimes I was wrong. Most of the times I was right. Not all the news printed here in the last year was good or positive, nor should it be. I wrote what I thought to be the truth (rumor and fact). Some people disagreed with some of what has appeared in the TrashCan!, but in this type of article, that is to be expected. Whatever.....

It has been fun writing this and I feel I have given SACC members some of the hottest news on the Amiga and some of her competitors. I hope you all have enjoyed the TrashCan! in one way or another. Thank you. *The AmigaMan.*

*(Editor's note: THANK YOU AmigaMan for supplying me with a quality article each month. My only wish is that someone heeds your request and joins in to be another AmigaMan behind the scenes.)*

**We stay ahead  
to keep you out  
front .....**



**Latest software titles  
over 1000 in stock,  
accessories for all your  
computer needs**

**IBM TANDY APPLE  
AMIGA C-64 ATARI**

**Software Plus**

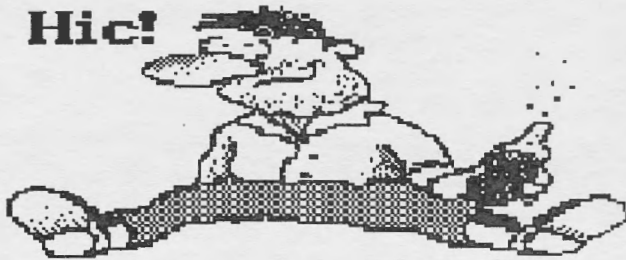
**Two Locations to Better Serve You**

6201 C Greenback Lane  
Citrus Heights CA 95621  
969-9475 726-4979

\* 7238 Murietta Dr.  
Rancho Murietta CA 95683  
351-1969 354-0338

**\* Radio Shack dealer**

Hic!



## From The Editor

Ho Hum, what's there to report on this month... This month's newsletter is hopefully 28 pages or more. I say hopefully, because I really don't know what the length will be until I lay the newsletter out and do some calculations, namely the length of the articles and a combination of advertisements that will be running. I decided to go all out and get rid of as many of the articles that I've been holding for the last few months. Looking over them, this issue should contain a variety of things from hard drives to fantasy. Those of you who don't have hard drives can use the fantasy article to stimulate your imagination on what might be some day. Hmm, is there a package under the tree that has CAUTION MAGNETIC MEDIA on the wrapping?

I just have one request this month. If you get a new software or hardware item for Christmas or have already picked up a recent "Hot" item, how about doing a review on it? What better way is there to promote (or discourage) a piece of software or hardware than by doing a review on it. A review would not only benefit the club, but you can get that warm feeling that you've done something for YOUR club.

In looking back these past few months, I would like to thank all of you who have come up and told me the AMIGAZette is looking great. If you read my first "From the Editor" you'll see that that was all I asked in return for doing the club's newsletter. I've enjoyed it (so far!) and plan to do many more. Have a Merry Christmas and a Happy New Year.

Robert

## How to Install a Hard Disk Drive

By Steve E. Riley

I recently added a 65MB hard disk to my Amiga 2000 and it's great! I bought a SCSI controller card and a hard disk separately and put them in my 2000, it's a lot cheaper than buying a "packaged" system. I'm sure you've all seen those packaged systems going for \$1000 for a 20MB drive! I ended up spending about \$800 for the drive and controller, and you could spend even less and still get a nice hard drive on your system!

My story starts out with my Amiga 1000 which I have had for about three years. I had been waiting for about a year now for Pacific Peripherals to come out with their "Subsystem 1000" which adds three Amiga 2000 slots to the 1000. This allows you to add more memory, hard disk, etc. I even put in my order at Go Amigo for \$219, a pretty good price. After about 20 "that will be out in about 6-8 weeks" over the past year, I finally gave up and bought a 2000. For those of you with a 500, Pacific Peripherals does have an expansion box for it.

Now that I had expansion slots, I went about getting the parts I needed for the hard drive. Like I said above, it is much cheaper buying the controller and hard drive separately. There are several SCSI (Small Computer Systems Interface, or something like that) controllers out for the Amiga and the November issue of *Amazing Computing* has a good review on these. The controllers run anywhere from \$180 to \$300 mail order and come with the controller card and software to set up the hard disk. I bought the Great Valley Products SCSI controller that has the ability to be able to hold 2 megabytes of RAM also. It uses the 256K x 4 bit chips (a version of the 1 megabit chips) that is unfortunately going for about \$50 a piece right now. My controller came with software that made it pretty easy to set up everything, the only problem was it came with WB1.2 and I wanted to use 1.3 to get the new fast file system that was added for hard drives. The fast file system is *MUCH* faster than the old file system, and works on hard drives only. The changes I needed to make were pretty simple though and are explained on pages A-1, A-2 of the new



Next  
Page

1.3 manual. The GVP controller also is able to auto-boot with Kickstart 1.3 and GVP should be shipping controllers with the correct ROMs by now. You will also need new 1.3 Kickstart ROMs from Commodore to be able to boot from your hard disk directly.

To pick out the hard disk I wanted, I got a copy of *Computer Shopper* which is available from Tower of Books. This gigantic magazine is packed full of ads and even some articles on the Amiga. It is the best place I know of to search for computer peripherals. This is the place to find a hard disk drive for a reasonable price. You will need to get a SCSI drive so that it will be compatible with the SCSI controller. I got a Seagate 277N drive that holds 65MB, they are currently going for about \$440 which is about the best deal you are going to find for your bucks. The 277N is a medium speed drive, 40ms average seek time. Other drives have average seek times in the 65-85ms times, I thought these were much to slow. And then there are the drives with avg/seek times below 20ms, these are fast but expensive. The 277N is a half height 5 1/4" drive that fits inside the Amiga 2000. The power needed by the drive is supplied by a plug already inside the 2000. Control to the drive is supplied by a ribbon cable that (in my case) was supplied with the drive *and* with the controller card, so I have a spare.

To mount the drive and the controller card, I had to take the cover off of the hard drive (held on by five screws), insert the controller card into the slot nearest the hard drive slot, and mount the drive. Mounting the drive was easy, it slides right in and is held by four screws. Care must be taken not to damage any components with static electricity. After mounting the drive and SCSI card, the only thing you need to do is to format the disk. This is where the software supplied with the disk comes in. One thing you will need to know is how many cylinders your hard drive has so you can edit the "mountlist" file in the "devs" directory of your Workbench disk. Some controllers attempt to do this for you automatically based on the model number of your drive. It is a good idea to check this because Pacific Peripherals (yep. them again!) does this and they get it wrong. While the drive may still work, you may end up using only part of it and wasting the rest. The documentation for the drive should also describe how to partition the drive. Partitioning is separating the drive into pieces so that it looks like separate physical drives. One of the reasons behind this is that if one partition goes bad somehow, you can reformat it separately, and the files in the other partitions will be left intact. While I am on this subject, be sure and get a good backup utility and keep good backups. I am using *Quarterback* which

works fast and is very easy to use, you can even do partial restores, choosing which particular files you wish to restore. Getting back to the partitions, the cylinder count of your drive is important here, because cylinders are how you separate the drive into partitions. For example, the 277N has 812 cylinders which I partitioned as follows:

| Partition | Cylinder   |
|-----------|------------|
| 1         | 1 to 272   |
| 2         | 273 to 546 |
| 3         | 547 to 811 |

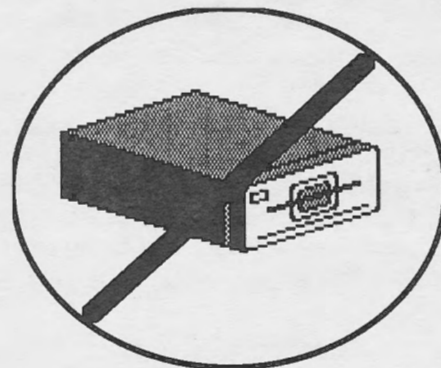
There seemed to be a problem with my controller, it would not let me format cylinder 0, a problem I will have to resolve later.

Once the drive is formatted, all that is left is to start transferring the contents of your floppies to it and set up your directories on the hard disk in some sort of orderly fashion. Then you will need (at least until the boot ROMs come out) a floppy that will boot up, mount the hard disk partitions, and re-assign everything over to the hard disk so the floppy will not be needed anymore.

The speed of the hard disk is great. It is about 10 to 15 times faster than a floppy. I never used Workbench very much before because it was always so slow, open up a new window and you could fall asleep with boredom before all of the icons were up on the screen. Workbench is very nice now with a hard drive, especially with the new "resident" command in WB1.3.

Well, this article may not have told you everything you need to know about hard disks, but I hope it gives you a general idea of what you need to do to add one. I am very happy with my GVP controller and Seagate hard drive (and the new Amiga 2000). Maybe next year chip prices will be down and I will be able to afford to fill up that 2MB RAM sockets on the GVP controller!

