

July  
1989

Volume 4  
Issue 6

# AMIGAZette

\$1.75

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

The General Meeting Will  
Be On June 28th.



Founded 1986

Back by popular demand, this month's meeting will be another SIG night. Several computers will be set up running various programs from Games to Video to Desk Top Publishing.

As usual the meeting will start at 7:00 P.M. and will be at the Pac Bell building at 2700 Watt Avenue.



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## LINES OF COMMUNICATION

Linda Marquess



What is an Amiga? This computer has many faces. Whether it is used for recreation, education or application depends entirely on who sits behind the keyboard.

This month we'll try to adapt to the varied interests of our members. We'll have several computers set up to show you graphics, music, games, and public domain software. We'll also set up an area to ask general beginner's questions. Visit the stations that most interest you and get to know your fellow members with similar interests.

## SACC Amigos



Se habla Amiga? Help others to learn your favorite program or assist in your area of expertise. Remember, you were new once, too. If you'd like to add your name to our list, sign up at a general meeting or contact me at 991-0415

AMIGO	PHONE	HOURS	HELP AREA
Walker Ayres	487-3202	noon-10PM	BASIC
Greg Pringle	452-7381	5:30-10PM	Hardware
John Warren	662-8754	9AM-3PM	Games/Carpool
Jack Cannon	722-7404	reas. hrs.	Dr. T's/Music
Dave Bloch	441-6816	eves/wknds	Video
Lindsey Fong	AmigaLink BBS	Anytime	(modem) Anything
Brian Cox	488-3964	reas. hrs.	BASIC
Fred Sakai	488-4343	reas. hrs.	Desktop Publ.
Linda Marquess	991-0415	7PM-Midnight	CLI, Anything
Steve Goodrich	361-7566	6PM-10PM	Beginners
Dan Kelly	383-9417	reas. hrs.	Telecom

Practice your Tetrix skills for a tournament. High score at the end of the night earns a free July SACC monthly disk.

### IT'S BACK!

Ramiro Garcia has resurrected the raffle. In order to restore the raffle to its former greatness, we need to sell lots of tickets. Buy your tickets at the library outing or by mail. Sorry, there will be no tickets sold at the meeting.

We'll have plenty of SACC T-Shirts available, so don't forget to get yours. Only \$6.75!

### LAST NOTICE:

Please notify us if you would like your name removed from the list to be sold to Amiga vendors.

Library Outing  
July 15th at  
The Computer Shop

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Supra Corporation's products for the Amiga are some of the best on the market. The best performers. The best designs. The best fit for your system.

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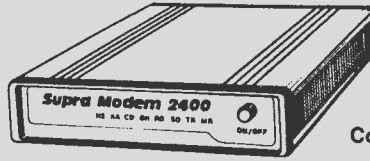
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## MODEMS



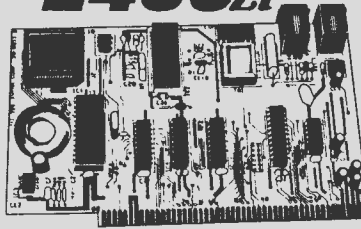
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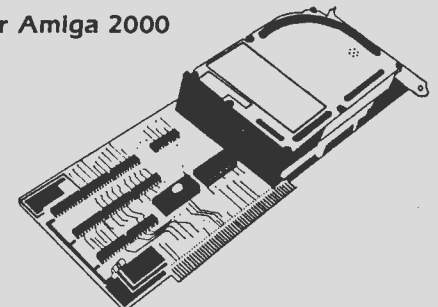
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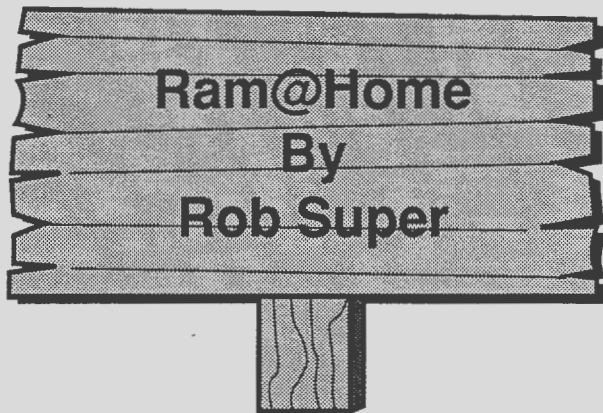
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## "In Which We Consider THE PRIME SUSPECT"

