OCTOBER 1990
VOLUME 5 ISSUE 10

Amigazette

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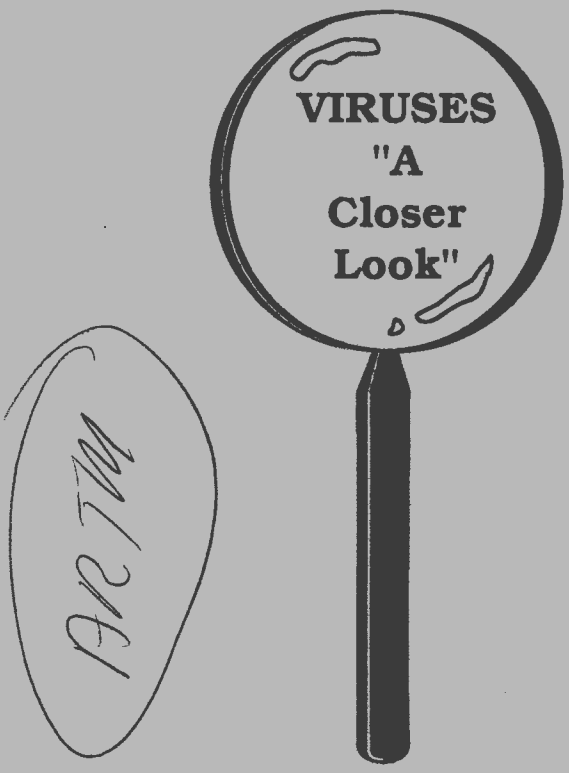

September 24, 1990 Agenda

1. Club Business
   - A. Club Announcements
   - B. Sig Reports
   - C. Club library alternatives
2. Question and Answer Time
3. Demo of Outstanding Public Domain Progs
4. Break/Disk of the Month Purchase
5. Raffle Drawing
6. **Viruses - All that you ever wanted to Know but had nobody to ask**

PRESIDENTS CORNER

BY

MATT MONSOOR

This month's General Meeting will focus on Computer Virus's with some demos on various Virus Scanners and Killers. I hope that Ken Free will be able to attend the meeting and give a short presentation on the problem he has been having with his system.

On another note, Ramiro Garcia will demo programs that can be found freely in the SACC Library. A few of these programs include:

1) "ARTM"(Amiga Real Time Monitor) which displays everything that is happening in your Amiga. 2) "AZ"which is a text editor and much more. 3) "WaveMaker" is a utility for making pretty sounds. 4) "MandelMountain" is a program that will create Mathematical Mountains. And, 5) "CB" which is a console buffer for all you CLI users!

During the last Board Meeting we discussed how to increase the SACC Treasury and Budget. Not that SACC is going broke from normal operations but, if something were to happen, like the Club Amiga 500 System crashing, or the BBS dying, we would not be able to cover needed repairs.

Some of the suggestions included removing the $10 initiation fee and raising the price of the library disks we sell, having more disks for sale and ending the trading of blank disks for library disks. We also talked about increasing the fee for BBS users who are non-members or possibly even closing the BBS to non-members. If you want to have a vote or a say on some of these ideas, either attend this month's General Meeting or write to the Editor of AmigaZette and your letter will be published in the next newsletter. Most changes will have to be voted on during the Annual Business Meeting held in January as they require changes to the ByLaws. If you want to become active in these decisions you might consider becoming a member of the Bylaws Review Committee. Let us know!

The Annual Business Meeting holds three important objectives for the general membership that YOU should be aware of, and they are; 1) Renewal of memberships (our #1 income source); 2) Voting for new Officers and two Board members for the ensuing term; and 3) voting on important changes to the Club's Bylaws (the club officers' road map).

We are now (one month early) taking nominations for the positions of President, Vice President, Secretary, Treasurer, and two (2) Board seats. You can nominate yourself just by declaring that you are running or nominate someone you feel will be a benefit to the general membership. Please address your nominations to Robert DuGaue or Rudi Cilibrasi, chairs of the nomination committee, per our ByLaws. You can send mail to the Newsletter Editor, SACC, P.O. Box 19784, 95819-0784, attn: Election Committee or post a message in the appropriate room on AmigaLink. This is your chance to stop complaining (if you have) and make the difference (if you haven't) in the operation, handling, and reassessment of SACC. The choice is yours!