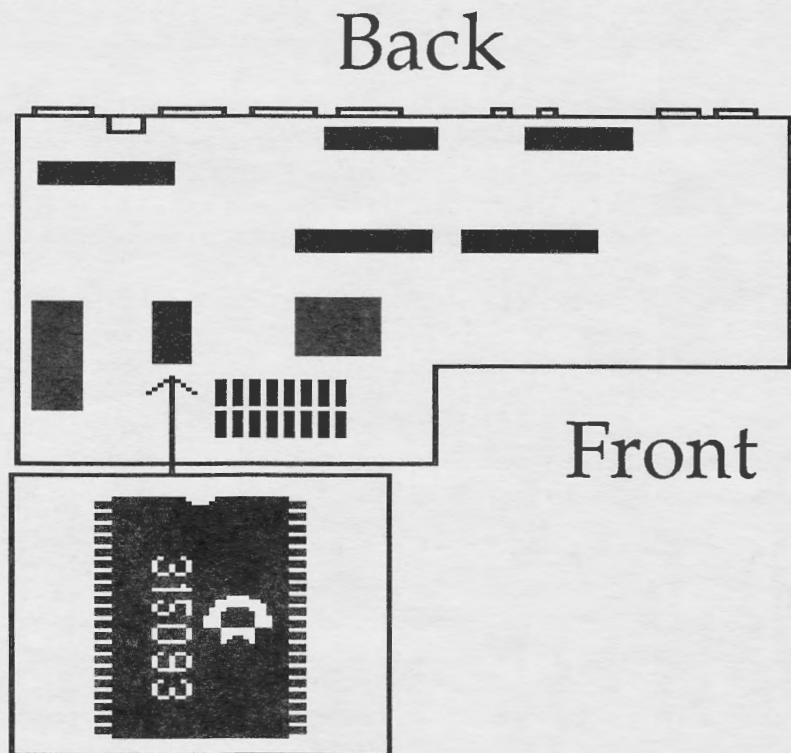
P.S. Anyone want to buy an Amiga 1000? There will be a great expansion box available for it in six to eight weeks and .



# Installing 1.3 Rom in your Amiga 500

## Amiga 500 Motherboard

By  
Daryl  
Marietta



- Remove the cover of the 500 there are three TORX screws in the front and three in the back.

- Unplug the keyboard by gently pulling the connector going into the metal straight up. NOTE which way the connector goes; there is a black wire on the left side. This must be put back on correctly or damage will result to the keyboard and/or computer.

- Move the keyboard out of the way and remove the metal shield. There are four metal tabs that have to be bent up and four TORX screws in the shield (two on the front and two on the left side).

- Locate the KickStart ROM (see enclosed figure) it has the part number 315093. The dash and last two numbers indicate which version. KickStart 1.2 is version 01 and KickStart 1.3 is version 02.

- Notice the direction of the chip. It has a notch in

one end. The replacement chip MUST go in the same way. Gently pry the old chip out with a small flat object wedged between the chip and the socket. Work at both end, a little bit at a time.

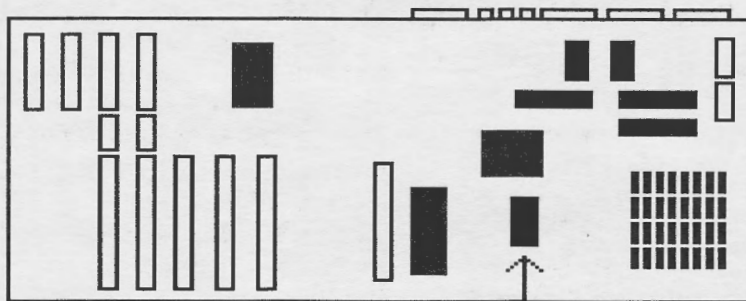
- Set one side of pins of the new ROM into the socket. Using two fingers GENTLY push on the free end until it will go into the socket. Then after you are CERTAIN both sides of the chip are in the socket push down on the chip to seat it all the way into the socket.

- Reassemble the system and power it up. You should immediately see the screen change through it's startup colors and give you the WorkBench prompt with a little V1.3 in the corner. If you do not immediately turn off the computer and double check everything. If you did congratulations on your success!

*(SACC assumes no responsibility for this installation guide. If your machine is still in warranty DO NOT attempt this, let your service department do it. ROM chips are easily "Zapped", so be sure and ground yourself before attempting this mod.)*

# Installing 1.3 Rom in your Amiga 2000

Back



By  
Daryl  
Marietta

Amiga 2000  
Motherboard

Front



DPM

- Remove the cover of the 2000 there are two screws in each side and one on the back in the top center.

- Disconnect the power supply cable and the floppy drive cable. REMEMBER which way they get reconnected. The power connector has a lip on one side and the floppy cable has a stripe on one side of the cable.

- Remove the whole power supply - drive bay assembly. There are three screws on the front of the chassis that hold it and four on the back. The bay is supported underneath by metal tabs so it will not fall when you remove all the screws. It can be lifted out by pulling up on the front of the unit first (where the drives are).

- Locate the KickStart ROM (see enclosed figure) it has the part number 315093. The dash and last two numbers indicate which version. KickStart 1.2 is version 01 and KickStart 1.3 is version 02.

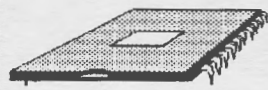
- Notice the direction of the chip. It has a notch in

one end. The replacement chip MUST go in the same way. Gently pry the old chip out with a small flat object wedged between the chip and the socket. Work at both end a little bit at a time.

- Set one side of pins of the new ROM into the socket. Using two fingers GENTLY push on the free end until it will go into the socket. Then after you are CERTAIN both sides of the chip are in the socket push down on the chip to seat it all the way into the socket.

- Reassemble the system and power it up. You should immediately see the screen change through it's startup colors and give you the WorkBench prompt with a little V1.3 in the corner. If you do not immediately turn off the computer and double check everything. If you did congratulations on your success!

*(SACC assumes no responsibility for this installation guide. If your machine is still in warranty DO NOT attempt this, let your service department do it. ROM chips are easily "Zapped", so be sure and ground yourself before attempting this mod.)*



## The Chaos Game

VOLCANO, CA -- If your desk is like mine it's mess. To the left of Godot (the 2000) a printer perches above a scattered stack of its own output, a stack that threatens to obscure the keyboard. Below that a bookcase overflows with binders, manuals and documentation. To the computer's right, a rack full of overflowing folders looms over open disk caddies surrounded by an unholy mixture of papers, disks, pencils and opened books. Over my shoulder, the In and Out piles appear fused together. The drafting surface is covered with slide carousels, catalogs, drawing instruments and binders. The wall is covered with bookcases with odd pieces of paper peeking from between the books. Yet it all works. Like a lot of people with disorderly desks, I can easily find what I want within the apparent mess. Inexplicably, there is order to the chaos.

There's a book about it. Not about my desk. About chaos. And it's the most interesting thing I've read in a long time: Chaos: making a new science, by James Gleick (Viking, 1987, \$19.95). Chaos is the chronicle of a revolution in scientific thought that has taken place within the last decade. The revolution began as one of perception, and what qualifies the book for mention here is that it heavily involves computers--*small* computers, not Crays, not even mainframes or minis--as the new instruments of seeing that spawned the revolution.

Beginning with Edward Lorenz and his "toy weather machine" in the 1960's, Gleick reconstructs the process through which a number of scientists, working in unrelated disciplines, began to produce curious computer-generated shapes that came to be known as "strange attractors". Strange attractors are graphs of the behavior of a dynamic system. The system can be almost anything (currents in a liquid, a pendulum, cotton price movement, weather, population expansion and decline, plant growth) but the graphs are special: they reveal order where none was thought to exist.

Meteorologist Lorenz's toy weather machine was a primitive Royal McBee vacuum tube computer, programmed with three very simple equations that modeled basic aspects of weather behavior at an almost cartoon-like level. A VIC-20 could have

handled the job. The output was a stream of numbers that could be graphed in a particular way, and the results, though their importance went unrecognized for a long time, were startling on two counts. First, at a time when meteorologists were beginning feel that computers would soon be powerful enough to enable them to produce accurate long-range forecasts, Lorenz demonstrated that such forecasts were impossible: weather patterns are so sensitive to initial conditions that they *never repeat predictably!* Second, and *in spite of the fact that they never repeat, weather patterns are not random:* Lorenz's graph, now known as the Lorenz Attractor, is a peculiar, three-dimensional owl-eye (or butterfly) shaped trace that never repeats itself.