VOLCANO, CA -- But first, an addendum to last month's column: typing away in the blur of the wee morning hours, I forgot to mention the existence of a couple of non-commercial ray tracing programs: "QRT" and "DBW Render". Although these programs don't have the elegant graphic user interfaces of the commercial packages (and will therefore be a bit more difficult to work with), they can produce excellent results. (As one example, the "Tychoid" animation, currently on SACC's "AmigaLink" bbs, was done with "DBW Render".) Both "QRT" and "DBW" should be available through "AmigaLink" or SACC's disk library, and either can launch your career as a world-builder without having to contact any venture capitalists.

\* \* \*

Well, I guess they won't bury me next to Euclid or Plank after all--but it's been fun trying.

It's difficult to explain why the mysteries of prime numbers are so seductive, but I remember being interested and puzzled by them in the 5th grade--or whatever class it was, back there in the mists of time, in which I first learned of them. Recently, reading Ivars Peterson's *The Mathematical Tourist* (W.H. Freeman & Co., 1988), my interest was rekindled. A prime number, you probably remember, is an integer (1, 2, 3, etc) that can be evenly divided by only 1 and itself. An integer that is not a prime is called a composite. Here are a few of the weird things about

primes. It's been demonstrated that there is an infinite number of primes, but once you get into the big numbers (above about 120 digits) they are extremely difficult to find. (Even the fastest computers--meaning Crays, not Amigas with '030 boards!--can take years to factor a single composite number of more than 120 digits. And trying to determine whether or not a really large number, like  $2^{44,497} - 1$  [which has 13,395 digits] is prime is even more intimidating: a computer capable of a billion trial divisions per second could take much longer than the current age of the universe to do the job!) Given one prime, no one knows how to predict the next one, and there is no known formula for generating primes: numbers simply have to be tested, one by one, for primacy. Although primes tend to occur further and further apart as we move to larger and larger integers, adjacent or "twin" primes (like 5 & 7, 11 & 13, 179 & 181) occur throughout the list of known primes. Yet it still isn't clear whether or not there is an infinite number of such twins. As Peterson puts it, "All their suggestive properties indicate that primes are not randomly scattered among the integers, yet prime numbers, in their maddening perversity, defy all attempts aimed at putting them precisely in their places." I decided to fire up Godot and take a look for myself.

First I needed a supply of raw material to work with: a list of prime numbers accessible to the computer. Printed lists are readily available, but I was about as interested in typing hundreds of numbers as in mowing the meadow with nail scissors. Since the essential method of finding primes is to try dividing the suspect prime by all possible integers (except 1 and the suspect itself), it's a simple matter to write a small, looping AmigaBASIC program that will test every number within a given range for primacy. By using this method to generate a list of primes, however, we accept one immutable limitation: the largest number representable is 32,767 or (if we declare "long integer" variables) 2,147,483,647. Clearly, we will not be dealing with 120+ digit numbers! And there are a couple of other limitations, perhaps mutable but certainly more pressing: time and (no, not money) storage space. (Come to think of it, storage space can be expressed in terms of money.) The time necessary for an Amiga to find all the primes up to 2,147,483,647 would be something way in excess of ten years and, frankly, I'm just not that

interested in the project. I estimate the storage space required to store the results to be on the order of 1000 megabytes. But a single floppy will store the primes of all numbers up to well over 1 million, and the time necessary to find those primes should be on the order of a couple of days. So I will limit my wildest dreams to a data base of the primes up to a million; for present purposes, we'll just work with the primes up to 32K: that list requires only about one-half hour to calculate, a bit over 75K of disk space to store, and contains more than 3500 primes: plenty of numbers to fool around with.

Listed below is a BASIC program that sequentially tests all the integers up to 32,767 for primacy and saves all the primes it finds to disk. It will also print to screen a progress report listing each prime found and a running total of the number of primes found. The line numbers are just for our reference use here: you can omit them (and the REM statements) if you want to type this into AmigaBASIC. Let's take a quick look at the program before moving on to what we're going to do with all these numbers.

Line 01 is obvious. Lines 02 through 08 do some set-up work: they assume a pre-formatted disk named "Primes" (on which the list of primes will be saved) is in one of the drives, then print (i.e. save) "2" and "3" (these are the first two primes, as "1" is considered neither prime nor composite) to the disk; the variable "n", which will represent the Number we're currently checking for primacy, is set to "3"; the variable "tp", which will be the Total number of Primes found, is set to "2" (remember, "2" and "3" have already been "found").

