

July
1990

Volume 5
Issue 7

AMIGAZette

\$2.50

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

***The general meeting will
be on June 27.***



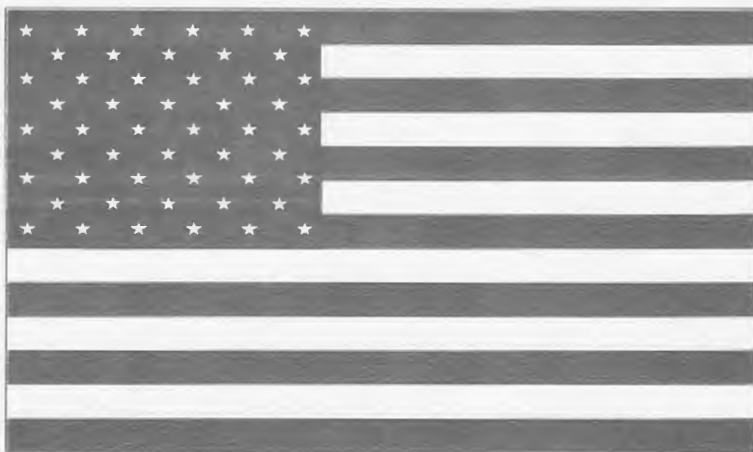
Founded 1986

SACC meets at the Pac Bell building at 2700 Watt Avenue. The meeting starts at 7:00 P.M. sharp.

Great Valley Products Inc., makers of the WORLD'S first autobooting hard disk for the Amiga 500 will be on hand to demonstrate their line of products and to answer questions.

DON'T MISS this month's drawing. Ramiro Garcia will be giving away to the lucky ticket holder a complete DIGIVIEW SYSTEM including a camera, copy stand and software. Tickets are still only one George Washington. What a deal !!!!!

Newsletter Contents



***New Hotline
Number!!!***



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SACC Voice Hotline: 944-4749

The Dinosaur Discovery Kit Review by Dave Leach

Remember when you were trying to justify your new toyer.... computer to your wife, husband, mom, or whomever? Does "It'll be a great learning tool for the kids" or something to that effect sound familiar? Well I didn't have any kids when I bought my A1000 and my son was just barely talking when I upgrad-



ed to an A2000 so I didn't get a chance to use that one but.....

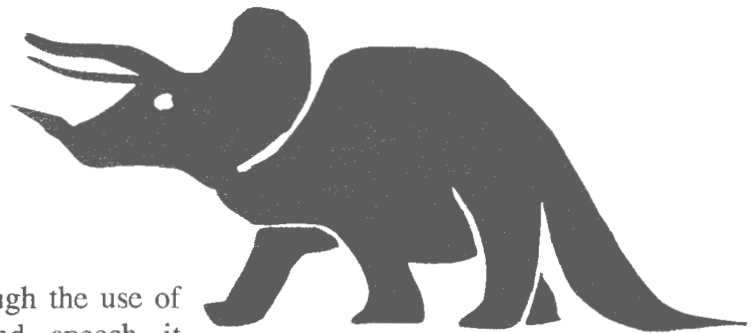
My oldest is almost four now and a few months ago he starting asking if he could "play" on the computer (I still can't convince him that what I'm doing is "work" maybe if I started using the keyboard instead of the joystick....). I was able to put him off for a while until with the help of a local Amiga dealer I bought the Dinosaur Discovery Kit. Now I only get near our (it used to be my) computer after 8:00 p.m. the kids' bedtime.

The Dinosaur Discovery

Kit (DDK) by First Byte is an excellent educational tool aimed at 3-8 year old

kids. Through the use of graphics and speech it helps children develop their early reading skills memory and introduces them to problem solving through decision making. Once it's set up by an adult only the mouse is required so kids can play it unsupervised. The select boxes are large enough that not a lot of mouse dexterity is required.