Perhaps the easiest strange attractor to understand is the one revealed by Robert Shaw's work with dripping water. Like many dynamic systems, a dripping faucet can exhibit several different behaviors. If the drips are very far apart the interval between drips is very regular. If the dripping speeds up, a point is reached at which the intervals oscillate between two values: the first interval might be 200 milliseconds, the next 127 milliseconds, then 200 again, etc. Speeded up further, the oscillating behavior disappears and the dripping enters a *chaotic* state. While the first two states can be graphed by conventional techniques, the chaotic stage just produces a random pattern. It had always been believed that, for reasons not understood, the pattern had become truly random. Using a computer and a graphing trick, Shaw found otherwise. Letting the dripping water interrupt a light beam, Shaw fed the intervals (a stream of one-dimensional data) into a small computer and graphed them into an artificial three-dimensional space. One axis of the graph represented the interval between the first and second drops. The second axis represented the interval between the second and third drops. The final axis represented the interval between the third and fourth drops. In the first stage (drips far apart fall at regular intervals) the graph produced will be a dot: if the interval is 500 ms, the first point plotted will be at 500,500,500--as will the second point, the third etc. In practice the graph is a small fuzzy sphere, due to small errors in measurement. In the second phase (oscillating intervals) two fuzzy spheres are produced. In the third phase, if the intervals were truly random the graph would be a random scattering of dots throughout the space of the graph. In fact, the third phase produces a "snake" shape, with definite ends, twisting through the graph space: there is order here where none had seen or suspected it. Given a million data points, it would be impossible

to predict exactly where the million-and-first point would fall--but it *will* fall within the confines of the snake, which is the strange attractor for this system. Within the attractor points fall randomly, so, since all points fall within the attractor, the attractor represents the limit of randomness for the system.

The work of Lorenz, Shaw and others whom Gleick discusses depended on the collection, processing and plotting of large amounts of data. While simple, the procedures involved are so time consuming as to preclude doing them manually. Since the people doing this work would have had (in some cases did have) difficulty getting access to large, institutionalized computers for projects that were generally viewed as trivial or wierd, the making of the science of chaos truly awaited the arrival of the small computer.

At one point Gleick describes the work of Michael Bamsley, who began experimenting not with data from dynamic systems but with the finished patterns created by some such systems: the patterns of nature. In a sense, these patterns represent the strange attractors of the systems, the forces, that created them. Could the complexities of nature be modeled by a mixture of randomness and a few simple rules? Bamsley developed a technique that he refers to as "the chaos game." In it's simplest form, you can play the game with a pencil, a sheet of paper and a coin. Just pick some starting point on the paper, then flip the coin. If it comes up heads, locate the next point by a heads rule you've made up, such as "move up three inches"; if tails, use a tails rule, which might be "move 75% of the way towards the starting point, then left 1 inch." Do this enough times and a pattern will begin to develop on the paper.

Of course, it'll work much better on your computer: besides the great speed, you can use more rules. It just took a few minutes to set up the following program in BASIC. It uses a two-rule system and the RND command to simulate flipping the coin. Let it run for several minutes and see if it doesn't begin to look like the black-and-white aerial photograph of a pine forest. (It's easy to change the two rules to anything you like. After several minutes of experimenting, this was the first set of rules I tried that produced anything resembling a "natural pattern"--but the potential seems to be there. More complex patterns will require more complex rules, and more rules.)

'The Chaos Game

```
'set colors to white on dark gray
PALETTE 0,,2,,2,,2
PALETTE 1,,8,,8,,8
```

```
COLOR 1,0
'make sure numbers are really random
RANDOMIZE TIMER
start:
'start somewhere on bottom edge
PSET (RND*640,186)
'repeat to reach top of screen
FOR T=1 TO 186
'randomly pick odd or even
F=INT(RND8100)
'if even, move x left randomly,
'move y up 1
IF (F/2-INT(F/2))=0 THEN
x=(x*F)/10:y=-1
'if odd, move x left 1, move y
'up 1
ELSE
x=-1:y=-1
END IF
'in case x gets too big,
,move it back onto screen
IF ABS(x)>300 THEN
x=RND*640
END IF
'plot the point
PSET STEP (x,y)
NEXT T
GOTO start
```

One of the odd things about strange attractors is the number of apparently random systems that turn out to contain them--everything, as Gleick says, "from flapping flags to rattling speedometer needles." Odder still is the frequency with which the same patterns keep recurring: "Of all the possible pathways of disorder, nature favors just a few." The universality and similarity of findings across disciplines has wrought some interesting changes in the scientific community. Not only have most skeptics come to view the techniques of chaos research as valuable new tools within their own disciplines: many are finding that chaos work is providing new common ground among disciplines that, just a few years ago, were having trouble talking to one another.

If you are at all interested in the effects of the computer on the world we live in, if you want to be reminded of the power of that beige box on your desk, read this book. Its information is as surprising as it is stimulating, and Gleick makes the reading a pleasure--even the few technical passages are easy (I finally understand the Mandelbrot set!) Not all good things come on disks.

## Checks and Balances Part 2 by Dennis Hayes

In part one of this article last month I gave the instructions for setting up a spreadsheet to use for balancing and maintaining your check register and checking account records. This month we will look at doing the monthly business of reconciling your checking account.

1. Load in the file that you created last month.
2. Now update or enter into the spreadsheet all the checks, deposits, ATMs, and/or other transactions to bring you current.
3. Enter the Interest, Service Charges, and Other as indicated near the bottom in D39, D40, and D41.
4. On a piece of paper write down the ending balance from your bank statement.
5. Now that all information is correct, save your file one last time using the same name - last month - "CHK8810". DO NOT GO ON UNTIL THIS STEP IS DONE.
6. Update A2 to reflect your current month (and year.)
7. Enter the new ending balance from your statement in F3 under "Balance forward."
8. Use the "cut" option to remove all data pertaining to checks that have cleared and deposits that have been posted. Cut all the information - the check number, the date, the payee's name, and the amount of the check or deposit.

9. Carefully cut the remaining checks and deposits that have not cleared and paste them at the top cell of the check area - A6 and below.

10. Put zero amounts in D39, D40, and D41.

11. Change the dates in C39, C40, and C41 to the next date as shown on your statement.

12. Check the ending balance on your new spreadsheet against the amount that you wrote down earlier.

13. If the amounts are the same then congratulations. You balanced! Use the Save As option to save this file as a new file with a new name. Call this "CHK8811" for Nov, 1988. Now wait for the next statement to come in next months mail and do it again.

14. If this did not balance then you need to check the amounts, deposits, checks, ATMs, and other items carefully to see that they are correct.

15. If you still have problems then reload the file from last month - CHK8810. Check all amounts again.

16. Go back to step 8 and repeat. You'll find it!

This is quite easy to do. The hard part is remembering from month to month what to do. It may take you two or three months to get the hang of it. Until then just refer to this article.

If this article helps you or you have a problem with this then please give me a call.

# Time is running out!!

Yes, time is running out on the Amiga 1000 trade-in deal. This special offer will end December 31st, 1988. For a limited time you can trade in your Amiga 1000 and get \$500 towards the purchase of an Amiga 2000. We also have a A500 trade up program. Call us or drop by for more details. This offer is not good in conjunction with any other offer or promotion. Certain

restrictions may apply.

## COMPUTERTIME

8040 Greenback Lane, Citrus Heights - Three blocks east of Sunrise Blvd.

# Last General Meeting

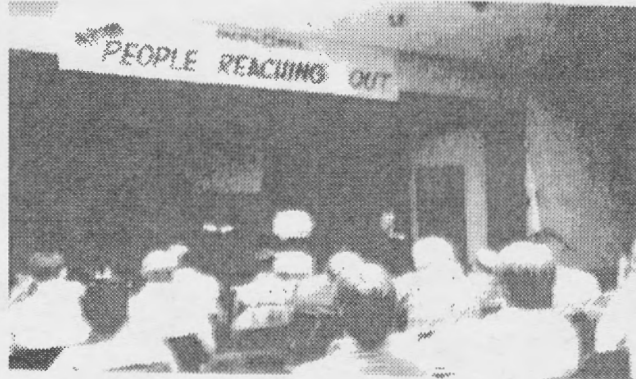
by Brian Cox

The meeting was called to order at 7:00 as usual. Many people came in a little late, probably because they had a hard time finding the right place, but things settled down after about 10 minutes. Bob Griffith was absent, so we had to skip the secretary's report and went straight to Treasurer Linda Marquess's report. David Coombs was also not there, so I gave the SIG report in his place. **ALL THE SIGS CAN USE NEW MEMBERS/ LEADERS.** You don't have to be a genius to go to a SIG. You don't even need to know anything about the SIG topic. The SIGS are for people who have an interest in the SIG topic, not just for experts, so join a SIG.

Because Pac Bell doesn't want us to have a raffle, we've got a sizeable amount of leftover cash. So, in order to stimulate interest in the January meeting, (if anyone doesn't remember, the business meeting) we've decided to use the leftover raffle money to buy one big door prize. Everyone that comes in will get a ticket and then we'll have a drawing in the end of the meeting for our prize, probably a hard drive and a little cash. So if anyone could possibly find any use for a hard drive, and even if you can't, come to the January meeting.

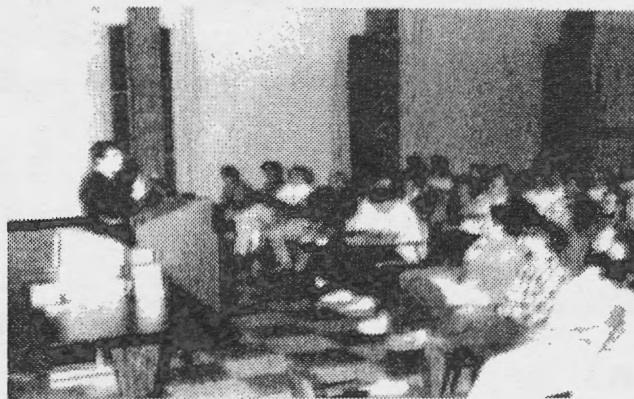
This next announcement is going to change your life forever. **SACC IS NOW SACC Inc.** That's right, we filed incorporation papers. Before you think about how SACC Inc sounds, no we're not going to put Inc after our name, that is unless anyone

can think of a reason to do so. Club president Ron Finlayson likes the idea of not being able to be personally sued for the club debts, should the unfortunate event of the club being sued ever occur. It doesn't really change anything within the club, only if we're sued.