Lines 09 through 19, the "NxtNum" routine, constitute the loop that is the heart of the program. It simply divides every number, up to 32,767, by every possible integer except "1" and the number itself. If it finds an integer that divides evenly into the number it's currently testing, it stops working on that number (which can't be a prime) and moves on to start testing the next higher number. If, on the other hand, none of the possible integers divide evenly into the number, the number is a prime so the program drops out of the loop for a moment to run the "KeepIt" routine (lines 20 through 27). That routine saves the prime number to the disk file, prints a progress message to the screen, then goes back to the

"NxtNum" loop to begin testing the next number. When 32,767 has been reached and tested, the program runs the "TheEnd" routine, closing the disk file in the process. That's the basic idea, but several things have been done to eliminate a lot of unnecessary testing. We don't check "0" and "1" (we know they're not primes) and we "manually" saved "2" and "3" (which are prime): these steps let us increment the number to be checked by two. (Since "2" is the only even prime--another peculiar fact about primes--we can forget about checking all the other even numbers. By dealing with "2" outside the loop, we can begin with an odd number and increment by 2 from odd to odd, thus cutting in half the total number of integers to be checked. Handling "3" outside the loop means we can use it as the starting point: as we enter the loop for the first time it is incremented to "5", which is the first number we really check.) Similarly, any number divisible by an even number is itself even and therefore not prime, so we need not bother dividing by even numbers: the work is halved again by setting the initial Divisor variable, "d", to 3 and incrementing it by two. Even more importantly, to check a number for primacy we need not try dividing it by any number larger than its square root (think about it!), which is why "d"'s largest value is limited to SQR(n). The actual division and checking for a remainder is done in a single step in line 12.

```
01 REM "PrimeGen"--finds all primes up through
32767

02 OPEN "Primes:PrimesTo32767" FOR OUTPUT
AS 1
03 PRINT# 1, 2
04 PRINT# 1, 3
05 n = 3
06 REM num to ck for primacy
07 tp = 2
08 REM total primes found

09 NxtNum:
10 n = n+2
11 FOR d = 3 TO SQR(n)
STEP 2
12 IF n MOD d = 0
THEN
13 IF n = 32767 THEN
14 GOTO TheEnd
```



Continued  
on Page 14

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# JULY SIGNEWS

By Pete Marquess

## 3D SIG

Watch computer graphics come to life. David Coombs will surely keep you entertained with his knowledge on the subject of raytracing.

**Leader: David Coombs**  
phone: 456-0250 or 823-2903

## Audio SIG

The group meets informally. Contact Sean Minot for more details.

**Leader: Sean Minot**  
phone: 481-2570

## C SIG

This group needs a leader. Please contact me if you're interested in helping.

*Leader: This group needs a leader*

## Desktop Publishing

Keep up with the latest software. Learn new techniques in the world of Desktop Publishing.

**Leader: Fred Sakai**  
phone: 488-4343

## Graphics SIG

The Graphics SIG is back. The focus of the SIG will be graphics in general.

**Leader: Pete Marquess**  
phone: 991-0415

## Grass Valley SIG

Those of you who live in the Auburn - Grass Valley Area should plan to attend the next meeting. A great time is sure to be had by all.

**Leader: David Bandimere**  
phone: 292-3769

## Telecom SIG

If you want to learn more about your modem this is the place to go.

**Leader: Woody Bear**  
phone: 723-1710

## Video SIG

If you want to learn the latest techniques in Amiga/Video this SIG is a must.

**Leader: Robert Guerin**  
phone: 721-3137

## Hardware SIG

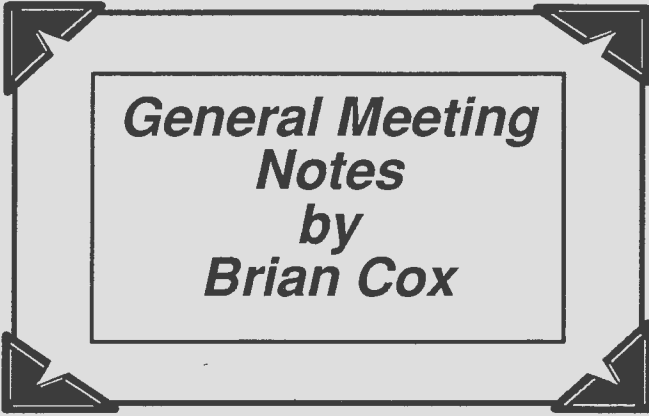
Greg Pringle has volunteered to lead this SIG. The meetings will be informal.