Set up consists making a working copy of the original disk or copying the files to a hard disk. The original is a bootable disk and not copy protected but I had a problem getting the area files (ie coloring) to work



properly until I ran the 1.3.2 INSTALL command against my backup disk. Next start DDK and click on the "H" in the upper left corner to bring up the HELPER (ie configuration) menu. Here you can enter a name so ZUG the dinosaur narrator will address your child by name. In addition you can turn on/off the printer option whether or not to speak the menus and any of three



Se habia 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 (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, Maxiplan, Word Perfect, CLI |
| Woody Bear | 723-1710 | reas. hrs. | Telecom |
| John Zacharias | 363-9153 | eves+wknds | Desktop Publ., Video |
| Jan Zacharias | 363-9153 | | Video, Graphics |
| Ken Free | 292-3151 | before 10 PM | CLI, Utilities, General |

HACKERS

A Book Review

By Daniel Martin

We all develop strategies for finding out those things that we want to know but do not know. These strategies can be monolithic or multi-formed traditional or non-traditional disciplined or relaxed. A strategy might parallel the traditional learning methods we were subjected to in school progressing from step to step memorizing and synthesizing or totally off-the-wall with no pattern or reason. In the end our methods will determine the amount of time it takes us to grasp our subject and the depth of our insight into it. Then again we sometimes dabble in things for awhile not quite sure if we want to make the commitment not sure if we will go where we want to go or even if we want to go anywhere. You know putzin' around.

I've come to call my strategy for learning things the "shotgun" approach. This is as opposed to the surgical approach. The surgical approach dissects studies and meticulously takes the lab animal apart. I blow it apart with a shotgun and look at the pieces later. All seriousness aside my strategy always employs reading. And that's what I've done with my approach to learning about computers.

The books I started with and will talk about in this and the next article are of the "historical" type. They start out in the olden days of computers and carry through to "modern" times. To put this more chronologically they cover the period from the late 50's to the early to middle 80's. They are each filled with interviews with and observations from the early players in the computer story some historical sketches of the very early pioneers in the type of

logic computers use (e.g. George Boole) anecdotes quips and quotes and tons of trivia about our favorite hobby. There is a paucity of technical detail but you may come away from reading them with some new insights into things.

Hackers by Steven Levy is a must for anyone interested in computers. The story begins with incoming MIT freshman Peter Samson joining the Tech Model Railroad Club in the fall of 1958 and whirls into what was happening at MIT at that time. This is the story of the original "hackers" their "hacks" of everything from the computers given to locked doors to Chinese restaurants to Chess to anything that challenged or enticed them but was closed to them often just temporarily. It tells of their inventiveness their incredible egalitarianism their will to learn their will to create their capacity for work and little else including study. And it sketches some of their lives and how they came to MIT and the TMRC (like young Peter Sampson) and then almost inevitably to those tantalizing computers. You will read of the "36 hour day" and its phases and why the hackers measured dirt and grime in "greenblatts" and why everyone just accepted the fact that "you just have to put up with them". Sadly in an almost archetypal fashion how they came to their final demise at MIT in a thundering social crescendo that must have shaken them to their very core much in the same way those scientists who labored on the Manhattan Project must have reflected on those dizzying days when nothing mattered but the goal.

Levy then transitions into the next phase of "hacking" and brings the story to the West Coast. This story twists around the life of one Lee Felsenstein a sometimes Berkeley electrical

engineering student who was a late sixties political radical who then refocused his energy on power to the people by giving them computers. Lee's connection to the famous brings him to the Homebrew Computer Club where he presides over the lively arguments over chips and wiring and all kinds of stuff at Homebrew meetings. We all know who else was there at those meetings: Jobs and Woz. And we all know what Jobs and Woz and a couple of teen-age kids were doing in Jobs' garage. Also at the meetings was everybody's Don Quixote of Hackerdom: Captain Crunch who couldn't resist telling some kid how to build a "blue box" to hack the phone company and did his second term in jail for it.

The final section of "Hackers" revolves around an ambitious California entrepreneur named Ken Williams who with his wife Roberta would take the jump and make millions with his software company Sierra On-Line. You'll find out that Roberta first conceptualized the text game line with her creation called "Mystery House". And you'll also meet the teenage Atari freak John Harris who would literally receive royalty checks for hundreds of thousands of dollars at a time from Williams for porting the game Frogger to the Atari but whose biggest problem was getting a girlfriend. In the development of this part of the story you will see how the original game programmers who made fortunes from the royalty concept of reimbursement evolved into the present day "salaried" programmers who labor at the various software houses.