Now for my commentary: I have been looking through various newsletters of other Amiga Clubs, and I find that we are in the middle of the road when it comes to membership and operating expenses, with some clubs operating on smaller budgets and membership while other clubs operate with larger budgets and membership.

One club has impressed me, The NorthWest Amiga Group (NAG); Commodore Business Machine's Authorized User Group #0001! They are located in Oregon City, Oregon, and they meet the 4th Tuesday of each month; their BBS is reachable at (503) 656-7393 or (503) 288-1918.

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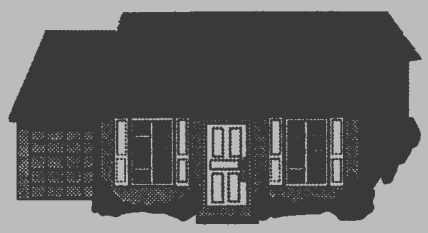


RAM @ HOME
by
Rob Super

My First Hardware Project or How I Put a Switch on the back of my Amiga for less than $2000 in parts !

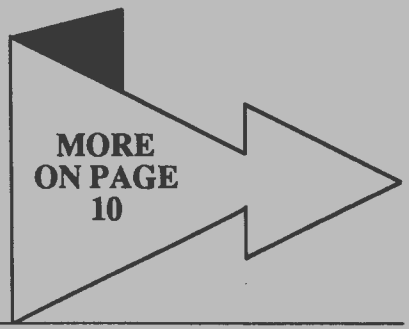
VOLCANO, CA -- Poor Willie. Standing straight in his OD paint, his frame and most of his running gear genuine '44 GI, he made his Jeep buddies look pretty sad: Joe, the rusty bolt bucket that doesn't run; Klinger, running and working regularly, but with a heavy starboard list, scars from past wounds and criminal surgery, missing parts and cursed with a coat of baby blue paint. Willie the prince of the Motor Pool. Willie the fraud. His body a recent Philippine copy, his Willys "Go-Devil" engine replaced somewhere along the line with one from an M-38 of Korean War vintage. And the greatest need was money for an accelerator. Not to put into Willie. To put into my Amiga 2000. With straightening, patching, painting and part-switching, Klinger and Joe can eventually be made into a single, properly restored, 1944 Willys MB: the "All-American Wonder", the "fighting Jeep" on which, as the wartime ads said, "the sun never sets." For now, they are unsalable. But Willie looked great. Poor Willie.

Ahhh: GVP's 68030 accelerator card. Complete with 68882 math chip and 4 megs of 32-bit RAM. And a 40 meg hard drive thrown into the already bargain, factory direct price: the deal GVP offered us when they came to our June meeting was irresistible, even though it meant putting Willie on the block. I'd added a GVP "Impact" hardcard to my machine over a year ago, and found that installation to be extremely simple (the hardest part was getting the cover back on the Amiga) and the included software had made the job of formatting the drive, and partitioning it to my own needs, almost automatic. I expected the same ease of installation with the accelerator kit, but, mostly because of a small modification I decided to make, it was a bit trickier.

There are a number of Amiga accelerator products on the market, each with its own advantages and disadvantages. I'd decided some time ago that I liked GVP's solution best, but there was one thing about it that bothered me: once the GVP board is installed, the only way to boot in the native 68000 mode is to move a jumper on the accelerator board. To do that you have to open the case, etc., so you might almost as easily pull the whole board. I don't consider that to be a design that provides optional 68000 boot capability. The theory is that there are very few programs that don't run properly with the 69030, and most that don't are games. That shouldn't be a big issue, but who wants to take a chance? What if a favorite program, game or otherwise (remember, only most of the programs that don't like the 68030 are games), won't run with the accelerator? Do I give up the program, or do I open the machine and move the jumper each time I run the program, then reverse the process when I'm through? It's just not an acceptable solution since, as GVP points out in the manual, you can wire a switch across the jumper. Despite some nervousness about working with electronic components (I don't really understand what damage I might inflict on them, or they on me) I decided it was time to try something like that.

