

April
1989

Volume 4
Issue 4

AMIGAZette

\$1.75

The AMIGAZette is the official publication of the Sacramento Amiga Computer Club.

The General Meeting Will
Be On March 29th.



Founded 1986

SACC meets at 7:00pm in the Pac Bell building, 2700 Watt Avenue. Please notice: Due to scheduling problems the meeting is the 5th Wednesday this month instead of the 4th as it usually is.

This months meeting will feature something new. Several computers will be on hand to display everything from beginners stuff, to animation and business software. You decide what to look at, or just wonder from station to station.

We salute club member Thomas Hufenmeyer who won over 6 million in the California Lottery. He has donated 5 A2500's for this and future months door prizes!



Newsletter Contents

Line of Communications	2
From the Editor	3
CMI-Accelerator	4
Sig News	6
Ram@Home	8
Last Meeting Highlights	11
Questionare Response	12
AmigaLink Help	13
Ami-Exchange Review	17
Zoetrope Review	18
Animation Contest!	18

Disclaimer: In honor of April 1st (Fools Day) some remarks in this issue are gauranteed false!!!
You decide which ones!

LINES OF COMMUNICATION

Linda Marquess



What was the most impressive part of the February meeting? Was it Stewart Bonn's dynamite demo of DPaintIII? Was it Peggy Herrington's software toss? Was it Harv Laser's presence in the audience? Although all of the above contributed to one of our best meetings, I was most impressed by *you*.

Many of you jumped in to help us get the microphone working. Those who weren't involved in that struggle, sat patiently. Even at my top volume, I know that many of you still could not hear me in the beginning. But still, you sat patiently and politely. Thank YOU!

The suggestion box and surveys were filled with ideas for the board to consider. Your involvement is welcome and necessary. Fred Sakai is in charge of the suggestion box. He made a full report to the Board of Directors and will share his results elsewhere in Amigazette.

One member asked for availability of the board minutes. I will address the major decisions and highlights in this column. If you'd like to see the official board minutes, see Brian Cox at the general meeting.

A lot of you would like to see the return of the raffle. PacBell insists that we not collect money in their auditorium. One solution might be to sell the tickets elsewhere. We ask your help to bring the raffle back. We need a group to study our options and implement a plan that does not violate our agreement with Pacific Bell. If you would like to volunteer, please contact any board member.

The *NEW* AmigaLink BBS is up and running. We have all new software. One of our members, Robert Bequette, wrote this software and has put in many hours adjusting it to meet our needs. It may seem unfamiliar to you at first, but please give it a chance. Some of the special events we have been working on are an animation contest and a game tournament. I'll let you know more about these when the details are firmed up.

For March we planned a Special Interest night.

After break, the group will be divided into six different sections. See Desktop Publishing, Video, 3D graphics and more. Gravitate to the ones you have the most interest in, or sample them all.

WANTED:

Someone to put together a CLI tutorial using Journal or Record and Replay. Payment in gratitude of beginning users.

We're still looking for a buyer for the club's 1000. Call me at 991-0415 or Robert DuGauze at 383-7966 to make an offer.

SACC Amigos

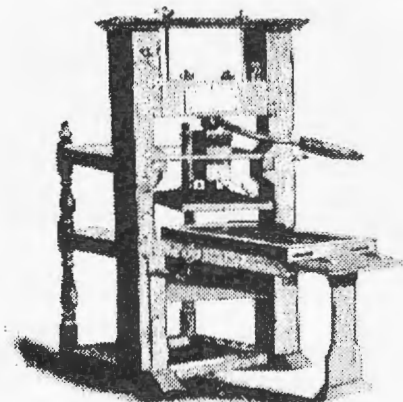


Does your Amiga stubbornly refuse to take orders? Does your software manual fall short of being clear? Reach for your Amigos listing. These people have volunteered to help new and old users alike.

If you are familiar with *any* piece of software or hardware, you are qualified to become an Amigo. Contact me at 991-0415 if you are interested in being listed, or sign up at a general meeting.

<u>AMIGO</u>	<u>PHONE</u>	<u>HOURS</u>	<u>HELP AREA</u>
Walker Ayres	487-3202	Noon-10PM	BASIC
Dave Sederquist	626-3631	Afternoons	MultiFORTH
Greg Pringle	452-7381	5:30-10PM	Hardware
John Warren	662-8754	9AM-3PM	games/carpool
Jack Cannon	722-7404	*	Dr. T's/music
Dave Bloch	441-6816	eves/wknds	Video
Gust Sund	920-2028	6AM-10PM	Tools
Lindsey Fong	682-8872	anytime (modem)	Telecomm
David Bandimere	292-3769	*	Anything
Brian Cox	488-3964	*	BASIC,
Fred Sakai	488-4343	* Desktop Publishing	
Linda Marquess	991-0415	7PM-mid.	CLI, Anything

* Please observe **reasonable** hours when calling Amigos.



From The Editor

As the disclaimer said on the front page, this is the "April fools issue". I decided to have a little fun with this issue and put a few "half truths" in this issue... ok "white lies"... ok ok some of it is totally false!

Last month issue was most likely a little late. February was a very tough month for mailing because of a couple of Monday holidays. I had the issue to the printers at my normal time (about 8 working days before the meeting) and they did an excellent job getting it printed and binded by the Friday before the meeting. The mailing company had it off to the Post Office by Friday afternoon. And then Uncle Sam took a vacation. Most members had it at least by Wednesday, but a few lucky ones got it a day late(I know someone's out there saying "try 2 days late"). My apologies if you were one of the unfortunate ones.

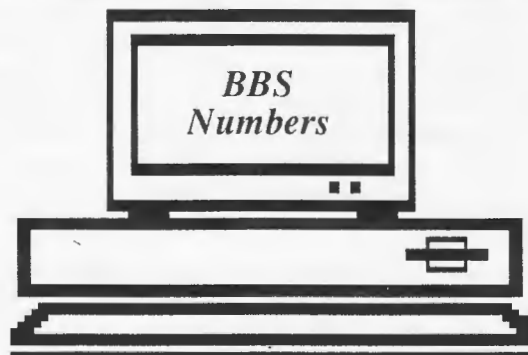
At the last board meeting a few things were decided that affect the writers and contributors of the Amigazette. Starting with this issue each writer that has a "feature article" in the Amigazette will get a "credit". After the writer earns three "credits" he/she will be issued a coupon of some kind good for a FREE Disk of the Month. Oh Boy! I know it's not much and is basically intended to seek out some new authors, but for those that contribute consistently they're probably thinking about rushing right out to buy that new car with all the money they're going to save. A feature article must be at least 1 page minimum and be an original piece by the author, no reprints! The "credit" will only be counted when your article appears in the Amigazette, oh yeah and sorry, club officer's normal columns are excluded(sob sob).