Hackers is a classic of computer literature and a must for any serious computer enthusiast and his/her library.

(This article is a reprint from the Electric disk magazine from the Capital District Amiga User Group in Albany, NY.)

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| Lancelot | \$20 | Better Dead Than Allen | \$15 | Arctic Fox | \$10 |
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| Galactic Invasion | \$8 | Indoor Sports | \$25 | Hot Licks | \$20 |
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| Feud | \$8 | Firezone | \$15 | Grade Manager | \$45 |
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| Logic Works | \$125 | Biltzkrleg - Ardennes | \$10 | SuperPlan | \$90 |
| Micro Lawyer | \$20 | Tracers | \$10 | NTF Fonts | \$20 |
| Deluxe Video | \$40 | Prison | \$15 | Who, What, When, Where | \$50 |
| Croma Paint | \$18 | Sinbad | \$15 | Captain Blood | \$20 |
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| Jinxter | \$15 | Star Gilder | \$10 | Joe Blade | \$20 |
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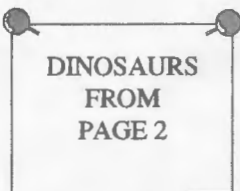
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modules to be available.

The Coloring Book module displays scenes containing different dinosaurs. You are prompted on screen and via voice what part of the scene is to be colored. Any of 12 basic colors can be chosen just by pointing and clicking. When the scene is complete ZUG will display and read a shortfact about the dinosaur that was just painted. Each time you complete that scene a different fact is displayed.

The Story Maker module allows you to make up a story by presenting you with an incomplete sentence and displaying 2-3 icons.

Select one of the icons to complete the sentence. Continuing in this fashion you build a short story of several sentences. Once the story is built ZUG reads it to you as you follow along.

In the Dinosaur Match module you play a card matching game against ZUG a friend or yourself. At the end the winner is prompted to enter his/her name to be displayed on an award certificate. Unfortunately you are forced to revert to the keyboard and type something to proceed. It would be nice if the program defaulted to the name from the HELPER menu especially if the child is playing alone and doesn't recognize the alphabet yet. I just taught my son to push a couple of keys and press return until he can spell his name. DDK requires 1 Meg and can run on single floppy systems. Although it

is advertised to be compatible with either Workbench 1.2 or 1.3 I have only tried it with Workbench 1.3.2. One problem I did notice is that when I installed and ran DDK from my hard disk it did not free all it's resources (ie memory) upon quitting necessitating a reboot. I reported the problem to First Byte but have received no response yet.

Overall I highly recommend DDK if you have kids between 3 and 8. From the enjoyment my son gets from DDK I'd say it is well worth the investment and adds to my growing list of reasons to justify getting that Amiga 3000: "The kids are always on the computer maybe it's time to get a second one....."

(This article is a reprint from the Electric disk magazine from the Capital District Amiga User Group in Albany, NY.)

BBS Numbers

AMIGALink, SACC Official
Bulletin Board

(916)447-3842 or (916)447-3843 or
(916)991-8553
Sysop: Lindsey Fong

AMIGALINK II, Genisis
(916)387-1328
Sysop: Dan Kelly

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

Another BBS
(916)725-2639 1200/2400 24Hrs.
Sysop: Andy Wood

The Computer Chapel
(916)641-2400 1200/2400 24Hrs.
Sysop: Pete Howard

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

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

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(916)369-7560 300/1200 24Hrs.
Sysop: Shetani

SPECIAL INTEREST GROUPS

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DESKTOP PUBLISHING

Leader: Fred Sakai
Phone: 488-4343

GRAPHICS SIG

Leader: Pete Howard
Phone: 920-4289
June 30th

HARDWARE SIG

Leader: Greg Pringle
Tim Baltad
Phone: 452-7381
Call for Date and Time.

TELECOM SIG

Leader: Woodie Bear
Phone: 723-1710

VIDEO SIG

Leader: John Zacharias
Phone: 363-9153
June 13th



ProWrite 3.0

Review by Dave Schwartz

Since I purchased my Amiga computer 6 or 7 months ago, I hadn't gotten around to obtaining a word processing program for it until just recently. I read a lot of reviews on various programs and talked to other Amiga owners for their opinions as well. After seeing an ad for a new version of ProWrite, I decided to hold off my purchase until it arrived.