From there we went on to questions. A Workbench 1.3 question popped up, yes they are out and should be available in stores by the time you read this. 1.3 ROMS should also be available by then too, and Puts has them now so you may want to talk to them about ordering/ reserving some. Speaking of computer stores, the next library outing will be at The Computer Shop on Saturday, November 12, 11:00-5:00.

After break we proceeded with the demos. Ron played a hilarious game of Battle Chess. Very similar to chess, in fact it is played the same way exactly and is basically a chess simulator. But in this game you get to watch the characters be stabbed, hacked apart, eaten, or otherwise in some manner killed. Many characters have countless numbers of small animated sequences that depict the 2 characters fighting it out. Many of the characters death's are very humorous, as funny as death can possibly be. One unique feature of the game is that it can be played between 2 players over modem. A tad bit expensive, \$39.95, but very much worth it.



Disk Mechanic 2 is a very unique program, and very useful as well, especially when coupled with FastDisk. Disk Mech. reads all the information off of a disk into memory, or as much as it can, sorts it, and writes it back to the disk in sequential order. Instead of the drive head

*Continued  
on  
Page 13*

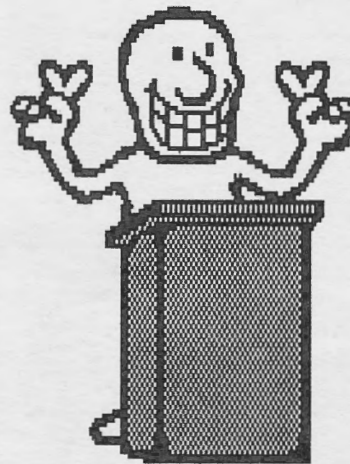
*Last General Meeting  
From Page 13*

needing to run all over the disk in order to load a program, it can now just come down on a sector and read without having to move across the disk at all. Icon's appear at hard drive speed, especially on a disk that is already formatted with FastDisk, and directories appear in the CLI instantly.

Caligari 3-D (\$1995, no I didn't forget the decimal point) is another ray tracing program. The only unique thing about this over Videoscape or Sculpt-Animate 3-D is that this allows you to move objects and camera viewpoint pictorially. You see a plane in front of you with 3 dimensional boxes represent the objects that will appear on it. You can then pivot the camera along any of the 3 axes. The program doesn't support HAM or Extra\_Halfbrite modes. I don't know where the company came up with a \$2000 price tag from, but it was definitely because of something I missed.

The meeting closed with a demo of Super Puzzle, written and demonstrated by SACC Member David Knox. Super Puzzle is a jigsaw puzzle maker with 5 different levels, from 4 pieces to 256. David himself said that he doesn't know of anyone who has completed a puzzle on level 5 so if you do you may just kindly let him know, don't rub it in though. The synthesized voice is a little hard to understand, but is fairly clear. Beware, this program is a lot harder than it sounds!

Finally, the announcements this month. David Coombs and Robert Du Gaue were appointed to fulfill the terms of Cindie Smith and Bob Eller on the Board of Directors. Wish them luck! A special thanks to David Bandimere. He designed a stand for our monitor and movie screen so that it is considerably simpler to set up and take down now. Thanks alot David. If you were among those people who couldn't find the auditorium at Pac Bell you may want to take a drive out there before the next general membership meeting to get a feel for the place. See you then. Adios amigos and Amigas.



*Election  
time  
is  
near!*

Elections for SACC officers will be held at the January general membership meeting. The following positions will be elected for the 1989 fiscal year:

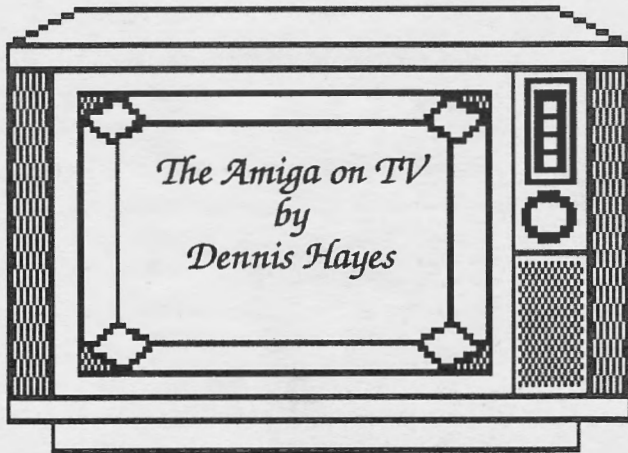
President  
Vice President  
Secretary  
Treasurer

Director (2 positions)

The Director positions are two year terms all other positions are one year terms. Those interested in running for a vacancy are encouraged to contact the Nominating Committee. Enthusiasm for the Sacramento Amiga Computer Club is the only qualification necessary. Extensive knowledge of the Amiga IS NOT REQUIRED!!!

For specific responsibilities of each position or if you would like to become a candidate contact the Nominating Committee: Lindsey Fong 682-8872 or Dave Wingfield 349-2231.

Help make SACC the best that it can be...GET INVOLVED!



You may not know it but thousands of people in the Sacramento area are being exposed to the Amiga computer on a daily basis. Most of them don't even realize it.

The Amiga is being used in a syndicated television game show from Canada called LINGO. This show which shows at noon Monday through Friday on KRBK channel 31 uses the Amiga for part of the game. In this game players have to correctly guess letters and words for prizes. The emcee announces at the beginning of the show that they start playing with "a word chosen by our Amiga computer." At the end of the half-hour the credits are run. One screen comes on with the following message.

Amiga computer  
furnished by  
COMMODORE BUSINESS MACHINES.

(Personal: <1. Big deal. A program that can be written in the first week of a BASIC class to randomly choose a five letter word from a list of nothing but five letter words. <2. Shouldn't the Amiga be in the big type faces and CBM be in the smaller. What are they trying to sell? Amigas or the Commodore Business Machines.)

The second and much more impressive use of the Amiga is on Sacramento Cable channel 4. Channel 4 is the cable home of a service called PreVue Guide. PreVue Guide, Inc. Services located in Oklahoma sells their service to many of the major television markets.

For those of you who have not seen it, PreVue Guide consists of three basic parts. The lower half of the screen is a scrolling listing of the what is appearing on the various channels during the next couple of hours. In the middle of the screen is the time bar. It tells the current time and the time for the listing that

is scrolling. At the far right of the time bar is a little dot that flashes off and on. This flashes when the cable company is receiving information off of the satellite feed.

The satellite not only sends the information on the local list but also sends an audio/video feed for the top half of the screen. Most of the time the top part is showing miniature (1/4 size) screens, promos, or teasers of shows that are on the cable system. So where is the Amiga?

Well there are actually two of them. According to John Hancock, the Marketing Coordinator for Sacramento Cable, one Amiga 500 is connected to the PreVue Guide's special equipment at the broadcast facility. During three spots of 30 seconds each, that Amiga 500 gets a signal from the heavenly orbiting data link and shows locally created Deluxe Paint IFF graphic files. These are shown in the top half only. Nothing stops the scrolling in the bottom half.

The second Amiga 500 is back in the Sacramento Cable office of John Hancock on Pell Drive. One of John's job is to create the schedule for the scrolling part. Another part of his job requires that he put his artistic talents to work creating the pictures which are aimed at the local viewer.

In the 3 months or so since the two Amigas (which are owned by PreVue Guide) were thrust into John's world, he has created many screens to advertise local events and special TV events. We've seen pictures letting us know about Dirty Dancing, hockey, the L-L boxing match, and other entertainment events. Mr. Hancock has also used this space to inform viewers about the help available for victims of the 49er fire, the space shuttle, and in early November - voting. My favorite screen so far is the great looking screen of Santa with information of his arrival by helicopter at a local shopping center.

John had never seen an Amiga before PreVue Guide sent him the ones he now has. And now thousands of homes are seeing the output of his Amigas on a daily basis. His work looks great. Keep up the good work.

Low-cost video presentation work is one example of what the Amiga does best. Picking a five letter word out of a list of five letter words could be done by any computer.