GVP suggests mounting the switch in Amiga's rear panel, but there were a couple of things I didn't like about that idea. First, it somewhat defaces the case, which might be an issue should I later sell the machine without the board. ("This thing looks like it's been hacked...you been pokin' around in there?") Second, removing the board for repair or relocation would mean the additional step of removing the switch; if I decide to move the board to another machine the switch mounting chore has to be repeated; if I ever sell the board the buyer will have to do it. Hum. After studying the board, I decided that a switch could be mounted roughly halfway up the board's metal back plate, the one that screws to the back of the machine after the board is put in place. This is the plate that, on some boards, provides a serial, parallel or other connector on the machine's back--why not a switch? The switch would be part of the board, traveling with it, requiring no modifications to the Amiga's case, and would still be readily accessible.

After hunting around a bit I found Radio Shack's "Submini Slide", catalog #275-406. It's a small SPST slide switch that has the disadvantage of requiring three mounting holes (one for the switch's...umm, lever, slide or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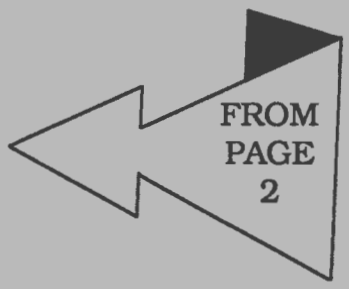
SCIENTIFIC DISCOVERY

The heaviest element known to science was recently discovered. The element, tentatively named Administratium (Ad), has no protons or electrons, thus it has atomic number 0. It does, however, have 1 neutron, 75 associate neutrons, 125 deputy associate neutrons, and 111 assistant deputy associate neutrons, thus giving it an atomic mass of 312. The 312 particles are held together in the nucleus by a force that involves the continuous exchange of meson-like particles called memons.

Since it has no electrons, Administratium is inert. Nevertheless, it can be detected chemically because it seems to impede every reaction in which it takes part. A very small amount of Administratium made one reaction that normally takes less than a second, take four days to go to completion.

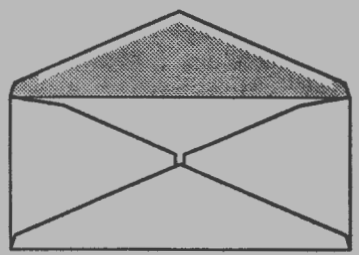
Administratium has a half life of approximately 3 years, after which time it does not actually decay. Instead, it undergoes an internal reorganization in which associates to the neutron, deputy associates to the neutron, and assistant deputy associates to the neutron all exchange places. Studies indicate that the atomic mass actually increases after each reorganization.



Looking through their newsletter the "NAG RAG", you will find that they have a 25% discount on BIX for members, a Club Office (not meeting place) in "The Galleria" (a shopping mall??), that they charge $4/disk for members and $8/disk for non-members for disks from their club library, plus they have a $2 charge for the library catalogue with $1 for updates. They have an extensive club book library sporting books from Abacus, Addison Wesley, Compute publications (the list goes on), that members can check out on a monthly basis. One of their SIGS, the Video SIG (TVSIG) produces a local cable show called NAG-TV! (A tape of NAG-TV is available for $11 and our local cable station can order the series broadcast by asking for MCA show #8114). Their income and budget is 5-6 times ours, yet they only have maybe 100 more paying members than we do! Now what's wrong with this picture, or is there anything wrong???

Why do they have an apparently much more active club?? Is it that the NAG members are still excited about the Amiga?? That the members of NAG know that to have an successful club they need to take an active roll in the club??? Are willing to pay more for the benefits of having a club and meeting as a group, sharing knowledge with one another???

Send your comments to the Editor of AmigaZette to my attention. I am looking forward to hearing from you.



Demo Tips by John Hodge

This article was taken from G.A.C. Flak, the newsletter of the Gateway Amiga Club; and also was printed in the Bayou Bytes, the Club Amiga newsletter from Houston, Texas.