I have used a lot of word processing programs in the past on various hardware platforms such as IBM(both DOS and OS/2), Macintosh, and Atari ST, however this would be my first experience using a word processor for the Amiga.

My system consists of an Amiga 500 with 1 megabyte of memory, 2 floppy drives, and no hard drive, so I was a little leary of using ProWrite at first, but I found that its speed was more than adequate for me as it could keep up with my typing, and considering all of the features and power of ProWrite 3.0, it only occupies 2 disks, one of which contains the Amiga system files. This made disk swapping minimal.

The ultimate test came when I decided NOT to read the

manual BEFORE using it. I found ProWrite 3.0 to be very easy-to-use and the menus well layed out. The program is extremely flexible, allowing the user to customize it to suit his/her needs.

ProWrite 3.0 offers a long list of powerful and flexible features such as being able to create text in multiple sizes, fonts, styles, and even colors; being able to import both IFF and HAM pictures; it allows text to flow around pictures (I found this feature not to be as smooth as I would have liked); it comes with a 100,000 word dictionary and a 300,000 word thesaurus; it contains an AREXX port, you can compute your average word and sentence length and readability grade level automatically; macros; undo/redo; automatic paragraph reformatting; multiple columns with support for parallel or snaking columns; print merge; headers; footers; adjust line spacing; print portrait or landscape; Postscript support; insert date and time with 6 different date formats and 2 different time formats; tallies can be made for character, word, sentence, line, paragraph, picture, and page totals; it has a ruler that can be set to display in inches, centimeters, picas, pitches, and points; sort paragraphs either ascending or descending; and documents are viewed in a true "What you see is what you get" display.

As I mentioned, the insert picture feature is not very smooth. In fact, for this feature I

had to refer to the manual for help, but the manual did not explain this very well. I placed a call to NEW HORIZONS, ProWrite developers, for some assistance. I found them to be very cordial and willing to help me. It seems that in order to place a picture in your document, you need to plan for it ahead of time and allow some room for it. You can re-size the picture once you have placed it in the document, but as in most word processors that allow you to place pictures in a document, the text doesn't automatically move around the picture. They suggest using tab stops or margin settings for proper placing of text around the area in which you want to place a picture. This requires a little extra effort on your part.

The 196 page, spiral-bound manual is well layed out and easy-to-read. There are sample documents on the disks and a tutorial in the manual to help you get up and running in ProWrite. However, if you have used other word processors before, you probably won't need the tutorial. I would highly recommend ProWrite 3.0 to anyone who wants a powerful and easy-to-use word processor for the Amiga.

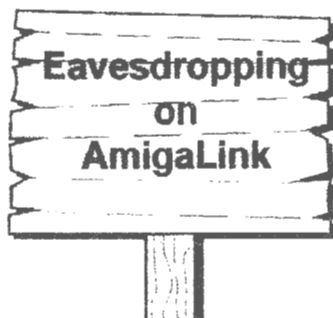




July 1990



| Sun | Mon | Tue | Wed | Thu | Fri | Sat |
|-----|-----|--------------------|-------------------------------|--------------------------|-----|---|
| 1 | 2 | 3 Board Meeting | 4 | 5 Newsletter Deadline | 6 | 7 |
| 8 | 9 | 10 | 11 Video 7 PM | 12 | 13 | 14 Library Outing Put's Electronics |
| 15 | 16 | 17 | 18 DTP 7PM | 19 | 20 | 21 |
| 22 | 23 | 24 | 25 GENERAL MEETING 7 pm | 26 | 27 | 28 Graphics (Call) |
| 29 | 30 | 31 | | | | |



90May18 Fri 22:00

from Robert DuGauë

Radiation emissions from VDT is a bunch of horse you know what. There have been numerous studies showing that the levels given off by the screens are far below harmful levels.

90May19 Sat 09:15

from Matthew Monsoor

The NoRad Corporation was at the First West Coast AmigaEXPO in LA two three years ago and I thought that they were to expensive...now that they are down by more than \$100 from what they were trying to get then! After looking at the shield I went out and purchased a flicker fixer (ie: colored plexiglass) for \$15 or so.