# Who Framed Roger Rabbit?

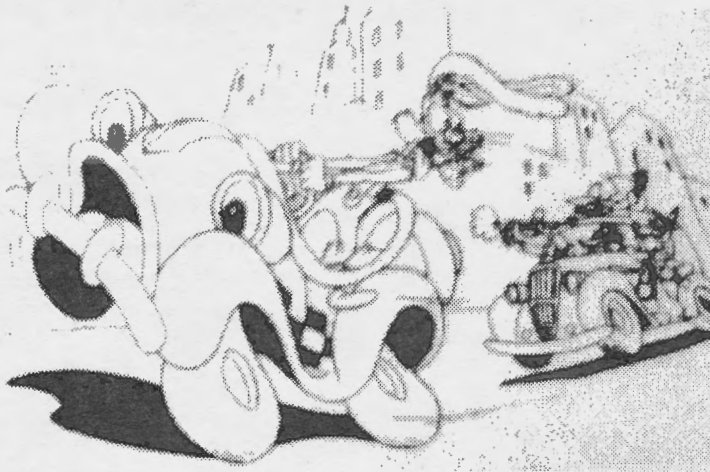
by Robert Du Gaue

It's fast times in "TOON" town. Who framed Roger Rabbit? Initial reports from various magazines alluded that Walt Disney had problems getting this one to market. After trying to strike several deals with developers Buena Vista Software finally came out the winner.

After three title screens, a few credits, an opening sequence and 4 - 5 minutes later, play finally begins. You can avoid most of the startup by pressing the space bar a few times, but it will still take a 1-2 minutes to boot to the game from a floppy. Hollywood 1947, Roger Rabbit has been accused of knocking off Marvin, the Gag King. His will was reported to have left Toontown to the Toons. But his will is gone, and it's up to you to find it. If not, Judge Doom (Boo hiss) becomes the new owner and threatens Toontown with total destruction. The game is basically broken up into three parts.

## I. BENNY THE CAB.

This phase is a road race starting out where Roger works, Maroon Cartoon Studios and continues to that famed nightclub, the Ink and Paint Club. During the race, you're faced with oncoming traffic, slime spills, and weasels in their Toon Patrol Wagons. Instructions also mention several object that do different things to Benny's cab and gain extra lives. It also mentions something about bridges and red cars, but I've never seen one. While the bottom is showing a scale of how far you've gone, it doesn't really appear to be a race since I've let Judge Doom beat me several times and nothing really happens. Just avoid the obstacles and you should arrive to the nightclub just fine.



## II. The Ink and Paint Club.

Enter this wild nightclub filled with penguins and gorillas, and the only way to get out is most likely by a boot out the door. During this phase the penguins set all the tables with napkins, Marvin's will is supposedly one of them. Because Marvin's been known to use invisible ink you have to pick up all the papers. Watch out for the gorilla, and those pesky penguins like to refill the tables at the most inopportune moments. Let Roger drink and he speeds up beyond control, jumps high into the air, and flops on the table. When the music stops, you'll lose a life. I'm sure you gamers can triumph this part after a few hours of trial and error, I was finally able to do it but it took several hours. If you do complete this successfully you get a look at the gorgeous Jessica, Rogers wife. If you don't, but have enough lives left, you still get to go the Gag Factory. Either way, be prepared to visit Benny's Cab again with a little

harder course.

## III. The Gag Factory.

(What follows are excerpts from the booklet, I needed to finish up the Newsletter this month and the game was addicting enough to threaten the deadline!)

The Gag Factory is where famous cartoon gags are made, you know, all those contraptions that the Coyote uses on the Road Runner. In this phase

you're supposed to grab the gags and use them to temporarily

disable the weasels in the factory. Since

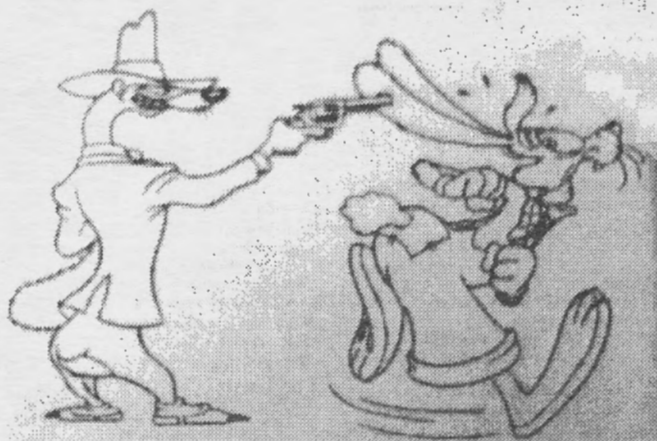
weasels are cartoons too, your only chance is by making them laugh to death.

But watch out, some of the gags

have been know to back fire. Successfully completing this phase sends you on to an "All or Nothing" confortation with Judge Doom himself.



After getting used to joystick movements the game is enjoyable and full of laughs. Playability could have been better, and sometimes the Cab or Roger is tough to control. You get five "Lives" with the ability to gain them back while racing through the streets. My main gripe is that when you lose your last life the program just exits, forcing you to re-start the game all over again and going through a frustratingly long startup sequence. The disk itself is not copy protected and will go in ram or on a hard disk, speeding up your start time drastically. Instead of forcing you to enter "Word 5 on Page 4 Paragraph 2" or a complicated dialing wheel, the game is cleverly protected by using your 1947 Gag Factory Catalog. It's still a fill in the blank



type protection, but you get to read a little humor in the process of finding your word. Like most schemes, three misses and you're out of the game. If

you start the game from the CLI, watch out, I've had the GURU visit me a few times after the game was over by typing a wrong command in the CLI, I.E. "CD" to a non-existent device.

All in all I enjoyed the game and would recommend it for children of all ages. Adults might even like

it too, after all, we're all kids at heart! (Special thanks to Linda at Candy Computer for supplying me with Roger Rabbit for this review).

SCCC & SACC  
Members Recieve  
5% OFF ALL  
NON-SALE  
Software!!!!

All Software is  
20 to 25% OFF  
Retail Price!!!!

LOOK AND COMPARE

## THE COMPUTER SHOP

5435 Palm Ave.

332-2500

### FULL COMMODORE LINE

Lay Away Available!!!

\*PRINTERS \*MONITORS \*CABLES  
\*MODEMS \*JOYSTICKS \*EXT. DRIVES  
\*AND MUCH, MUCH MORE!!!

\*Sales \*Service \*Support  
\*Instruction

New Titles For November 1988

ROGER RABBIT - HOLE-IN-ONE - AUSSIE JOKER POKER - STREET CAT  
TETRA QUEST - CHRONO QUEST - TORCH 2081 - MAGELLAN  
FIREBLASTER - SPACE STATION - WARZONE - TRUE BASIC MATH  
PIONEER PLAGUE - AND MUCH, MUCH MORE!!!!

NOVEMBER GRAPHIC SPECIAL:

12% OFF THE MARKED PRICE ON TURBO SILVER V3.0 AND MODELER3D  
CHECK FOR WEEKLY SPECIALS ON HARDWARE AND SOFTWARE!!!

NEW HARDWARE: EASYL 500 & GVP HARD DRIVE SYSTEMS

NEW:

AMIGA 500/1000

TRADE IN OFFER

CONTACT STORE

FOR DETAILS!!!

# Hard Drives

by Eric Lavitsky from The JAUG Journal

One of the first axioms of computing has always been: "Output will always grow to fill the capacity of available resources"

Well it's not quite a rule but it does often hold true. At first one megabyte of RAM seems like a lot but soon enough you'll wish you could fit those 40 or 50 floppies you've collected onto one disk drive. While I strongly recommend your first step in expanding your Amiga be the purchase of more RAM (2 Megabytes - preferably on an 8 Meg capable board) a hard drive can also do wonders to enhance your environment. I have been recommending evaluating purchasing and installing hard disk subsystems on mainframe mini and microcomputers for over 5 years now. In that span of time large capacity hard disks have come into the price range of most home PC users. Shopping for a hard drive can be difficult - it's not a commodity most people have experience with. People are always asking me for advice on purchasing a hard drive so I'll try and cover some of the important tips here and hope it will benefit a wide audience (I was actually quite surprised at how many people clamoured for me to write this article!)

Buying a hard disk entails several considerations common among many consumer goods. The most important considerations are:

Capacity: How long will the capacity of this hard disk satisfy my needs?

Cost: What is the best combination of features I can get on my budget?

Speed and Interface: What is the best match of drive speed and controller for my application?

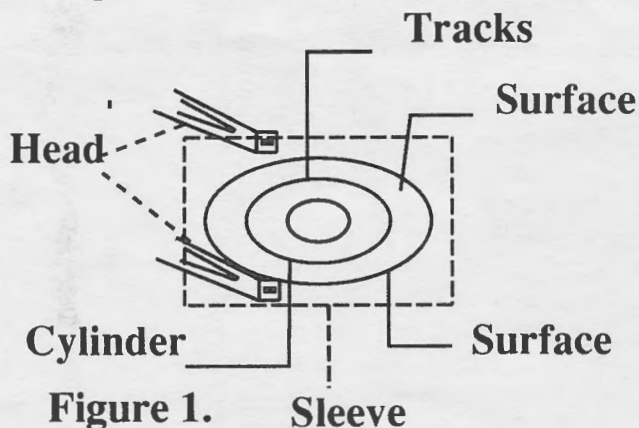


Figure 1.  
Floppy Disk

First let's start breaking down the walls of technical jargon associated with hard disk drives and explain

how they operate (more advanced users may want to skip this section). Let's begin by comparing a hard disk to a floppy disk (since most people are somewhat familiar with floppies). A floppy disk is comprised of a soft ("floppy") magnetic disk enclosed in a sleeve of casing. The surface of the media is coated with metal oxide particles which are sensitive to magnetic flux. An arm of "head" passes over the media much like a phonograph needle over a record. This head encodes data to the media by sending electrical pulses to generate the appropriate magnetic field to alter the pattern of magnetic particles on the media. This activity is precise enough to store and read information but the heads and media are subject to a good deal of physical flux. This large (and unpreventable) margin of error is what limits the capacity and speed of a floppy. Precision is lost due to the flux and speed is lost due to the constant correction which must occur for this flux.