**Leader: Greg Pringle**  
phone: 452-7381

If you have an interest in joining, creating, or leading a SIG contact me.  
**For more info on Club Activities call the SACC Info Line at 991-0220**

# JULY 1989

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1
2	3	4	5 Newsletter Article Deadline  BOARD MEETING	6	7	8  Telecom SIG 1 p.m.
9	10	11	12  3D SIG 7 p.m.	13	14	15  Graphics SIG 7 p.m. Lib Outing ComputerShop
16	17	18	19  Desktop Publishing SIG 7 p.m.	20	21	22  Grass Valley SIG 1 p.m.
23 30	24 31	25	26  GENERAL MEETING 7 p.m.	27	28	29



**General Meeting  
Notes  
by  
Brian Cox**

This meeting being the first that I've been able to make in 3 months, hence the reason for this column's absence, the grey walls of the PacBell building were rather anti-climactic to my anticipation (what was inside was much more impressive though.)

The meeting opened with Linda making an announcement that there was a bus going down to the AMIGA festival in San Jose. It seemed like a great idea to me- get 30 club members down there for that whole Saturday- AMIGA users' heaven. Unfortunately, I guess I was in the minority, as by the end of the meeting only 3 people had signed up for the bus. Shows you how much I know. As a result the idea was killed; so, if you want to go you'd better carpool or drive yourself.

This meeting was termed Emulation Night. The club's AMIGA 500 was an AMIGA, a Commodore 64, and a (all easily offended people please close their eyes on this next word) Macintosh (I warned you...), all in one night. David Knox used the C=64 emulator running Jumpman Jr. The fact that an AMIGA has the ability to emulate a 64 isn't all that amazing, to me at least. That's easy to see simply by looking at an AMIGA picture and comparing it to a 64 picture. The logistics of making a machine emulate another without ANY HARDWARE CHANGES though, is amazing. If anyone doesn't already know, the 64 EMULATOR (\$59.95 I think) is a software package ONLY.

The emulation was flawless as far as I could see. As David pointed out, even the 64 fluke of having a sound continue until it's directly turned off is there. What I can't understand is why you would by an AMIGA and then emulate such a lower quality machine. Don't get me wrong. I have my C64 and use it quite often, but it is clearly a lesser system when compared with the AMIGA. However, I do dearly love it and would never get rid of it. I suppose

that for someone who really wanted to run 64 software, but didn't want to keep there 64 around, this is for you. One thing to keep in mind though. THE ONLY THING THAT WILL COMPLETELY EMULATE A COMMODORE 64 IS A COMMODORE 64.

Equally impressive was the Macintosh emulator. While personally I'm not one to fall in love with the Macintosh, I am impressed that an AMIGA can become a Mac so easily and so cheaply. Bob Eller was nice enough to bring in his AMAX emulator for everyone to "ohh" and "ahh" at, and yes, it was definitely material that warranted those comments. When the AMAX boots up you are seeing a MAC, not an AMIGA anymore. The only AMIGA that is left will allow you to set some of the user configurable options on the AMAX (ie- screen size, drive and port assignment, etc...), As Bob put it, "As far as I'm concerned, I've been sitting in front of a Macintosh for the last 2 days." I think that sums it up very well. Not being familiar with the Mac, it's difficult for me to critique the emulation ability, but he said that, while the Mac had crashed a couple of times, the AMIGA had NEVER GURUed on his as a result of a Mac application. The AMAX emulator beats paying full price for a MAC. Along with that you can use ALL memory in your system, AMIGA, MAC, IBM Bridgeboard, EVERYTHING! One other definite plus with AMAX is that you can reboot the MAC off of the AMIGA's RAM: device without needing any disk access at all. The AMAX emulator requires a lot of stuff to make it go. So make sure that you have everything you need before thinking that you've found a great deal on it. Overall, I'm impressed.