Also discussed was the cost of the Amigazette. Currently a 20 page 'zette with around 375 copies will cost about \$425. That's quite a chunk, considering we have about \$2500 in the bank. Hmm $\$425 * 12 = \5100 ... $\$2500 - \$5100 = -\$2600$.. :(Obviously if this trend continues the club is going to be in sad financial shape. With that, it has been

decided to raise club dues. Starting with this months enrollment, new members will be charged \$1000.00 per year with a \$100.00 one time entrance fee. The \$100 fee can be waived by a majority vote of the members.

I have also added a few lines of club policy concerning this newsletter on the last page. As I have been told by several that nobody bothers to read the last page I will paraphrase here so that everyone gets to read it at least once. This newsletter, the Amigazette, is distributed as a service to club members. It is

Continued
Next
Page



AMIGALink, SACC Official Bulletin Board
(916)423-4606 or (916)682-8872 or (916)991-8553
1200/2400 24 Hours
Sysop: Lindsey Fong

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

Electric Dreams
(916)395-4770 300/1200/2400 24 Hrs.
Sysop: Edgar

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

FTE Continued

paid for mainly through members dues and meant to be the primary communication to all club members. In addition, it is also used as an advertising method to prospective and/or new Amiga owners in hopes that they will join our club. It is not meant to be sold, but too be given away to those prospective Amiga owners. If you paid for or know of someone who has paid for an Amigazette please notify a club officer immediately. It was never intended to be sold in the stores. The biggest question I get after that is "then why does it have a price on it", I.E. \$1.75. How would you as a member feel if you got a newsletter each month that said "free" yet you paid \$24 dollars for your membership? Probably ripped off, yet the fact is, it does cost money to print and distribute the 'zette and hence a price is put on it to give each member a sence of well being knowing that thier dollars are being spent wisely... Dig Dig...

Another innovative idea, by yours truly, is to start a couple of contests. One is the first SACC Animation contest, see elsewhere in this issue for details. The other contest involves changing the back page. The back page each month will host a graphics contest eligible to all members. If you have an original picture that you would like to share with club members, upload it in the Amigazette section on the club's BBS. If you don't own a modem call me to arrange another method of delivery.

Each issue I will select from past non-winners and new entries one picture to appear on the back page. If your picture is on the back page then you're the winner. Bring the issue along with your membership card to the next meeting and you'll receive a FREE disk of the month! Enter as many times as you like, and make sure you include your name with each entry. Let's all participate so we can share each others work and keep this contest alive. If response is low, another idea will go down the drain.

Last month I mentioned something about a new SCSI floppy drive under development. The floppy would have a special servo track that would allow a more precise alignment translating into a whopping 25 megs per floppy (no joke!). Thanks goes to club member Greg Payne who did some leg work and called the company developing it. It appears they are nearing a release date and according to them are shooting for a target price of about \$500 with the floppy disks in the \$20 range apiece. I was searching for a SCSI tape backup, but with this info I plan to wait it out a little longer.

CMI Processor Accelerator

Review

by Steve E. Riley

(Editor's note: Last month PPage decided to play the April Fools joke on me. Somehow PPage cut off the last half of this article and started reprinting it from the beginning, for the benefit of new members I have reprinted this article in it's entirety.)

I recently purchased the CMI Processor Accelerator for my Amiga 2000. This device speeds up the processor of the Amiga from 7.16MHz to 14.32MHz. Although the processor runs twice as fast, the coprocessors are still running at 7.16MHz, so you will not see a doubling in the speed of your Amiga. The Accelerator also has a socket on it for a 68881 math processor chip. The 68000 processor does not have a coprocessor interface like the 68020 does, so the Amiga 68000 has to access the 68881 as a peripheral which is much slower. Even though the 68881 is used as a peripheral, it is still *much* faster to do floating point math with it. Math functions such as cosine, sine, square root, etc are lots faster.

Enough technical talk, the Processor Accelerator (PA from now on) comes on a small board that replaces your current processor chip. I had to take my floppies and hard drive out to do this, but it only took about five minutes to install and have the PA working. After running a software program to activate the faster speed of the PA, I ran some benchmarks and quickly noticed the increase in speed. Most speed increases were in the %10 to %30 range. Programs that do a lot of floating point calculations have the biggest increases in speed. The following table shows some of the increases in speed:

Task:	7MHz	14MHz	% increase in
Compile a large C program	1:49	1:40	6.4
Compile a small C program	15.2	13.2	15
Run the above program	24.4	19.5	25
Run Galaxy collision prg.	45	38	18
Warmboot	37.4	38.8	
Aplt13 - graphics plotter	48.3	36.3	33
crazy - graphics prgm	57	47	21
sineplot	57	47	21

As you can see, my booting time did not decrease, the program to start the speedup actually takes a couple of seconds to run. Some hard disk activity is also speeded up. I used the diskperf program to get the following times:

	7MHz	14MHz	%
Create files/sec	11	11	0
Delete files/sec	21	23	9
Directory scan, files/sec	98	122	25
Seek/read/sec	61	80	31
32K buffer read/sec	262K	262K	0
32K buffer write/sec	154K	163K	6

I have not encountered any problems at all with the PA, if I do, I can slow the processor back to the normal speed by again running the program I ran to speed it up in the first place. I got the PA for \$150 mail order and I believe it is well worth the cost. However, I do not think it is for everyone. Whether you need the PA depends on how you use the Amiga. If you have a floppy based system and are constantly waiting for your floppies, speeding up the processor is not really the solution. If you run programs that use a lot of processor time, you will notice a small increase in speed. It is up to you to decide if an increase of %10 to %30 will help you.

I left the optional floating point processor for last because it will initially be of little use since not many programs support it's use. WorkBench 1.3 libraries support having a 68881 as a peripheral and Lattice C now supports using the new libraries. Since these libraries are fairly new, not many programs use them yet. If you have a C compiler or will be using a program which uses the new 1.3 libraries, the 68881 option of the PA will be of use. You can always just get the basic PA now, and get the floating point processor later when more programs will be able to use it.

My 68881 floating point processor is a 20MHz part, I have seen 12.5, 16, and 20MHz parts available; the faster the part, the more expensive. I wrote a small benchmark program to do 50,000 double precision floating point calculations and give the number of seconds it took to do them, the results are amazing!