90May19 Sat 17:59

from Donovan Colbert

I'm perfectly happy with my monitor the way it is. And if it kills me some day well ya know. Might be a car or a plane or a cigarette or I might have a freak allergic reaction to my Wheaties in the morning. Ya never know. I'm not too worried.

90May19 Sat 21:01

from David Schwartz

Thanks for the feedback I don't think he was doing a sales pitch to me considering we are both computer vendors attending the same show and were casually talking about our products. But everything I have read seems to indicate there are some problems existing but no one knows to what extent for sure. The lead

shield behind the monitor takes care of X-RAYS and Ultraviolet emissions the Non-ionizing Electromagnet.

90May20 Sun 04:10

from Donovan Colbert

Yeah but what exactly did it measure? What he was saying it measured or something else? I'm sure it isn't good for you to sit in front of a CRT for hours a day. It can't be healthy... But neither is being out in the sun for too long...Or smoking... or having sex these days or...

Ya know? As around you age, your body wears down, you do things that aren't too smart but you enjoy anyhow... I guess if it is \$140 important to you it is worth it and you might end up having the last laugh 10 or 15 years down the road when there are a bunch of blind amiga users with skin cancer... Anti-glare screens bother me. It's like having the contrast control permanently adjusted too dark. I'd end up yanking the thing off and leaving it in a corner. At \$14 it might be worth checking out for me... But \$100 is just too much to pay to find out "Man this thing bothers me yeech."

90May20 Sun 09:04

from Ken Barton

I don't care about EMR but if the flicker fix part works better than the smoke plastic I am using and cheaper than a "FlickerFixer" I for one would like to see it.

90May20 Sun 11:48

from Dan Peterson

For the type and amount of emissions I'm sure a simple \$15 flicker fixer screen would eliminate any EMR from the screen too! :^)

90May20 Sun 20:43

from David Schwartz

I must admit I don't like the look of dark filters over the monitor.

90May20 Sun 22:58

from Brian Cox

If I die so I die. Such is the way things are. Come on people! My computer is the LAST thing in this world that I thought I could still use without getting cancer! Don't take that away too....

90May21 Mon 10:37

from Jeff Sherwood

This shade thing on the monitor is probably some dumb gimmick. Maybe it will help a little but the earth naturally gives off radiation too! So are we supposed to eat weight watchers and wear lead lined clothes to protect ourselves!!! This is just like the metal screens that come over your windows for safety? Has anyone seen this? Its supposed to go down your window by a little motor and cover it for protection. I might be getting off the subject but who cares!! These things are for people who are so scared at their home. Or just like Can't omit lines when writing? hmm. Well what I'm trying to say is that this is another gimmick to scare people into buying it. If you are so worried about everything in this world then why not live in an underground lead protected air filtered shelter for the rest of your lives!!! Though this thing might help someone but I don't think my monitor is going to kill me. If it does too bad I don't care!

90May21 Mon 19:59

from Peter Lotz

All that lead in your environment is bound to be dangerous...

90May21 Mon 20:02

from Jeff Sherwood

That's true huh... Maybe i'd ingest some of it?

90May21 Mon 20:38

from Dan Peterson

Funny some (!not all!) of you are talking about the "EMR" screen's benefits, cigarette in hand! :^)

90May21 Mon 21:25

from Matthew Monsoor

Brian: I feel that the amount of enjoyment I receive out weighs the harm I might get from doing what I do.

90May21 Mon 22:34

from David Schwartz

I didn't mean to post this topic of screens for everyone to get so upset, geez I brought up a topic that has been in all of the press for several years my optometrist is beginning to do his own studies on it and how it effects workers in the workplaces and all and it is of some concern to those who may want to know about it. Let's just take it for what it was meant to be okay? I was passing along info which I thought was of importance to at least discuss but let's not get so huffy about it. I mean I know you can't worry about everything in the world but those things you can do something about may or may not be worth preventing. Thanks for listening.

90May22 Tue 17:53

from Ken Barton

I still think we should look at the product and see if it does any better as a flickerfix...the heck with the EMR's..