Demonstration Tips
By John Hodge

Talk TO your audience not AT them. Avoid turning your back to the audience. This may take prior planning of how to set up the demonstration. Make eye contact with them and make each person feel you are speaking to them individually. Do not hold eye contact with any one person for more than one phrase.

Practice your demo before presenting it. Try it out on a friend. If at all possible, use the equipment you practice with to do the demo. It will help avoid strange and unexpected actions or results. Anticipate questions you may be asked. Ask people to hold questions until you are finished. You will often get asked questions that will be answered later in your demo. This also prevents your audience from distracting from your demo. If someone asks you a question, politely remind them to hold the question until the end.

Speak loudly and clearly. Keep in mind the number of people and the size of the room you are speaking in. Use simple words that are easily understood. Stick to the script. Use notes in a outline form. Do not read written notes. This is not a speech so don't sound like a politician.

Do not make last minute changes unless absolutely necessary. These tend to throw off the tempo and lead to confusion. If you find you have left out something that you feel should be covered, wait and include it in the Q&A period.

Remain in control. You are the subject matter expert, know what you are talking about. Avoid using "hearsay" information. Someone may know the facts, then your whole demo could lose credibility. Someone in the audience may know or at least think they know more than you do. Be prepared. Think about how you will handle it. Remember it is your demo - keep the attention focused on the demo.

Demo considerations

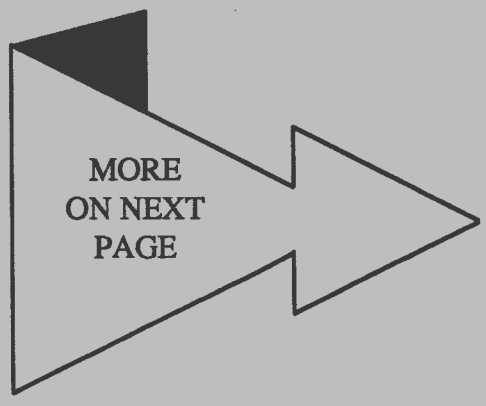
Be ready on time. If the meeting starts at 7:00 and it will take you twenty minutes to set up, be there at 6:30. How much time do you have and how much time do you want to spend in each area. Plan accordingly. Do not forget to allow for a question and answer period. How well do you know the topic? Brush up on any weakness. Not being able to answer a question is not a big deal, not being able to answer any question is. Do you need special equipment. Do not rely on someone else to bring it. You may end up unable to demo features you have planned. Plan on bringing the equipment you practiced with.

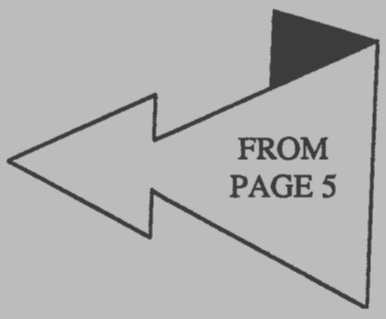
Example demonstration outline format

1. **Introduce yourself**
   A. By name
   B. List any special qualifications you have.

2. **Establish ground rules**
   A. Ask audience to hold any questions until the question and answer period at end of demo.
   B. Do not tolerate multiple conversations during the demo. If the audience does not have a desire to listen, then you are wasting your and their time.

3. **Introduce demo**
   A. By name.
   B. By manufacturer.
   C. By use.
   D. By source.
   E. By personal experience.





4. **Demonstration**

This area will depend on what the demo is about. Remember to start at the beginning. Tell of any special requirements, limitations, or considerations before starting. Have useful and fun examples to run. Provide examples in as many modes as necessary (possible) to give a good representation of what can be done with the topic.

5. **Summary**

A. Review special requirements and limitations.

B. Review primary and secondary uses.

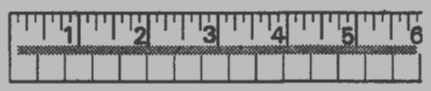
C. Review manufacturer and source of the demo topic.

D. Personal comments. You should not demo a program you do not like. You should tell what you like and its limitations. Remember this is a summary - keep it short.