50,000	Normal	14MHz	14MHz	% faster than
-----	Amiga	no/68881	w/68881	normal Amiga
+	6	5	4	50
-	6	5	4	50
*	12	9	4	300
/	6	5	4	50
cos	234	195	5	4680
tan	233	192	5	4660
exp	229	192	5	4580
sqrt	.52	39	5	1040

Up to 47 times faster! Of course, most programs do not do floating point calculations exclusively, some other programs would show a more realistic increase in speed:

program	14MHz	14MHz/68881	%
jsats	133	21.3	625
galaxy	69	23.8	290
crazy	47.5	6.3	568
sineplot	47.6	2.1	2234

The floating point processor even does multi-tasking correctly between multiple programs using it. I tried running both my galaxy program and jupiter satellites program at the same time, and both programs performed perfectly.

I would have to give the CMI processor accelerator an A, it performed exactly as advertised, the documentation was adequate, and I had no problems using or installing it.

The next Library outing
will be on April 15th at
Computer Shop, from
11:30 to 4:30.

SIG LEADERS



By Brian Cox



Audio SIG

Whether you're an absolute beginner or an accomplished veteran, you need to know about the current releases and updates in the world of Amiga audio. Get the latest demos and information about sound sampling and music construction programs. Call Sean Minot for details.

C Programming SIG

This SIG is on the move! We have 11 members and climbing fast. If anyone feels that they have the expertise to lead this SIG please step forward (call me) because this is the only thing holding us back from embarking on our C language journey. Any possible members are also encouraged to get in touch with me ASAP.

Desktop Publishing SIG

While many Macintosh supporters (oops, I said the "M" word) may say that Apple has the best desktop publishing systems, this SIG will prove to you just how wrong they are. Nowhere but inside your AMIGA can you find such abilities as multi-color fonts (surely not on a Mac) unlimited smooth font sizes... Well, just go and see for yourself.

Graphics SIG

Pete Marquess is taking over this SIG, along with the job of SIG Coordinator. The first meeting will be in April, so keep watching this column for details.

Grass Valley SIG

If you want some good, old fashioned fun then come to this SIG. This is anything having to do with the General Membership Meeting or just the AMIGA in general then come to this SIG.

MIDI SIG

I thought we had a leader for this SIG, but it appears that we don't. At least he hasn't made any effort to call me back in a month. If you would like to lead this SIG call me or Pete Marquess.

Telecommunications SIG

Ron Finlayson was short of time so he had to step down from this job as leader of the SIG. So if anyone wants to lead this SIG please call me or Pete Marquess for information or to volunteer.

3-D SIG

No revolutions in ray tracing and 3 dimensional animation seem to be happening every other day. The 3-D marketplace would take too much time and money to keep up with so let David Coombs do it for you. David has worked professionally in the world of 3-D graphics before. If you have any questions, or just want to know about new products, free up the 4th Monday of each month and put your questions to other people who share your interest.

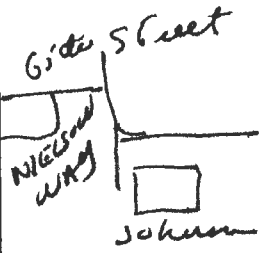
Video SIG

This SIG is HOT! If you want to learn anything about video and using the AMIGA on tape then come to this SIG. The Cosumnes River College has donated their facilities to our Video SIG. So come one come all to the hottest SIG of the year.

SIG LEADERS

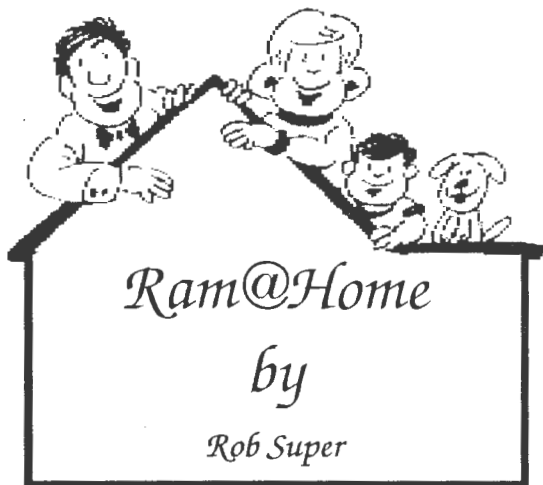
Audio SIG	Sean Minot	481-2570	Contact Sean for information.
C Programming	A leader- PLEASE		
Desktop Publishing	Fred Sakai	488-4343	3010 Merrick Way
Graphics SIG	Pete Marquess	991-0415	Meeting in April. Call for information
Grass Valley SIG	David Bandimere	292-3769	Home Federal Savings, Grass Valley
MIDI SIG	We need a leader		
Telecom SIG	We need a leader		
3-D SIG	David Coombs	823-2903	Fair Oaks-Orangevale Library
Video SIG	Robert Guerin	721-3137	Contact Robert for date and location

PETE MARQUESS IS TAKING OVER THE JOB OF SIG COORDINATOR. GOOD LUCK!



April 1989

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1
2	3 VIDEO SIG CONSUMER	4	5 BOARD MEETING	6 Video SIG 7:00 PM	7	8 Newsletter Deadline
9	10	11	12 3-D 7:00 PM 6628 NELSON WAY 456-0250	13	14	15
16	17	18	19 Desktop Publishing SIG 7 p.m.	20	21	22 Grass Valley SIG 1 p.m.
23	24 3-D SIG	25 Audio SIG 7 p.m.	26 General Membership Meeting	27	28	29
30						



TRIVIAL PURSUIT ?
Part II: Godot Talks!

VOLCANO, CA -- With apologies, Greta (and how many of you can figure out that trivial reference?)

Last month I discussed my attempt at teaching my Amiga, Godot, to greet me with some respect and intelligence. This led to a technique for reading and evaluating the Amiga's system date from within an EXECUTEable file. There are many possible

applications of the technique but, as one example, let's continue the voice lessons.

Each time I turn on the computer, I want it to figure out what time of day it is (morning, afternoon, evening or night) and greet me accordingly ("good morning", "good afternoon", "good evening" and "you idiot, why are you starting at this hour?").

The first step is to use ED (or another text editor) to add to the "s/startup-sequence" the line EXECUTE Evaluate. When encountered, this will kick the computer out of the "startup-sequence" proper and cause it to EXECUTE (run) the file "Evaluate." "Evaluate" will be a file of AmigaDOS commands designed to make the Amiga figure out what time of day it is (morning, afternoon, etc.), speak an appropriate greeting, and then return execution to any commands left in the "startup-sequence."

"Evaluate" itself will call on some other files. One of these, "Say", will be called directly; four others, containing the specific greetings for morning, afternoon, evening and night, will be called by "Say". Let's get these files organized first, before constructing "Evaluate" itself.

Attention A500 Owners... Coming Soon from Commodore! The **A590** - A 20MB hard drive with two MB of expansion ram. Plugs right into the left side of the 500. This is the easy way to expand.

A2000 owners, upgrade your A2000 to A2500 speed. The A2620 accelerator card is what turns a 2000HD into a 2500. This 14.3MHz card comes with a 68020, a 68881 math coprocessor, 68851 Memory Management Unit & 2 or 4 MB of 32-bit RAM.