With that, the meeting came to a close, and thus it seems like a good time to do the same with my column. Before I go, I feel that I should give a plug to one particular person who I neglected to mention in Q&A. Will someone PLEASE buy Harv Laser's A1000 CMI Accelerator? In all honesty, it must have been advertised on AMIGALINK for 2 months now! Until next month, may you succeed in GOMFing the GURU.

PME (Post-Meeting-Event)- The FAT AGNUS is out at ComputerTime and Put's for \$100. If you ever wanted 5 HAM screens at once (1MEG chip RAM) you can have it now! Have a good month.

## AmigaLink II Genesis Info

Hi everyone, this is  
Dan Kelly, the  
SYSOP of  
AmigaLink  
][--GENESIS BBS.

I just thought I'd let  
all of you know

what you were missing by not calling our board. We  
now have 16 message areas, including a Wheel Of  
Fortune and Brain Teaser areas, as well as a Movie  
Review area, and Social Scene Board.

We also offer 35 file areas, including everything you  
could use for your Amiga, as well as files for the  
Bridgeboard users, and some of the finest ADULT  
files, as well. In addition, we have many Online  
Games including TradeWars 1000, Flipper, Chess,  
and two different Trivia games.

We have just added our 120th user, and only 30  
percent of those people are even members of SACC.  
We offer 60 minutes per day to the regular customer,

but SACC members are given 120 minutes per day  
for up and downloading, and playing the games  
(they are really quite addictive), as well as  
messaging to all your friends in the club.

Keep in mind that the board is rapidly expanding,  
and we need YOU to tell us what you'd like to see  
happen on the board. I have just installed a 108  
meg hard disk, so that should leave PLENTY of  
room for any files you can need...PLUS, we also  
have another 20-30 megs of files offline that can be  
restored if anyone needs them. We are growing,  
and want to continue to grow, so why not call  
today, and add your name to those prestigious few  
that are members on AmigaLink ][-- GENESIS  
BBS?

AmigaLink ][--GENESIS BBS  
(916) 387-1328  
3/12/2400 24 Hours  
SYSOP: Dan Kelly

# THE BOSS IS GONE SALE!

Up to 50% on selected software

*Psssst..... Don't tell Linda but we're gonna have an*

# AMIGA PARTY

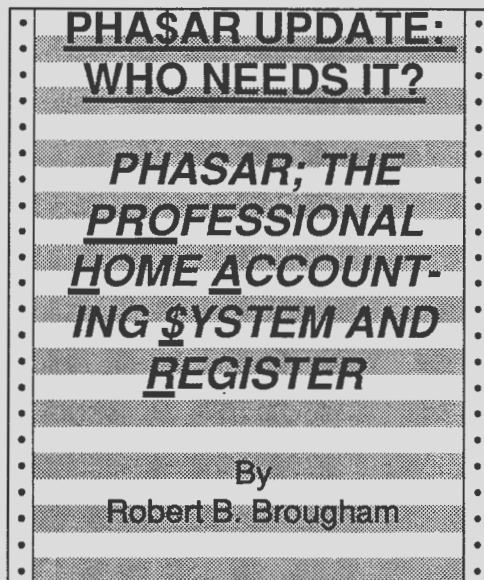
SATURDAY JULY 1st 9am - 5pm

*haven't worked out  
the details but you're  
all invited --Ed*

CANDY COMPUTER  
9744 Elk Grove - Florin Rd  
Elk Grove, Ca 95624

(916)685-7247  
(916)447-4445

Sale starts Saturday July 1 - Ends Wednesday July 5 (She'll be back)



The ads cry out: "The best personal accounting package for the Amiga has just gotten better." "New Version 3.0 takes full advantage of the Amiga's friendly user interface." "Now incorporate more powerful analysis, report, and financial functions."

I thought I felt the 1 MEG RAM in my Amiga 500 tremble just the slightest bit when I mused over the ads and the words "new", "updated", and "faster" slipped from my lips. There was a definite RAM quiver when I mumbled that "I really ought to look into to it!"

Okay, so I have the "old" Version 2.30 which seems to be handling my accounting needs adequately. Why pay for an update of a program that is working well enough? "If it ain't broke, don't fix it" is the general rule. Stick with what you have! Ignore that urge to splurge!