90May22 Tue 20:55

from Ross Allen

If anyone is worried about the radiation from there screen they better not go out in the sun! :-)

90May25 Fri 03:20

from Joel Coleman

This may be off the subject of

radiation but it sorta goes with the subject since I heard a few pepople talking about flicker (i personally CAN'T STAND those smoke glassed covers) sheesh if I wanted that I would just turn down the brightness my monitor gives out, about the same results, but anyway as I was saying (I heard a BIG RUMOR floating round that if you used an Atari ST monitor with an Amiga there was 0 flicker I figured this would be worth looking into since they no longer sell (another rumor which I dunno if its ture or not) the 1084S montior (now if this rumor is true and you cant get stereo built into your amiga monitor anymore) and this flicker rumors also true then I figure why not buy an ST monitor with your amiga) that shure would be great to have no flicker in interlace if someone has tested this and knows that this is fact not fiction then ill probaly go out and buy one.

-*[EDGAR]*- Electric Dreams Atari Monitors are chepear than 1084s or are they!?

90May25 Fri 06:48

from David Schwartz

Atari monitors are about the same price - \$350.00 but they are not the same type as the AMiga and don't support NTSC the screen size is also smaller. Not sure I'd want one since I used to own and ST I prefer the Amiga monitor.

90May25 Fri 09:15

from Dan Peterson

It is true that the 1084S monitors are no longer available. 1084 monitors are still being produced though. I figure Amiga knew that most people were using external amplifiers anyway. As far as the Atari color monitor it can be compatible with

Amiga's RGB port (given enough cable modification). The Atari monitor's picture is generally better than any of the 108X series monitors but as David said the image is smaller (to avoid FCC conflicts) AND there still is slight flicker in interlaced modes. The screen can be stretched to full width/height as long as you are not near any flight paths (joke).

90May25 Fri 15:32 from Brian Cox

Without the multi-synch out port on the A3000 or a flicker-fixer a stock AMIGA running a RGB monitor be it Magnavox Atari or AMIGA will ALWAYS have a flicker. It is simply the nature of a 30 frame/second refresh rate and cannot be stopped by any monitor short of a multi-synch or VGA. (If you don't feel like spending that much money for a 3000 and multi-synch monitor just turn down the contrast on the one you have.)

90May25 Fri 17:12

from Robert DuGau

Actually to modify that a little Brian some monitors have what they call high persistance tubes. The phosphorous light on the tube dims much more slowly causing the flicker to almost go away. The only problem is that when doing animations with dark backgrounds and the subject are "bright" they will leave ghosts behind as they go across the screen.

90May25 Fri 20:42

from Mark Baggs

High persistence monitors are really good for viewing static graphics. But they blur motion during an animation or any motion occurring on the screen.





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Deadlines

All commercial ads and user articles can be uploaded to **SACC BBS** at **447-3842**

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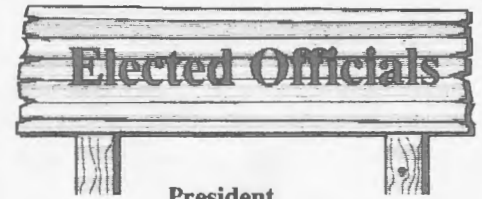
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Sacramento Amiga Computer Club
P.O. Box 19784
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This newsletter is printed as a service to members of the **Sacramento Amiga Computer Club** and is paid for using the dues of each member. Several stores are given copies of the **AMIGAZette** to be given to prospective and new Amiga owners in hopes of enlisting a new member to **SACC**. In addition **SACC** is now selling a combination pack of the club's **Disk-of-the-month** and this newsletter for non-members that may be interested in the club.



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SATURDAY

July 21, 1990

Summer Savings Sale !

RAFFLE !

sign up
to win a FREE
Super Gen
Genlock
(\$750 Valuc)



TOM STEARNS
Commodore Representative
will be on hand to
demonstrate
the new
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&
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Abby Scott Will raffle both

Amiga & CBM software

Huge Savings on Software & Hardware

...even lower than our everyday low prices!

MIKE POSEHN Author of **DELUXE VIDEO III**

WILL BE ON HAND TO PRESENT AND DISCUSS HIS SOFTWARE BETWEEN
12:00 and 4:00 p.m.

FREE T-SHIRT or HAT with a purchase of \$25⁰⁰ or more while supplies last

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