Call us for prices & information.

We've got the selection, the service, and the prices you want.

OPEN 7 DAYS A WEEK

COMPUTERTIME

8040-D Greenback Lane - Citrus Heights - *Three Blocks East of Sunrise* 969-4111 or 723-4000

"Say" is a program file, and you'll find it on one of the disks Commodore supplied with your Amiga. Its function is to "speak" text files. I keep "Say" in the "Utilities" drawer of my system disk, and I have "SYS:Utilities" in my search PATH--that way a simple line `Say [+ whatever parameters]` in an EXECUTE file will find and run the program. One of the parameters that "Say" accepts is "-x", which instructs "Say" to get its lines (its text) from a separate file. The name of that file follows the "-x": `Say -x aphorism` would cause "Say" to speak whatever text is stored in the file "aphorism".

A text file like "aphorism" is easily created, named, and filled with whatever text is wanted by using ED. Since I'm using four such files (the specific greeting files) I made a separate drawer, named "Greets", in which to keep them: besides keeping things tidy, that will help me remember, months from now, what those files are for. (Create a drawer by using the MAKEDIR command, or, from the Workbench, by "duplicating" and "renaming" [menu items] an "Empty" drawer. Then use ED, or another text editor, to create a new file, containing the text, within the drawer. My file "Greets/Morn", for example, holds the text "Good morning, Rob. I'm ready to work now.") So the Amiga can find it quickly, I keep "Greets" in the root directory of the boot disk (which, on startup, is the current directory--the first place the Amiga looks for a file).

Now for the "Evalutate" file itself. The concept of this AmigaDOS file is simple, even if assembling all the pieces is a bit boring: it's just a list of all the possible hours in a day, each of which is checked, one at a time, against the hour in the system clock. The checking is done by using the evaluating procedure discussed here last month. When the match is found (there can be only one match at a given time) execution will skip over the rest of the list to a command that will "Say" the greeting appropriate to the time of day, then exit back to any remainder of the "startup-sequence" file.

Before examining the "Evalutate" listing, let's take a minute to look more closely at how we can check for something like "morning": it's a little more complicated than checking for a month (as we did in March's article). For one thing, the output of the DATE command is in a format like "Tuesday 07-Mar-89 10:37:46": there's nothing in it that says "morning", so we have to define "morning" for ourselves, based on the clock. I decided morning is anytime from 6:00 AM through 11:59 AM. That

means SEARCHing for any hour between "06" and "11", inclusive. Unhappily, the SEARCH command only lets us look for a single, specific string. No ">", "<", or pattern-matching symbols are available, so we must first search for "06", then for "07", etc. (Yes, it's long-winded. Maybe in 1.4...?) Also, we can't just SEARCH for *any* "06". We want only the *hour* "06" and don't care about an "06" that might occur in the minutes, seconds, day or year digits. The trick is to specify a search string that can only be satisfied by "06" in the hour position. What would be distinctive about an "06" in the hour spot? A careful look at a typical date string shows that the hour position is the only place where two adjacent digits will be *both* followed by a colon *and* preceded by a space. The space is a critical part of the search string, so the string must be enclosed in quotes: `SEARCH >NIL: env:date " 06:"` [See last month's column for an explanation of why ">NIL: env:date" is in there.] *Note the space between the leading quote mark and the "0":* without it SEARCH might come up with "06:" *minutes* or *seconds*. (Similarly, omitting the ":" could result in finding "06" as the 6th *day* of a month.)

Now look at the "EVALUDATE LISTING" below. (If you type in a version of this, omit the line numbers--they're just for our reference here.) Lines 1-5 use our date evaluating technique to find out if the hour is 6:XX AM. If so, it is by my definition morning and the machine should issue its morning greeting: line 6 makes execution SKIP down to the LABEL "Morn", which will be found on line 77. The first instruction after this label (line 78) says "go to the utilities drawer, dig out the 'Say' program and use it to speak the contents of the 'morn' file (which you'll find in the 'Greets' drawer)." Having spoken, line 79 makes execution SKIP to the LABEL "End", which is on line 85. In order to qualify for the Good Housekeeping Seal of Approval, line 86 deletes the no-longer-needed "env:date" file and, having reached the end the "Evalutate" file, exits.

What if it *isn't* 6:XX AM? In that case the "NOT WARN" of line 5 is not satisfied, which means execution will automatically jump to the first instruction following the next ENDIF it encounters: i.e., to line 8. Lines 8-11 are just like 4-7, except that they check for 7:XX AM (instead of 6:XX AM). The process of checking for morning hour-by-hour continues through line 27: at that point we have checked through " 11:", our last morning hour, and so move on to

Continues
Next
Page

check for afternoon hours. The process is identical to checking for the morning hours, and for evening hours it is the same again: only the hours themselves and the file to be spoken change.

With such a long and repetitious listing, a couple of typing shortcuts are worth mentioning. First, if you don't know how to use your text editor's block editing commands (the ones that let you cut, copy and paste entire blocks), learn! As the notes inserted in the listing indicate, the typing work associated with this particular file can be cut to half or less by using those commands followed by a little editing. Second, note that there's no reason to type in *any* "checking" lines for the last group (the night hours). If the match hasn't been found in the morning, afternoon or evening groups, it *has* to be a night hour.

```
1 ;EVALUATE LISTING
2 DATE >env:date
3 ;check for morning
4 SEARCH >NIL: env:date " 06:"
5 IF NOT WARN
6 SKIP Morn
7 ENDIF
```

(For lines 8-27, use the block commands of your text editor to copy the preceding FOUR lines, paste 5 successive sets of copies here, then edit the copies to SEARCH for " 07:" through " 11:".)

```
28 ;check for afternoon
```

(Lines 29-52 are almost like the ";check for morning" routine: just block copy those lines [4-27] here, then edit the copy to make lines 29-52: SEARCH for " 12:" through " 17:" and change the SKIPS to SKIP After instead of SKIP Morn.

```
53 ;check for evening
```

(similarly for lines 54-73: SEARCH for " 18:" through " 22:"; SKIPS are to Eve.)

```
74 ;only remaining possibilities are "Night"
75 utilities/say -x greets/night
76 SKIP End
77 LAB Morn
78 utilities/say -x greets/morn
79 SKIP End
```

```
80 LAB After
81 utilities/say -x greets/after
82 SKIP End
83 LAB eve
84 utilities/say -x greets/eve
85 LAB End
86 DELETE env:date
```

At last, Godot talks! He knows what time of day it is and delivers an appropriate message. Ersatz intelligence on the Amiga. True, he has very peculiar voice. That can be improved somewhat by fiddling with the pitch, speed and other parameters accepted by "Say", or improved greatly by using digitized voices and an appropriate player program. (The latter would use a lot more disk memory.) True, his dialog is limited, having, for example, the same comment every evening. That could be changed simply by creating a branching within each part of the day: once it was found to be evening, "Evaludate" could skip to a subroutine that picked from a collection of evening messages ("eve.1", "eve.2", etc) based on the minute or second digits. It's just a question of how much time, effort and memory one wants to put into it. True, while he knows what time it is, Godot still doesn't know who turned him on, so that "Hello, Rob" is likely to greet any odd character who wanders over to my desk and throws the switch. (And that would be a job for Optical Character Recognition, a subject for another time.)