A hard disk operates under the same principles as a floppy disk except for two things:

1) The surface of the media is rigid and there can be multiple surfaces/platters on one drive.

2) The position of the heads is maintained precisely at all times during normal operation.

The heads actually "float" on a cushion of air mere microns above the surface of the platters and the servo/positioning system is extremely accurate. Since the mechanism is so much more precise more data can be packed onto each surface. Data can be read faster and more reliably and capacity is also increased due to the ability to place multiple platters in one enclosure.

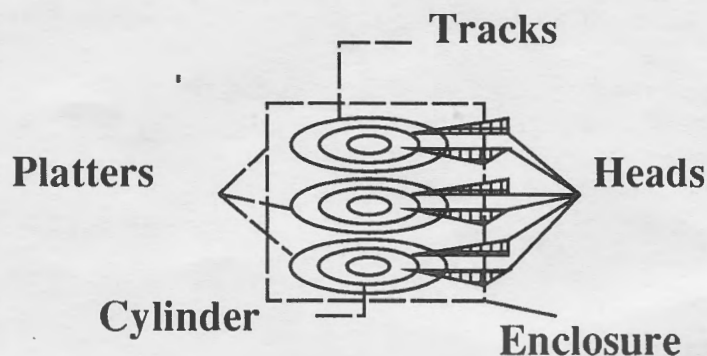


Figure 2.  
Hard Disk

Two things greatly affect the performance characteristics of a hard drive. These are the speed of the system within the drive itself and the speed of the interface or data channel to the host computer. There are two important numbers involved in the speed of

the internal drive system:

**Average Access Time:** The average amount of time it will take the drive to access an arbitrary block of data anywhere on the disk.

**Track To Track Access Time:** How long it will take the drive mechanism to move or "step" the drive heads from one track to the next.

You should be most concerned with Avg Acc Time. A drive with a 65ms or greater (millisecond) Avg Acc Time is generally considered to be a slow drive. A Avg Acc Time of 25-35ms is considered to be moderately fast with sub 30ms drives often considered fast drives (in the PC market). Anything under 20ms is lightning quick and 16ms drives are not hard to come by nowadays.

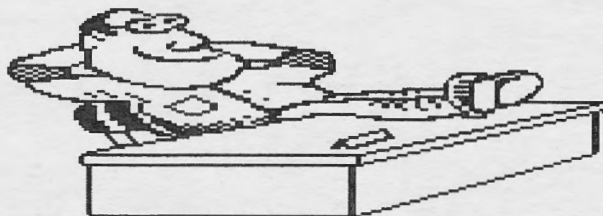
The other determining factor of overall speed is the drive interface and data transfer rate (in addition to the host interface which we may discuss later). You may have heard the terms ST506/ST412 SCSI (pronounced "scuzzy") and perhaps ESDI and SMD. These are all standards or protocols which define the hardware and/or software interface required to transfer data from a hard disk to a host computer. Each interface has it's features and it's limitations:

**ST-506/ST-412** - The first standard in the IBM-PC world. This interface is very low cost (read: cheap). It has a modest data transfer rate (500K/sec max) and can handle only up to two devices on one host controller.

**ESDI ("Enhanced Small Device Interface")** - The industrie's answer to enhancing the ST-506 interface. The data transfer rate is much higher (1Mbyte/sec max). While drives are readily available it's a bit harder to find host controllers for ESDI and it's still limited to 2 devices per controller.

**SCSI ("Small Computer Systems Interface")** - One of the most popular interfaces for advanced workstations and small minis SCSI was made popular in the PC world by the Mac. SCSI offers both flexibility and performance. Up to 7 devices can be hooked up to one SCSI host adapter and using daisy chaining 56 devices can be supported on a SCSI bus. The latest generation of SCSI interface chips support data transfer rates of over 4Mbyte/sec.

The most popular interface on the Amiga is SCSI with only a few ST-506 style controllers on the market (most notably the Commodore A2090). Next issue we'll be discussing some specific drives/manufacturers as well as specific Amiga controllers and how they compare. Hopefully it will help you make a decision in time for the Christmas buying season!



## *From the Librarn's Desk*

*by Lindsey Fong*

The December SACC Library Outing will be held at Put's Electronics (6801 Watt Avenue North Highlands) on Saturday December 10th from 11am to 5pm.

As always only SACC Library Catalog disks and back issues of SACC Monthly disks are available at the General Membership Meetings. Copies of our library disks are made at the monthly SACC Library Outings or leave blank disks (with your name and disk selection) at one of three drop off boxes located at:

ComputerTime  
8040 Greenback Lane  
Citrus Heights

Software Plus  
6201 C Greenback Lane  
Citrus Heights

Candy Computer  
9744 Elk Grove-Florin Road  
Elk Grove

Boxes will be checked the Saturday (after 2pm) prior to the Library Outing or General Membership Meeting for pickup at either the Library Outing or General Membership Meeting.

If you have a disk you would like to include in our library please feel free to drop the disk(s) in one of the drop boxes. Make sure your disk(s) includes your name and a notation that it is a library addition. It will be returned the next time we meet. If you note a disk number from our library we'll return it to you with your selection or request "pot luck".

For your convenience SACC library data files and Softwood File IISg demo for viewing the files are now available from our club BBS AmigaLink.

**AlohaFonts** wishes you a *Happy Holiday Season*

## NEW! DiskMedic

**AlohaFonts** is proud to announce two new software packages. The first is **DiskMedic**. A full function disk editing tool. Edits and corrects data. Educational features. Recovers lost files. Fixes crashed disks. Disassembles by disk or file. Supports hard drives. Forty page manual. A must have for serious Amiga users.



## and... ZOUNDS! Sounds

This is a wacky, weird, funny, goofy, happy, strange, and neat collection of sounds and sound effects for use with Fantavision, The Director, Deluxe Video, or any program that uses IFF sampled sounds. Lots of fun! Perfect for animators. "Clip Art for you ears!"

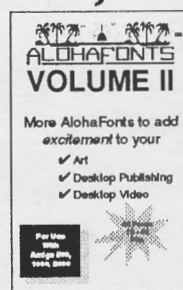
## "This is the *BEST* computer game for young children, ever..." says Uncle D!

**ConSOUNDtration** is a great game for children 4 and up. This game will make the perfect Christmas gift for that first-time computer user. **ConSOUNDtration** will stimulate your youngster's mind while having fun. Requires no reading skills. Four levels. Three different randomly generated games. One or two players. Teacher approved. Hours of fun. ".....*This is a simple game in concept but has been executed well. The graphics are crisp and colorful to keep young minds interested.*"

The Amiga Sentry, December 1987



## ...and Fonts, Fonts, Fonts!



Buy one of the AlohaFonts programs mentioned in this ad and get a **free** Uncle D's ConSOUNDtration baseball cap.

Offer ends December 25, 1988. The above programs are available in the Sacramento Area from Candy Computer, Computertime, The Computer Shop, Put's Electronics, and Software Plus.



# Dragon Tales

by  
Robert S. Brown



## THE CITY

Spellfyre picked through the broken remains of the skeleton warrior she had just dispatched. Unfortunately, the short sword it had wielded against her had been shattered by a misguided stroke which landed upon an unforgiving stone wall. "Just my luck, not even one copper's worth of treasure", she thought ruefully as she felt her dwindling coin pouch. "Maybe I can get hired on as a guard at the Gold Exchange." Spellfyre was so wrapped up in her thoughts that she missed the stealthy movement in the shadows of a nearby alley. Suddenly, out of the darkness leapt a grey furry streak. Spellfyre let out a yelp of pain as the giant rat sank needle sharp teeth into her leg. Whipping her dagger out of its sheath with practiced ease, she plunged it into the side of the rodent. The rat didn't make a sound as it received this death blow. Rather, it began to repeatedly attack the protruding hilt. After life had faded from the feral eyes of the enormous rodent, Spellfyre knelt down and retrieved her knife. At this moment she spied the unmistakable gleam of a gold coin. She also noticed the grayish white froth oozing from the mouth of the rat. "Rabies! I've got to get to the healer before it's too late," she exclaimed. As she placed the gold coin in her coin bag, she turned and began to run toward the west end of the city. Just as the sun began to peek above the eastern walls, Spellfyre arrived at the door of the healer. She knocked and then entered, but the building was empty. Now she would have to try and locate the one and only other healer in town. She began to sprint down a side street in search of the other healer when it began to rain....

## ALTERNATE REALITY

That was a segment of my favorite character's life in *Alternate Reality: The City*. A R: The City marks Datasoft's big league contribution to the Amiga role-playing community.