6. **Questions and answers**

A. One question at a time.

B. Answer each question before going on to the next one. If you do not know the answer, say so. Volunteer to find out the answer only if you intend to and can follow through (make sure to make a note). If you solicitanswers from the audience for questions you do not know, be careful. You may end up a bystander while someone else finishes running YOUR demo.



Digital Toothpaste Makes Teeth Whiter

by Dan Gutman

Digital computers. Digital TV. Digital audio tape. Digital VCRs. Digital watches. Digital thermometors.

The whole world has gone digital. To the average person, the word "digital" is beginning to sound like amarketing gimmick to sell toothpaste. "New and Improved!" "Extra Whiteners!" "Digital!" "Digital" has come to mean "better."

The concept of digital information may be the most important innovation in electronics since the transistor. In plain English, what does it REALLY mean?

Recorded music provides a good example. Edison's first phonograph and every one since then worked by the "analog" principle. The shape of the groove in the record is ANALOGOUS to the sound wave--which entered the microphone when the record was recorded and came out the speaker when the record was played.

When you play a compact disc, the laser doesn't [illegible]ap along a groove and reproduce the pattern the way a phonograph needle does. Instead, it reads computer data on the CD and translates it into sound.

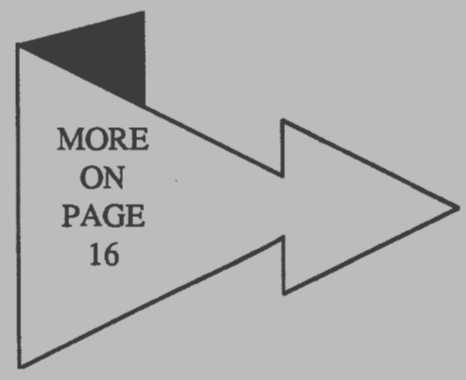
A computer only understands two things--zero and one. In digital audio, thesound a musician makes is carved up into many bits of data and translated into computer language.

Every second, the signal is sampled 44,100 times, and each of these instants of time is represented by a number--a string of zeros and ones. Instead of a sound wave, the music is represented as a series of numbers.

The CD player--which is a computer of sorts--reads the numbers embedded in the disc. When it sees the number "1000100," for instance, it translates it into a particular sound with a particular volume.

The usual hiss, pops and noise of analog records are eliminated, because the compact disc player only recognizes the pure signal of ones and zeros.

Any kind of information can be digitized--that is, turned into numbers--this same way.



Guest Editorial

"Tasteless Software" by Dan Gutman

War may be a million laughs during peacetime, but it loses some of its comic appeal when the real thing is so close at hand.

With the armies of the world on the brink in the Mid-East, it's hard to appreciate the black humor of a new computer game called "Nuclear War" (New World Computing, IBM and Amiga, $50). It is probably the most tasteless application ever created for the personal computer.

The illustration on the box sums up the tone pretty well. A woman in a bikini is relaxing on a towel at the beach, sunbathing. But the "sun" is the gigantic mushroom cloud of a nuclear explosion.

Her beach ball is melted into the sand, as are the tires of a car parked nearby. Steam pours out of the woman's bottle of mineral water. A guy is surfing on thewave caused by the explosion. The only one in the picture who seems concerned is a bird standing on the hood of the car--black smoke is rising off its body.

"CAUTION!" reads a sticker on the box, "This game contains material which some people may find offensive."

I'll say. The goal of the game is to "lead your nation to victory by being the last remaining country in the world." You do this by building a nuclear arsenal, launching propaganda campaigns, readying your defense system, and finally, by launching tactical nuclear strikes.

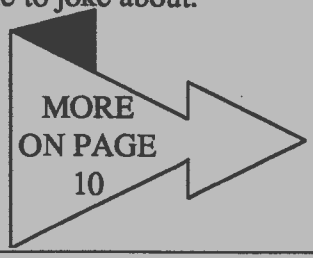
You get to pick your leaders from characters such as "Mao the Pun," "Infidel Kastro," "Ayatollah Kookamamie" and "Ronnie Raygun." Besides nuclear weapons, you may be hit by flying cows or 16-Ton weights (a direct steal from Monty Python).