Isn't it strange how that little ad keeps popping up on your desk? In your mind? it wouldn't hurt to look at the new version, would it? I certainly don't have to buy it. Well, Self, maybe just a quick look. Alas, favorite software dealer doesn't have the new Version 3.0 in stock...doesn't know when he'll get it. Second dealer allowed that she had heard about the new version but couldn't advise how the new version differed from its predecessor. Now this was beginning to become a challenge. How can I be denied the in-

formation essential to making the decision to "buy" or "not to buy"? This situation mandated immediate and drastic investigative action!

I knew that Version 2.30 originally was marketed by Finally Software in Newport Beach and also had learned that the new company marketing the program was called Antic Software, located somewhere in the environs of San Francisco. The pot began to boil. After a quick run to the San Francisco Airport to dispatch number two son to London one day, I tracked down Antic in The City and soon found myself in their office at 544 Second Street talking to Jim Green.

"Yes", Jim replied in response to my questions, "there have been a number of major innovative changes in Version 3.0. Yes, the new Version is faster. Yes, you can get an update for \$35." Determined to quit while all the answers were still "yes", I decided at once to go with the flow and purchased same.

Pha\$ar, aka The Intelligent Financial Management System, really is two programs in one: an accounting program coupled with a tax program, both of which are "menu driven". A list of options in a main menu present a list of more specific options or functions. When a function has been selected, the program "prompts" you to enter and examine data. The program is virtually crash-proof and requires a minimum of typing.

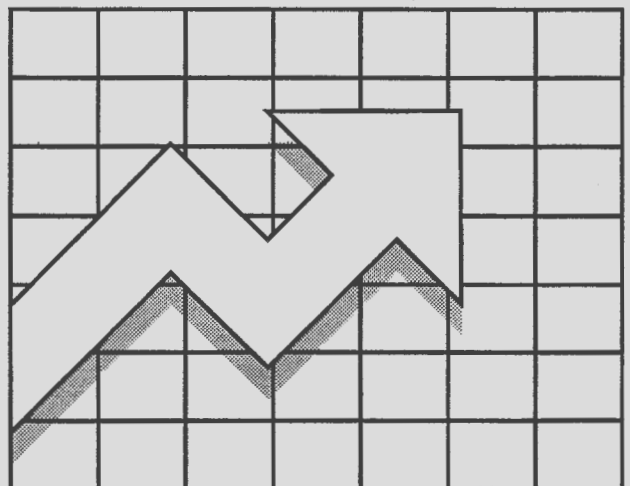
I had purchased my original Pha\$ar V 2.30 program on recommendation of my software dealer for use as a good home accounting program. Being somewhat new to this computer business, I found the descriptive language for some of the processes in the V 2.30 instruction manual somewhat deficient (but much improved in V 3.0). After learning the basic system, however, the Pha\$ar program became my most-used program. Besides the accounting and tax program, there are a separate Special Occasions calendar, a net worth statement format, a loan and savings analysis, and a telephone list. (The last-named is easy to use, but is not suitable for use in producing mailing labels).

Upon opening the new V 3.0 box as soon as I returned home, I found two master disks (one for Amiga 500K systems and one for 1 MEG systems) and a new spiral-bound (vs. 3-ring notebook style of V 2.30 manual and the "exercises" are the same as in the original version but new information has been inserted in the old text. After copying the "non-protected" original disk for my 1 MEG setup, I booted the program. As soon as the icon appeared on the monitor I knew something new was in the offing. The new program has the same familiar look as V 2.30 and is manipulated in the same way, however, a number of innovative features truly had been added. For instance, the screen can be run in a beige color or in brilliant color which shows off the Amiga color system to great advantage, a vast improvement. The "Help" panels now drop down in multicolors displaying options for appropriate "next step" action. Some of the proffered options have a letter highlighted which, without using the mouse, can be entered directly on the keyboard thus selecting the desired option. A great invention! An option also may be selected by moving the mouse pointer up/down the expanded "Help" menu and striking <Return>.

Another most welcome new "Help" feature allows reviewing the five most recent transactions in the account which has been selected. The calculator feature works in the same manner as V 2.30 but can be accessed through F1, F2, or "Help"; it also has new memory cells. Instead of overriding in typing mode, the new version permits auto inserts in the Events Calendar, a decided improvement. There is a new Payee options list. A new, simpler way of editing "Previous Transactions" is incorporated. When confirming account or bank statements, a new list of Options is provided if the statement and confirmation balances do not agree, a real positive change. New protection has been added in editing budget amounts in the "View/Edit Budget" function in the "Analysis" sub-menu. An intermediate "File Save" feature now permits saving your work without exiting the program and the tutorial recommends such action be taken when entering large amounts of data. Although I haven't explored the Tax Program yet, I understand that the formulae in the cells for calculating tax can be

changed to meet your current tax values. Even though I have 1 MEG of memory, I move the PH-TAX program and register to a separate disk in order to leave more room for my accounts and calendar list. If you are using split disks, a prompt now will simply ask for the location of the other data disk if the computer can't locate it.