You begin your adventure when an alien spaceship descends out of the heavens and hovers

above your home. Suddenly a beam of light surrounds you and you fade into unconsciousness. When your awareness returns, you find yourself in a room with only one exit. Through this doorway you can see a city street. Above the doorway, you see a panel of constantly changing numbers. There are eight columns of numbers. When you pass under this panel the numbers will freeze. These numbers represent the Stamina, Charm, Strength, Intelligence, Wisdom, Skill, and Wealth your character will start with in this strange city.

When you step through the door you will find yourself in the center of The City of Xebec's Demise. Unfortunately, when you passed through the porthole you lost all of your personal possessions including all of your clothes! Things were bad enough, but now you are naked, weaponless, and lost in a strange city. At least you find a small bag of coppers lying at your feet, and luckily there are many types of shops located in the city in which to buy new possessions. These shops include: inns, taverns, banks, smithies, general stores, healers, and guilds. Be careful not to spend all your money in one place.

Now that you are outfitted, you need to start exploring the city proper. After all the whole point of this game is to learn your way around this alternate reality.

## THE NITTY-GRITTY

When you first create a character be sure to focus on the moving numbers which represent the strength. These numbers are moving fairly slowly which make it easier to get a high value and a strong character is a must in this game. The first character that you develop will be the one you use to learn your way around the city so don't fret too much about him or her. Rather use



Onward to  
Next Page



*Dragon Tales  
From Previous Page*

this character to map out the city. As you are learning your way around the city be sure to keep all your senses alert. Watch your stats! Is your strength slipping? Then

find out why! Does your character seem to be moving more slowly? If so, then when did this happen? What did you do that caused him or her to slow down? This whole game is one big learning experience, and the first lesson you must learn is to be observant! Every sound, every sight, every action and reaction is full of information. How well you gather this information will decide your fate and ignorance is not forgiven.

As you get farther away from the center of the city you will notice that the price of items decreases (in most cases). In all of the role-playing games that I have played, I have never run across the need for proper money management as in this game. Money is not easy to come by in this game. In fact, it's a full time job to keep your purse even slightly full. On the other side of the coin, having money is absolutely necessary. You need it to buy food, to rent a place to sleep, to buy clothes and weapons, to pay healer fees, and to gain entrance to private establishments. To get this precious stuff called money you can rob honest citizens, slay monsters and see if they have any gold on them, or heaven forbid, you can find a job and work for your gold.

Having good stats is very important when it comes to applying for a job. Is your character strong enough to be hired as a bouncer at a local tavern or is he or she honest enough to be put to work in a bank as a coin roller? Don't be discouraged if you are turned down for a job. As time goes on and you gain experience, more and more jobs will become available to you.

Did I mention monsters? It seems that like all respectable cities, this one has an underworld of violence and, in some cases, horror. At night and on rainy days the city gets overrun with all kinds of gruesome baddies. You might run into black slime, which is capable of gifting you with a horrible disease or maybe you'll bump into a rabid wolf, or if you are real lucky you might come face to face (if

you can call it a face) with a night stalker! Once again be warned to keep all of your senses alert for clues and information while you confront these monsters. A careful observer will be alive to tell tales at the local pub after the fight.

Pubs and taverns are the places to go when your stomach starts waging it's own type of war, called hunger pangs. And what a menu these places have to offer! If your wallet is a little slim then satisfy your stomach with a bowl of vegetable soup, a loaf of bread, and a glass of water. On the other hand, if you have a fat purse then settle in for a meal of roast dragon, a plate of greens, a mug of beer, and for desert, some apple pie. Make sure you eat properly and don't drink on an empty stomach or you might find yourself the victim of a mugging, because you were seeing double when there really was only one thief.

Another type of establishment is the guild. These are schools of higher learning. The first time you visit a guild you will see an immediate improvement in your stats. This only happens once per guild. If you are really lucky you might be allowed to become a student. Students are trained in what ever the guild has to teach. If you have been accepted into The Physicians Guild, then you will learn about healing. If you gain access to one of the magic users guilds, then you will be instructed in the art of magic. Getting inducted into a guild depends on how you have been leading your life in the city and how high you have pushed key stats.

Magic is not something you will get to use until you have reached a certain experience level and start getting admitted to guilds for training. In order to learn a spell, you must first attend class. After you have satisfactorily learned a spell you must still practice it before you will truly become proficient in it's use. You don't want to have a spell back fire with a wraith hovering menacingly over you, so after learning a spell be sure to practice using it.

The city is a wondrous place and every hour spent exploring it intricacies will be very rich and rewarding.

## TECHNICIAN'S CORNER

Now that we have brushed over what the game involves, let us turn to the programing aspects of the game.

Copy protection is a real problem with this

game. The protection is disk based and it's so evident that I cringe every time I hear my drive rumble over it. On top of this, about fifty percent of the time the original will not recognize itself and will ask you to please insert the original game disk. This is the worst copy protection that I have run into since I bought an Amiga.

On a lighter note the sound effects are quite nice. The musical pieces are pleasant and original. When it rains you can hear the drops hitting the ground and as you enter buildings, the rain noise will slow fade away.

Graphics are definitely up to Amiga standards. In most cases, they are very similar to those found in Bard's Tale. They even have small bits of animation mixed in to give an over all appearance of life. One thing I enjoy watching is a confrontation with a cutthroat. He won't attack until his head has turned and his eyes have locked on to you.

Something new that I have not seen before is the efficiency in which this game uses memory. As the game plays, it will slowly fill up all available ram with files. This means that as you play disk accesses decrease and game time speeds up. Very nice touch! Hopefully other programers will take notes on this superior memory handling system.

Character files are saved on a separate disk which you have to format and name "ARCHAR." You can save up to eight different characters on this disk. You are only allowed to use one character at a time.

## EVEN MORE

The reason I didn't write this article sooner was because without The Dungeon to go along with it, The City would be an incomplete game. But recently while I was down in Pismo Beach, California I was lucky enough to meet Philip Price, the man who created the Alternate Reality world. For the first time I was able to get the scoop on if and when The Dungeon would be released for the Amiga. The envelope please. The date is March of 1989! Not wishing to offend the Datasoft people, I also contacted them. They also said that March was a firm date, maybe even sooner! I also picked up a couple of other tidbits which I would like to share. It seems that the Amiga will be the first 16 bit machine to get The Dungeon. It also seems that the Amiga

version will have more levels to explore than the already released games. Want more? Well how about being able to install The Dungeon on a hard disk? Yep, and The Dungeon will have multiple ways to complete the game and varying quests to be solved along the way. What a game this is going to be! I can't wait to introduce Spellfyre to it.

## THE RATING

Time for Spellfyre 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          | Advanced           |
| Protection           | 4 (disk based)     |
| Graphics             | 8.5                |
| Sound Effects        | 9                  |
| Animation            | 8                  |
| Documentation        | 9                  |
| Technical            | 10 (file handling) |
| Playing satisfaction | 10                 |

As you can see I think very highly of this game. In fact, this is my favorite game for 1988. For the first time I have given a rating as low as 4. However, I have also given my first double 10! I gave it a ten in playing satisfaction, because the programmers spared no detail in making the playing atmosphere as close to reality as possible. This game really challenges your ability to learn as you explore and to use your higher level mental skills as well as your sword. If you think that you are a great role-playing gamer, then test yourself against Alternate Reality: The City. You will be pleasantly surprised!

## NEXT MONTH

Well there was so much to cover in this article that I didn't have any room left to give any hints. To make up for this I will have a special section in next month's issue. Until then, keep your sword singing of victories great and glorious.

# Un-Happy User

by

Mark Butterworth



My wife and I decided to purchase an Amiga 500 after reading numerous articles comparing features and costs with other computers and after talking to others. Also having owned an MSX 8-bit Yamaha computer I felt competent regarding the simple use of software and CPU's.

We came we saw we bought. We lost. Nothing has gone as it should. After days of hair tearing teeth knashing frustration I took the computer back to the store. Yes it was a bad one. But did it also destroy the software disks I'd bought? Because they still didn't do what they were supposed to: like make copies, shuffle files, use joysticks, print copies. Glitches occurred with frequency.

Manuals were like escape maps for hell; that is they explained everything and nothing providing no escape but the temporary hope of it. With a rising gorge and a tone of hysteria I began calling every number in Amigazette. My litany of woe bemused some and intrigued others. All were helpful and informative and helped to relieve my anguish. But a creeping suspicion had entered my mind and could not be dismissed: that there was something rotten in the den Mark. something insidious and maniacal. It was a machine a device an appliance that was anti-useful. Not to experts aficionados and devotees capable of doing all their own trouble-shooting and deciphering arcane and cryptic instructions; but to average users such as myself and wife. We both studied Classics in college Latin and Greek traveled in Europe worked on modern Greek and handled Italian but are entirely incompetent when confronted with Gibberish. Nevertheless I persevered. ( My wife is waiting for me to learn enough before she'll devote any energy in this cause.)

I've attended SIG meetings sought instruction from others and have applied myself to this overgrown breadbox. Yet I sleep no better. Every advance I make is accompanied by

growing suspicions and dissatisfaction; that this is field where Murphy's Law is rigorously applied. I have come to some firm and some tentative conclusions regarding the Amiga.