The game comes with "Nuke: The Nuclear Age Magazine," which conains bogus ads for used missiles and sunblock to prevent nuclear exposure. You also get a postcard to send to your friends.

There have been many computer simulations that glorify war, but this is the first one to treat it as a JOKE. The press release for "Nuclear War" (which is based on a board game) describes it as "tongue-in-cheek."

In my younger days I would probably would have rolled on the floor laughing at the wicked humor of "Nuclear War." Nothing was sacred. But as an adult with a family, I just can't find this stuff funny anymore. Maybe I'm getting old and cranky.

It would be wrong to censor computer software, but I believe publishers should use a little restraint. Some things are just too terrible to joke about.

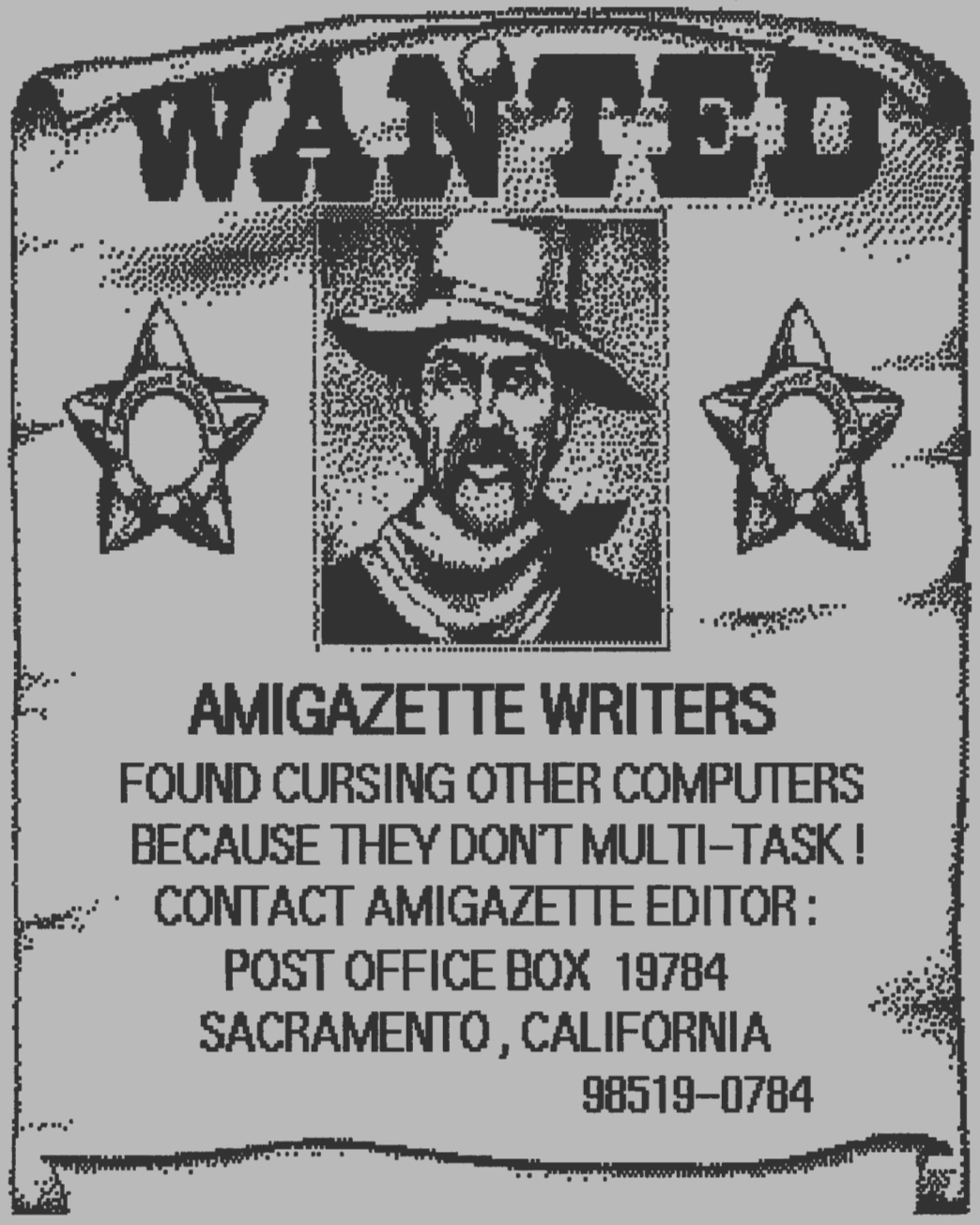


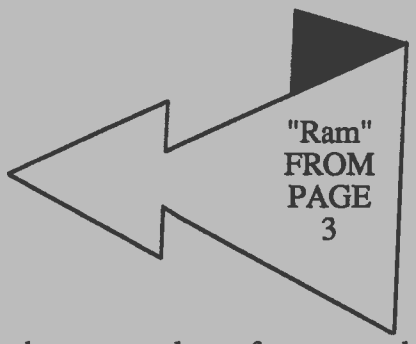
Se habla Amiga? Help others to learn your favorite program or assist in your area of expertise. Remember, you were new once, too. If you'd like to add your name to our list, sign up at a general meeting or contact me at 632-1018.

AMIGO	PHONE	HOURS	HELP AREA
Walter Ayres	487-3202	Noon-10 p.m.	BASIC
Greg Pringle	452-7321	5:30-10 p.m.	Hardware
John Warren	662-8754	9 a.m.-3 p.m.	Games/Carpool
Jack Cannon	722-7404	reason. hrs.	Dr. T's/Music
Dave Bloch	441-6816	eves/wknds	Video
Lindsey Fong	AmigaLink BBS (modem)		Anything
Brian Cox	488-3964	reason. hrs.	BASIC
Fred Sakai	488-4343	reason. hrs.	Desktop Publ.
Steve Goodrich	361-7566	6:00-10 p.m.	Beginners, Maxiplan Word Perfect, Cli
Woody Bear	723-1710	reason. hrs.	Telecom
John Zacharias	363-9153	eves+wknds	Desktop Publ. Video
Jan Zacharias	363-9153		Video, Graphics
Ken Free	292-3151	before 10 p.m.	CLI, Utilities, General

OCTOBER