The main point of this exercise, however, has not been the trivial trick or teaching Godot to talk but, rather, finding a way to tie anything that can be done with AmigaDOS commands to any date, time, month, or day of the week. A number of uses come to mind. I'm evaluating the PD program "Prefs" to change my pointer to a different image each month. Try some other things with graphics. Use something like "Show" to add a changing graphic display to any startup. Print screen messages to remind yourself of annual events or weekly jobs you tend to forget. Date-related routines could be added to commercial software that uses an AmigaDOS "startup-sequence": get your spreadsheet to ask, whenever booted during the first 5 days of any month, if you've balanced last month's bank statement yet. Be creative. Try different things. Experiment. Digitize the sound of walnut shells in your blender, link the sound file to April 1st and sneak the routine into the "startup-sequence" of your favorite hard drive owner.

Last General Meeting

by
Brian Cox



General Membership Meeting- 02-22-89

If someone could put a copyright on the idea of version numbers they would make an awful lot of money, and a new version of the Amiga graphics bible was what our general membership meeting this month was all about. (Enough sales pitch, on with the show) The meeting opened on a slightly sour note with most of the board and many of the members trying to find a microphone that was functional. Newly elected club president, Linda Marquess had a fun time for about 10 minutes attempting to conduct the meeting without a mic, but eventually the problem was solved. (Murphy's Law- This would happen on a night when Electronic Arts was here)

Questions and Answers were very brief, as we were trying to give as much time as possible to our guest, so I will be brief as well. They were topped by 2 1200 BPS modems for sale (messages are on AMIGALink in the For Sale section) There was also a complete AMIGA 1000 system for sale, and a message is on the board about that as well (at least I think it is). Enough time spent on Questions and Answers, now onto the star attraction. In case anyone doesn't know why I'm building up to this, Electronic Arts was at this meeting. That means that I'm going to rub it in to anyone who says that they're sorry they missed it. It's your own fault for not reading the newsletter, calling the club hot-line, or calling the club BBS. Don't say we didn't try to tell you about it. Anyway, EA was here to demonstrate DPaint III (yes there will be an upgrade policy from DPaint II, and believe me, after hearing this your going to run out to take advantage of it). DPaint III is combination animation/ painting

program. All of the standard DPaint II menus and gadgets are here, except there are a few more which control animation. The program is set up to draw on frames, each frame can equal anywhere from 1/60th of a second to as long as you like (1 frame= 1/15th sec is a comfortable viewing speed for most animation programs). Everything that you do can then be done in 2 dimensions, as well as over any number of frames. Say you had a brush of a checkered ball, and you wanted that ball to bounce in an arc across the screen over a 30 frame period. You would simply select the brush, select the arc gadget and draw the arc as you would normally. Then DPaint III would draw the brush 30 times, over the 30 frames that you selected. The process is so simple that it seemed to easy. The same idea can be carried to any brush, shape or object, over any path (including on and off the overscanned screen), for any number of frames. The versatility is amazing, yet in this glamorous demonstration one question came up which was haunting any video user who wanted to use this program. Unfortunately Electronic Arts stayed with the sub-standard overscan which they began with DPaint II and Deluxe Productions. This may seem like a miniscule point to most of us, but to anyone who wants to use DPaint III for video



New Club Officers: From left to right; top, Vice President-Robert Du Gaue, Secretary Brian Cox, Officer-Lindsey Fong; bottom, Officer-Dave Bandimere, President-Linda Marquess, Treasurer-Mark Palmer. (Photo by new Officer Fred Sakai)

production it presents the major problem of a black boarder surrounding their picture. For most people it has no relevance at all though. There are many other new features and I couldn't list all of them here, but

the new animation is the easiest to spot. One more that I could see was prevalent was the ability to bend objects around all 3 axes, thus simulating 3D painting. While you don't actually work in real space, this effect creates a quite convincing illusion. Overall I'm sold on DPaint III. With it's \$150 price tag it's a pretty hefty piece of cash that you'll need to dish out, but for me it's worth it.

Now that I've ranted and raved about that for 2 paragraphs I need to get on with meeting. AmNews was scheduled to demonstrate their disks, but they were plagued with drive problems and GURU's. So it was decided that the GURU was telling us that our time was up, which it was, so the meeting was disbanded at about 10:00.

I have only a couple of announcements this month, Pete Marquess will be assuming the job of SIG Coordinator again as of April 1st, so good luck to him (Pete- you may need all the luck you can get). Also, the New and Improved AMIGALink is up and running, and thanks to Robert Bequette for custom writing our BBS software. I encourage everyone to give this new software a fair trial, as I have found it to be much easier then the menus on the AmigaLink of the past. Good luck, and to the GURU, good riddance.

Questionnaire Results

Compiled by

Fred Sakai

According to the questionnaire last month, the SACC membership prefers to see Graphics, Video and Games demonstrations at future meetings. We received an excellent 116 responses out of an approximate 200 attendees. The following is a summary of responses.

Software:

These are the normalized rankings of member preference: 1. Graphics, 2. Video, 3. Games, 4. Music, 5. Business, 6. Computer Languages, 7. Telecommunications, 8. Desk Top Publishing. Miscellaneous software mentioned included: utilities (2), aircraft, ProDraw, genealogy, CASE, scientific and engineering/programming.

Hardware:

The most popular requests were: hard disks & controllers (31), genlocks (28), expansion ram (17), video frame buffer (13), accelerators and/or coprocessors (11), printers or plotters (8), video digitizer (8), and sound samplers (6). Also mentioned were: monitors, esp. hi res. (6), floppy drives (5), expansion boxes (4), Amiga 2500 (3), color printers (3), bridge board & accessories (3), video toaster (3), midi (2), graphics tablets (2), emulators ?? (2), McIntosh emulator, Bernoulli Box, Desk Jet Printer, 1010 drive, Grand Slam, modems, 9600 modem, AT Bridgeboard, scanners, laser printers, keyboards, joy sticks, 3 button mouse, graphics cards, OCR reader, oscilloscope interface, and hacks ??.