- 1) The Amiga has been oversold. What others consider marvelous and astounding about it puzzles me. My needs are basic and simple ( to my mind ). If I cannot use it easily for such applications as data base word processing midi and file keeping the fact that professionals can use it for television videos and animation doesn't impress me.
- 2) Highly touted and expensive software seems generally far too complex and difficult for merely occasional use.
- 3) Multi tasking is a can of worms.
- 4) Unless you're a pro or going to be videos animation and fancy graphics amount to expensive parlor tricks.
- 5) I expect salespeople to deceive me and that magazine reviews and articles are a pack of lies.

I am happy to become a member of SACC for all the good and helpful people I've met but I'm a little suspicious of the enthusiasm and affection with which many regard the Amiga. I prefer to let Commodore promote and sell the device. In terms of druthers I think I might prefer a MacIntosh but that may be because the grass is always greener. Anyway I look forward to meeting many other users and perhaps eventually I'll work the bugs out. I just resent having to do that. That wasn't what I bought it.

*(Editors Note: This is not the type of article I enjoy printing, but because Mr. Butterworth has taken the time to write an article for the AMIGAZette I feel I have a responsibility to print it. However, in all fairness I think you need to step back a minute and calm down. Every computer I know of has always had its isolated problems. Yes, several people are enthusiastic about the Amiga and they have every right to be. For the price, there is no computer on the market that has the capability of the Amiga. If the Amiga market was to depend on Commodore's advertising it would have died out along time ago. I applaud you, Mr. Butterworth, for stepping forward and writing an article. I challenge SACC club members to step forward now, and give us their views and opinions and why they bought the Amiga.)*

# Fantavision Review

Richard Bazan

Fantavision by Broderbund "The Magic Motion/Special Effects Generator" Here it is! The greatest of ease Animation Program that your children can enjoy more then any game. This program is as simple to use as D'Paint and you get many results. It is Mouse oriented with the addition of Keyboard Equivalentents.

Now lets get to the details. First it has a very good manual. With a detailed "Table of Contents". The walk through is handled well and when you complete it you have a fun little "Movie". It comes equipped with a hand-full of sounds to add to your motion picture. If you are not happy with these "Old Radio" back-up sounds you can alter them with 5 different slide bar functions. The Echo bar is my favorite. One more thing about the sound Don't forget you have two channels . Therefore two sounds or good stereo. If you want even more sound it supports the 8SVX IFF sound format. Programs like "Audio-Master" Instant Music and D'Music . Visually you can create your own BACKGROUNDS using your favorite IFF paint program do it with "Fantavision" or if you have "LIVE" use it to create your "Still Background" right off of your favorite Video or TV show here you can catch your cleanest still and edit on top with scrolling Titles for another pleasing effect. One other cool thing and in this heat a cool thing is a real plus is the 39 patterns that come with your color palette. You also have full control of the color palette.

Now this program is real versatile for the novice. Ease of use is a trigger here. To take a circle in frame one and turn it into a letter A in frame two the "Fantavision" puts the necessary in- between frames that you requested (you simply tell it how many in-between pictures) and it creates the smooth transformation for you. With color changes if you like. The action you create will adjust to the background you make this constitutes for good visuals when you port it on to your favorite home video. The disk comes with some nice movie shorts

that you can enjoy watching and manipulating. The Computer User who is not a "programmer" will truly appreciate this "Animation Program" because after the Tutorial you can start getting into some of the progressive tools that come with this package. They can be tricky but only if you forget to read and apply the cautions provided in the manual for the more professional tools.

There are some good special effects. Like a "Trace" or "Lightning" effect that adds pizzazz. Let me mention some of the deeper things about this "User Friendly Program". The Fonts they give you are enough to do some fun things with and you get one real surprise of a font. If you already have a favorite font then take one of your other "Font Packages" and load it up to you font directory. Add as many as your disk will allow. I wish here that it was set up like the Sound access tool where your can have all your sounds on another disk. But What Program Does? One real draw back in this Program is if your movie gets long and complicated you better have been saving it regular because when you try to save your program on a disk that gets full in process the system crashes with-out a GURU and you loose your last edit. I'm sure they will fix this one problem soon so be sure that you that you have a few formatted disks on hand.

I rate this program as A+. User Friendly and focused ease. A for tools included. A for documentation. A for color control system palette having its' own paint program really makes this tool friendly (don't have to worry about the amount of colors you chose or the resolution you deal with because you can change them all right on deck no extra disk swapping). B for sound application because you or limited to single sound forms although you can change them considerably. B+ for editing tools. A for enjoyment and effects. I believe they have accomplished what they set out to do. They built an effective tool for interesting animating action for the person that does not want to learn a new language. Included also is a Player to send out your Movies to your Amiga friends all in a very "User Friendly" manner. All for a reasonable price of around \$59 suggested List.

*SACC would like to welcome these new members*

Casey Sakamoto  
Ronald Mahn  
Cecil Huffman  
Gilbert Randall  
Steven Rosso  
Ron Misenhimer  
Paul Capek  
Chip Aiken  
Ron Hord  
Tony Severa  
Mark Butterworth  
Flash Whittemore  
Cy Welch  
Mark Fajardo  
John Stoneman

David Sederquist  
Richard Moster  
Joseph Juvenal  
Richard Carey  
Alan Smith  
Doree Steinmann  
Mark Palmer  
Wendolowyn Palmer  
Jeff Sherwood  
George GLines  
Frank Cuilla  
Jan Zacarias  
John Zacarias

# SPECIAL EVENT!

On Saturday, December 3rd, PUT'S ELECTRONICS is proud to present Commodore Representative Rick Upland. He will be showing off the best in Amiga animation software. Rick will also be showing the Genlock. Rick will also be happy to answer any questions you might have about Commodore and the Amiga. BE THERE!

## PUT'S ELECTRONICS

6108 WATT AVE.

338-2000

AMIGAZette was published using an AMIGA 2000 and Professional Page. AMIGA is a registered trademark of Commodore-AMIGA, Inc. Professional Page, is a registered trademark 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. The articles, drawings, and other material which are submitted and printed in the AMIGAZette are the views of the contributor, and not necessarily the views of SACC or the AMIGAZette staff. 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 on a AST TurboLaser/PS. Printing and binding by LithoCom. Mailing by Cleveland Mailing.

Permission is hereby granted to reproduce any text contained in this publication for non-commercial purposes, under the following conditions. An article must be reproduced in it's entirety, with full credit given to author and to the Amigazette(SACC) as source. All other changes must be approved in writing, in advance, by the author or SACC.

#### 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 January edition of AMIGAZette is December 8th.

#### 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 |
| 3/4 Page on Back    | 7.5"x 8"  | \$45.00 |

If you have any questions about placing an ad, please call the Editor. Full payment should accompany your order made payable to SACC. Unless otherwise arranged, your ad and payment should be sent to:

Sacramento Amiga Computer Club  
P.O. Box 19784  
Sacramento, Ca 95819-0784  
ATTN: AmigaZette Editor

#### Ad Location

Ad location (at this time) is on a First-come-First-served basis. Place your ad early for the best locations.

## SACC Elected Officials

|                 |                |          |
|-----------------|----------------|----------|
| President::     | Ron Finlayson  | 726-3709 |
| Vice President: | Jim DeFord     | 721-3948 |
| Secretary:      | Bob Griffith   | 363-4031 |
| Treasurer:      | Linda Marquess | 991-0415 |

#### Board of Directors

|                 |          |
|-----------------|----------|
| Dave Wingfield  | 349-2231 |
| Lindsey Fong    | 682-8872 |
| David Coombs    | 823-2903 |
| Robert Du Gauge | 383-7966 |

#### Appointed Chairpersons

|                    |                 |          |
|--------------------|-----------------|----------|
| AMIGAZette Editor  | Robert Du Gauge | 383-7966 |
| SIG Coordinator    | David Coombs    | 823-2903 |
| Asst. SIG Coord.   | Brian Cox       | 488-3964 |
| Librarian          | Lindsey Fong    | 682-8872 |
| Advertising Coord. | Greg Bahlhorn   | 485-9172 |
| New Member Coord.  | Linda Marquess  | 991-0415 |
| Raffle Coordinator | Rich Busch      | 985-6923 |

## AMIGAZette Contributors



Photographer  
Advertising:  
ArtWork:

Fred Sakai  
Greg Bahlhorn  
Desktop Artist I  
City Desk, Art Companion  
Volumes 1-3

Contributing Writers:

Ron Finlayson  
Glenn Nielsen  
Amigaman  
Robert Du Gauge  
Steve E. Riley  
Daryl Marietta  
Rob Super  
Dennis Hayes  
Brian Cox  
Richard Bazan  
Mark Butterworth  
Robert S. Brown  
Lindsey Fong  
Eric Lavitsky

Reporters:

Rudi CiliBrasi



*Happy Holidays  
from the  
Sacramento Amiga  
Computer Club*

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

John & Jan Zacharias  
10004 Vanguard Drive  
Sacramento CA 95827

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