While the new tutorial basically will be familiar to those who have used Pha\$ar V 2.30, I would recommend that each one go through the new manual as if it were describing a new program in order to discover the exciting little nuggets which have been added to the new V 3.0. This can be done very quickly and I feel it is well worth the extra time to do so. The new V 3.0 is an exciting improvement over V 2.30 and I have found it to be faster as well as easier to enter data, just like the ad said. I feel the changes have made a good program great! If you don't have one, but are looking for an excellent home accounting program cum tax program cum special occasions calendar cum telephone list but haven't tried Pha\$ar, run -- don't walk -- to your friendly software dealer and try V 3.0. If you already have V 2.30, I urge you to go for the update. You can order your update direct by sending your 2.30 Registration Number and check for \$35 plus Cal State tax to: Antic Software, 544 Second St., San Francisco, CA 94107. If you have any technical questions, call (415) 957-0886 and ask for Jim Green. Don't vacillate a minute longer, go for it! I'm sure glad I did!





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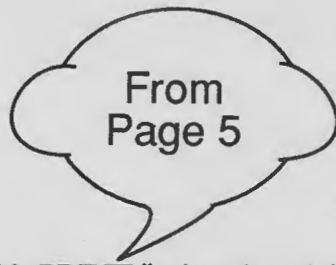
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```
15 END IF
16 GOTO NxtNum
17 END IF
18 NEXT d
19 GOTO KeepIt

20 KeepIt:
21 tp = tp+1

22 PRINT "prime found: "n, "tot = "tp
23 PRINT# 1, n
24 IF n = 32767 THEN
25 GOTO TheEnd
26 END IF
27 GOTO NxtNum

28 TheEnd:
29 END
```

With a pile of prime numbers stashed away the question became "How can I look at their distribution, at their relationship to one another?" Where "looking" is involved a graph is often helpful, yet ordinary graphing methods obviously weren't going to show anything interesting; too many people have been studying primes for too many centuries for obvious patterns to have escaped notice.

What came to mind (and what got me started on this strange project), as I started reading about primes the other day, was a procedure that has produced intriguing (and often flat-out startling) results for scientists working with non-linear dynamic systems. Less than ten years old (and widely known only within the last two or three years), this work has come to be called the study of "chaos" because it deals with a wide variety of systems, ranging from population fluctuations to flapping flags, that appear to behave non-predictably, chaotically. The technique is to create an artificial three-dimensional space in which the interval between events 1 and 2 establishes a point on, let's say, the X axis; the interval between events 2 and 3 sets a point on the Y axis; the interval between events 3 and 4 becomes the Z coordinate. The three values thus define a single point in space. The process is repeated with the next three intervals in the event series, again with the next three, and so on. In some "chaotic" situations, as hundreds and thousands of points are generated, three-dimensional shapes, known as "strange attractors", appear in the imaginary space. The shapes dramatically display never before

seen order: they delineate a kind of area within which the next event must occur even though there is no way of predicting the exact--or even the approximate--"location" of that event. Had anyone tried this procedure with prime numbers? What if primes had a strange attractor, a hidden order never before seen?

And how to create such a three-dimensional graph on the Amiga? Some spreadsheets have 3D graphing capability but it's pretty limited, generally aimed at producing results that are decorative rather than substantive. Besides, I wanted something really malleable, a technique that would readily lend itself to playing, to trying first one thing and then another, to literally viewing results from any angle.

If there's one thing the Amiga does well it's 3D modeling. Those programs aren't limited to creating bouncing balls, sports cars and rocking chairs, you know. Next month we'll conscript a modeling program into the service of math and science. While we may not solve the Mystery of the Primes, we'll probably see some things in a new perspective.

In case you have some ideas of your own and want more data to play with, I'll upload a file of prime numbers to AmigaLink's "Misfits" room. I'll have all the primes through at least 100,000 by the time you read this, and will include an improved version of the "PrimeGen" program listed above.



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