Miscellaneous comments:

I like the newsletter (3), find another way to submit articles, publish preference polls in the newsletter, publish Q&A's in newsletter, I like the BBS, offer 12 month membership instead of prorated method now in use, move back to SMUD, want the raffle (3), want the door prize (3), turn on air conditioning at meeting, want beginner's help (2), shorten demos to 15 min., suggestion box needed, would like discounts for being a club member, how are funds spent?, better presentation of demos, don't raise price of club disk, multi-user BBS?, board meetings minutes should be posted or published, would like CLI on disk, establish a theme for each general meeting, get a better, larger monitor (2), set-up a hardware SIG, have panel discussions during meetings.

Thank you for all the great responses. The board will try to keep these in mind in making future decisions. Don't forget that this was not the only chance you had to voice your opinions: A suggestion box will be available at every general meeting. Don't hesitate to come up and talk to a club officer or board member during the break -- we're here to listen! Write an article or a letter to the editor. And finally, leave a message on the BBS addressed to the board.



I'm the new Sysop of AmigaLink. In addition, we have four Co-Sysops to help with the validation of new members, questions, and the day to day chores of maintaining the system. They are Linda Marquess, Robert DuGaue, Robert Bequette, and Barb Hamilton. We are looking forward to your visits and hope you enjoy the new system. I made the decision to change the BBS software to Acropolis. The system is not at all like the old Phoenix software, and you will have to take the time to adjust to the new system. I wouldn't have changed to Acropolis if I thought members would have difficulty understanding the system, but it's very similar to using the Command Line Interpreter <CLI> on the Amiga, as will be discussed in the following article. Even if you don't know how to use the CLI, you will find that the system is quite easy to learn if you just give yourself some time.

The system will provide you a prompt so you can enter simple one key stroke commands. As you become more comfortable with Acropolis, you can also perform multiple key stroke commands that are single stroke commands that are preceded with a <.> Menu mode is available, and can be turned on when you initially request access to the system. After you start to remember the commands, I would recommend that you turn the menus off, as the system is more enjoyable to use and it's also much quicker to read/enter messages and up/download files. If you get lost, you can bring up the menu by entering <?> at any prompt.

You can think of AmigaLink as a bunch of directories on a disk. Acropolis calls them rooms. Each room has the capacity for storing messages only or both messages and files. There is no separate section for messages and files...for ease of use they are in the same room. Let's take a

look at some of the more commonly used commands. All responses of you will be contained in brackets <>.

When you logon, the first room you visit will always be the Lobby>. If new messages have been entered since your last visit, they will scroll on your display until they are read. Since there are no pauses after messages, you can enter a <P>ause to temporarily pause the display.. hitting any other key will continue reading messages. If you would like to have the system pause after a preset number of lines, enter <.E>dit <.C>onfiguration and turn the screen-pause mode on. Be sure to enter the "." before the E and follow the prompts.

To see all of the rooms on AmigaLink, use the <K>nown-rooms command and notice the character at the end of the room name. The > means it's for entering and reading of messages. } is a read-only room. Sysops can enter messages, but regular users cannot, and] is a room can contain files also in addition to messages. Lets go and start reading messages. If you are in menu-mode, you may want to turn them off, as the menus tend to be annoying when reading messages. <.E>dit <.C>onfiguration to turn them off. If you ever want to see the menu, just enter <?>.

Enter the <G>oto command to take you to the next room that has new messages since your last logon. Notice the name of the room has changed from Lobby to New Arrivals!>.. this is where we welcome the new users of AmigaLink. To read all of the new messages, enter <N>ew Messages. The new messages will scroll on your screen and stop after the last one. Other read message commands are:

- <O>ld - reverse read of all messages you have read.
- <F>orward - read messages from the beginning of the room to the end.
- <R>everse - read messages from the newest to the oldest.

You can repeat the <G>oto, <N>ew and go into the rooms that have messages to read. If you want to read all of the messages in all the rooms, use the <R>ead <G>lobal-new command... When all new messages have been read, you will be returned to the Lobby>. If

Next
Page
Please

you would like to enter a message, enter <E>nter-message. The message will be entered in the room name in the prompt. If you wish to goto a specific room, enter <K>nown-rooms to see the names and enter <.G>oto <ROOMNAME> to jump that room and <E>nter-message to add your message to the end of the room. To download or upload files, you have to be in a room with a] character after the room name. Enter <K>nown-rooms to see which rooms have the] character after the name and <.G>oto <ROOMNAME>.. BTW, you don't have to enter the complete room name. Just enough of the name to differentiate it from rooms with a similar name... ie: if you want to go to the Telecom] room, just enter <.G>oto <Tele>

Once in a room that contains files, you can view the files available with the <.R>ead <D>irectory command for just the file names, or if you want to view the descriptions too, use <.R>ead <D>irectory-extended. A recent enhancement to Acropolis is the <.F>ile-find command. It will do a file-find by name or all the new files since the last time you loggedon, or by a date.

Acropolis was written by fellow SACC member Robert Bequette, and is patterned after the popular "room" oriented system know as Citadel. Acropolis has been re-written to allow easy to remember commands than from the original version of Citadel. Below is an alphabetical listing of all of the commands. All of the commands can be entered anywhere in the system. We hope you call often and if you need help online, just enter <C>hat. I would be glad to give a short demonstration online:

<C>hat with Sysop : if you get lost or need an emergency file.

<D>ownload : Download a file using with XModem/WXmodem protocol.

<.D>ownload one of the following:

<W>XModem : Download a file using the WXModem protocol.

<X>Modem : Download a file using the XModem protocol.

<Y>Modem : Download a file using the YModem Protocol.

<I>K-XModem : Download a file using the 1K-Xmodem protocol.

<Z>Modem : Download a file using the

ZModem Protocol.

<E>nter : Enter message in the current room.

<.E>nter one of the following:

<C>onfiguration : Changes screen width, screen pause, and so on...

<M>essage : Enter a message into this room.

<R>oom : Create a new room.

<P>assword : Change your password.

<V>ote : Enter your vote for the current ballot.

<F>orward read : Read message from the beginning of the current room.

<.F>ind-file : Search for new files by the name, new, or date.

<G>oto : Go to the next room with new messages.

<.G>oto <Roomname> : Go directly to a specific room.

<.G>oto <RETURN> : Goes to the last room and "unreads" the messages.

<H>elp : Gives a short message for new users.

<.H>elp <?> : Lists available help files online

<.H>elp <filename> : Read one of the following help files

COMMAND AIDE DELETE NEWUSER
 ENTER FORGET READ
 HIDDEN MAIL POLICY STATUS
 YAK EDIT FILES
 SUMMARY DOWNLOAD EXTENDED
 GOTO FORMAT UPLOAD LOCATE

<I>nspect-userlist : List the name of the users who know about the room.

<K>nown-rooms : Lists the rooms on the system that are not <Z>apped.

<.K>now-rooms : <R>eport - List all of the rooms and their type.

<L>ogin : Login to the system.

<N>ew messages : Forward read of new messages since you last logon.

<P>ause : Pause the display, hit any key to continue.

<O>ld reverse : Re-read old messages in reverse.. does not include new.

<R>everse read : Read messages in reverse.

<.R>ead one of the following:

<F>orward : All of a room's messages in a forward direction.

<O>ld : All of a room's old messages in a reverse direction.

<N>ew : All new messages in this room.

<C>aller-log : Read a list of the most recent callers.

<U>ser-list : List the names of all users on the system.

<R>oom-status : Information about the current room.

<S>tatus : Your status: time left, so on .. and system status.

<D>irectory : List the files in a directory room.

<E>xtended : List the files in a directory room with descriptions.

<G>lobal-new : Display all new messages in all rooms.

<L>ocate : <F>orward and <N>ew. See <.H>elp <LOCATE>

<T>extfile : Display an ASCII text file in a directory room.

<U>ser-log : List all of the users on the system.

<V>ote : Read the voting results.

<S>kip : Skip the next room and save the new messages for later.

<S>top : Stop/Abort message or menu reads.

<.S>kip <roomname> : Skip a specific room.

<T>erminate : Exit the system.

<.T>erminate : <S>tay - exit the system and let

someone else logon.

<.U>pload any of the following:

<W>XModem : Upload a file using the WXModem protocol.

<X>Modem : Upload a file using the XModem protocol.

<Y>Modem : Upload a file using the YModem protocol.

<1>K-XModem : Upload a file using the 1K-XModem protocol.

<Z>Modem : Upload a file using the ZModem protocol.

<V>iew Private Mail : View private mail at any room prompt.

<W>rite Private Mail: Write private mail at any room prompt.

<Y>ak : Yak with other user online.

<Z>ap-room : Remove the current room from your Known-rooms list.

<.Z>ap-room-list : List rooms you have removed from your Known-rooms.

<?> : Brings up a menu of the most commonly used commands.

Want to get the latest
PD/Shareware
Software?

Volunteer to be the
SACC Librarian!

Contact
Linda Marquess
for details 991-0415

Put's Electronics

The Commodore Store

6108 Watt Ave.
North Highlands, CA 95660
Phone (916) 338-2000

*** NEW! ***

SYSQUEST 42MB Removable Hard Drive

Hard Drive	\$1299.95
Controller	\$ 199.95
Cartridge	\$ 139.95
1.3 Rom Chip	\$ 45.95
Installation	FREE!
AutoBoot Kit	FREE!

Total Price \$1685.80

PUT'S PACKAGE PRICE

ONLY **\$1599.95**

Put's AMIGA Classes

Available Or Soon To Be Available:

- * Beginner's Workshop
- * CLI - AmigaDOS
- * WordPerfect
- * Hard Drive Management
- * BridgeBoard Use
- * Home Video

Class sizes are limited for hands on instruction, so please call soon for reservations and more information!

Put's is now an authorized dealer for:
GREAT VALLEY PRODUCTS and
PANASONIC printers.

* SALES * SERVICE * SUPPORT *

Authorized Commodore-Amiga
Factory Service Center



Ami-Exchange Magazine Review By Robert Bequette

When I was in Tower Books the other night I ran across a new Amiga based magazine. At least new as magazines go since this is only the third issue of a bimonthly publication. When I say Amiga based I mean it. It is a magazine on a disk so you need an Amiga to read it. The name of it is Ami Exchange (AX for short.) The price is \$11.95 per issue. That may seem a little steep until you find out what that \$11.95 gets you: Three disks containing articles, reviews, interviews, tutorials, programs, music, and more. The issue I bought (volume 1.3) also contained one of the thin little plastic records that has some wonderful music on it created using an Amiga and MIDI controlled synthesizers.

I have over three pages of notes listing items in the magazine that I wanted to point out, but I will just have to give you the highlights of the highlights. The magazine can either be started up by booting it or you can run it by clicking on it's icon if you have already booted from another disk (like your hard drive). The user interface is visually appealing with a scrolling list of articles with nice graphics on the side to start each major section.

The first section is the feature articles. Some of it deals with what is going on with the magazine, but included are an interview with Max Toy, an overview of Comdex '88 with an Amigain's point of view, an article about the new Amigas including the truth about the

Next
Page
Please

Amiga 3000 myths, an interview with Jim Sachs and more.

The second section contains the monthly columns. Helpful hints, an article about users groups, and they are starting a classified ad section.

The third section deals with business and the Amiga. With several articles about desktop publishing on the Amiga and a review of Nimbus' small business accounting package.

The fourth section is on music and the Amiga. It contains a description of the contents of the music sheet, a series on using Deluxe Music Construction Set, and two songs written using Sonix which the magazine can play for you.

The fifth section is graphics galore! Tutorials on Express Paint, DigiPaint, Aegis Animator, and VideoScape 3D. Reviews of Photon Paint, and the Perfect Vision digitizer. A running but limited demo version of Express Paint. Included are two animations you can run as well and some nifty graphics programs.

The sixth section is for all you game players. There are so many reviews and previews that I won't even try to list them. It also contains a demo of Capone, a game players toolchest which is full of helpful utilities for game players. As well as helpful hints for several different games.

The seventh section is on telecommunications. With a feature list for Dr. Term. An article explaining the advantages and disadvantages of most of the better know commercial and shareware terminal programs. A list of strange BBSes. A telecommunicators toolchest with utilities to make your communications using the Amiga easier.

The eighth section is the developers corner. It contains a tutorial for people just learning to use the Amiga's CLI interface. How to clean your mouse when he needs a bath. Undocumented AmigaDOS commands. And a review of the ProDrive which is

a third party floppy disk drive for the Amiga.

The ninth section... No, I'm just kidding there wasn't a ninth section. All-in-all Ami Exchange is a real bargain. The wealth of information it contain (all three disks were full with only one or two free blocks on each) is worth the price and with this being only the third issue I can see a bright future for them. There are so many other things that I want to tell you about it, like they offer PD disks, they will give you free disks for getting other people to subscribe, the various contests they have, the ease of use, the...

Well I had better stop here. The best thing to do would be for you to check it out for yourself. I know you can find it at Tower Books and possibly some of the local Amiga friendly computer stores, if they don't carry it ask them to start doing so. If you want to subscribe or to order a single copy at a reduced price write:

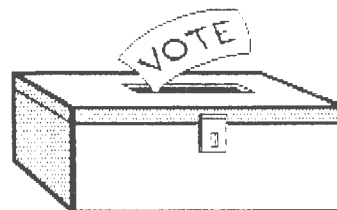
Ami Exchange Magazine
6006 Greenbelt Rd. Suite 189
Greenbelt, MD 20770
(301) 439-1151

A single issue is \$11.95.

A one year (6 issue) subscription is \$50.50.

A half year (3 issue) subscription is \$29.95.

With both subscription offers you get that issues PD disk free.



AmigaLink's software features a voting command(.E V)

Currently votes are being taken on the idea of a Saturday general meeting. Call the BBS and vote or put your vote in this months suggestion box. This is an informational only vote to see how many are in favor of Saturday meetings and does not necessarily mean we'll be switching.



Zoetrope Review
by
Rich Bazan

ANTIC Amiga. Do the two really mean something? Are they compatible? They are now and that is for sure. "ZOETROPE", The Animation System. It does require One meg. as a minimum. Now I am not sure if I am writing this review prematurely because there is so much offered that I am wondering if I explored it all. The not so good is not really so bad after all. The problem and I doubt that I should really call this a problem is there is no sound generation with this system. Of course you would need two meg to operate this program if it did. For those of us that bought LIVE! with high hopes of better music videos or finer home videos and humor generating animation and found out we were in for tons of hacking, this Animation System is the one we were waiting for. It was actually written by Jim Kent and he helped as much as possible with the hacker version that came with LIVE! You port over the LIVE! riff and enjoy yourself. You may add frames, twist frames, change colors, add characters, shadow your main attraction in three formats: all in one frame; all the frames; or just a select few. And I haven't explored them all yet, there are at least three options I haven't tried and so much more that I haven't mentioned. This is the Process Tool for "LIVE!" you can really do what you wanted to do. Splice a segment; float a creature behind your main character; Defocus or Ripple your frame or frames. Did the "manual" get a mention? It was written for you. No hidden meanings no twisted pattern to follow unless you wanted something twisted on the screen. Another problem is I wish I could afford 2 more megs just to multiply the fun. You guys out there that think all these editorials are biased! Well I'm on your side but I've been looking for a multifaceted program to animate for a long time. It animates in lowres. Smooth fast imaging. Transfers files from Aegis Animator, Videoscape 3D, Aegis Titler, IFF Images, and LIVE!. In a mouse menu way, no cryptic hacking necessary. Unless changing the names of your files to ".rif" just to make access easier is considered cryptic. For the money this program is a gem. Like the price from \$99 to \$129

depending on where you get it is more than a bargain. If you have Live! you will truly enjoy this system. One reason you need all the memory is so that the entire "Zoetrope" can boot into your friendly Amiga with more Frames to animate. The manual has a great way of walking or running you through the program. It has 90 pages of easy to understand tutorials and the next 80 pages are Reference Guides. The book covers every scenario in a good clean nonlawyer language. For those of you that are impatient they have a jogging or "Quick Start" section so that you can approach it like a game. A game it is not it is a serious piece of art work. Jim spent much time perfecting this system and it is a fast easy to operate program. The speed you choose can be a different set up for say 10 out of the 50 frames you have developed. Another user detail is the "KEY" usage you get with a nifty but not so spiffy Keyboard Command Chart. So look in the "Index" to figure out the best way to use the "Wipe" and you can change the whole show. If you have a hard drive you're way ahead of the game because it is easy to setup on "Hard Disk". The not so good points about the system is; One it does tweening just not the way you are used to it, that is it doesn't seem to (I'm sure I didn't miss it) tween individual points like other animation programs did but that is OK because you can port in those Aegis Animator files. It does tween in a very exciting way however. Two, the program does not incorporate "Over Scan" although I've learned to live without it. The reason that lowres is the only format chosen is so that you are not tempted to use another resolution and loose in the speed and length of your animation. If you find something else missing and I doubt that you will then write Kent and he just might put it in. Thankyou for a clean program Antic but users keep that spiffy spiral lined manual at your desk. There is just too much to remember. And that is OK by me. I know it will do it.

*Coming Soon: SACC first annual
animation contest!*

All entries will receive a FREE disk-of-the-month. Winner to be judged by the membership at an upcoming meeting. The winner will receive a free one year membership in SACC, second place winner will get an SACC t-shirt..

If enough entries are received we may have 2-d and 3-d categories, at least 10 entries are needed for this contest to fly. Upload entries to the club's BBS or put it in one of the library drop boxes. More details in upcoming newsletters..

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 May edition of **AMIGazette** is **April 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

This Newsletter is printed as a service to members of the **Sacramento Amiga Computer Club** and is paid for using the dues of each member. As a service, several stores are given copies of the **Amigazette** to be given to perspective and new **Amiga** owners in hopes of enlisting a new member to **SACC**. It is not intended to be resold. If you have paid money for this issue contact the editor immediatley. Thank you.

SACC Elected Officials

President:	Linda Marquess	991-0415
Vice President:	Robert Du Gaue	383-7966
Secretary:	Brian Cox	488-3964
Treasurer:	Mark Palmer	781-2604

Board of Directors

Dave Wingfield	349-2231
Lindsey Fong	682-8872Modem
Fred Sakai	488-4343
Dave Bandimere	292-3769

Appointed Chairpersons

AMIGazette Editor	Robert Du Gaue	383-7966
SIG Coordinator	David Coombs	823-2903
Asst. SIG Coord.	Brian Cox	488-3964
Librarian	Lindsey Fong	682-8872Modem
Advertising Coord.	Greg Bahlhorn	485-9172
New Member Coord.	Mark Palmer	781-2604
Sysop	Linsey Fong	682-8872Modem
Sargent of Arms	Kevin Sparks	

AMIGazette Contributors



Photographer	Fred Sakai
Advertising:	Greg Bahlhorn
ArtWork:	Desktop Artist I
	City Desk, Art Companion
	Volumes 1-3
	Robert Du Gaue &
	Digi-view
	Artistic Solutions

Contributing Writers:

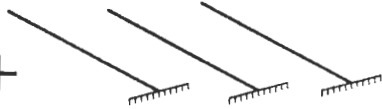
- Linda Marquess
- Rob Super
- Brian Cox
- Steve E. Riley
- Robert Bequette
- Rich Bazan
- Lindsey Fong
- Fred Sakai



- C + LY



+



- R



- B



+ IBLE,



U



- L

2

R

+

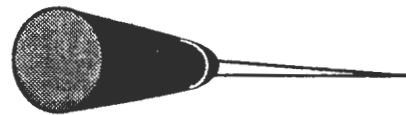


- N - L

THE



+ U +



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

Bulk Rate
U.S. Postage
PAID
Sacramento, CA
Permit No.1884

3

San Zacharias
10004 Vanguard Drive
Sacramento, CA 95827