SUN	MON	TUE	WED	THU	FRI	SAT
	1	2	3	4	5	6 Board Meeting 1:00 pm
7	8	9	10 VIDEO SIG 7 PM	11 C SIG 7 PM	12	13 Library Outing at Put's
14	15	16	17 DTP SIG 7 PM	18	19	20 TELECOM SIG
21	22	23	24 GENERAL MEETING 7 P.M.	25 C SIG	26	27 GRAPHIC SIG Computertime 1 PM
28	29	30	31			


WANTED
AMIGAZETTE WRITERS
FOUND CURSING OTHER COMPUTERS
BECAUSE THEY DON'T MULTI-TASK !
CONTACT AMIGAZETTE EDITOR :
POST OFFICE BOX 19784
SACRAMENTO , CALIFORNIA
98519-0784



whatever, and two for screws that reach through the front of the mounting surface to thread into tapped holes in the switch itself, which is installed from the back of the surface). It has the advantages, though, of being positional (you can tell by looking at it, or touching it, which way it's set) and, unlike a toggle switch, pretty resistant to accidental knocks.

The GVP board's backplate comes off simply by removing two screws, making it easy to leave the board itself upstairs when I took the plate to the basement (an unsafe environment for small children, clean clothes and delicate instruments) to drill and file the necessary holes. That done, the switch was mounted and the two conductors of a lightweight (probably 22 gauge) zipcord were soldered to it, with heatshrink tubing protecting the connections. Upstairs again, the backplate was remounted to the board and the other ends of the wires were soldered and heatshrunk to the pins of the "J-11" jumper. End of modification.

Now just drop the board into the computer and...oops. Small problem here that nobody foresaw. To install a board in the 2000 you have to drop it straight down: the plane of the board normal to the desktop, the front and back edges snug to the computer's case (no "slop" to speak of) and that front edge guided down by a vertical groove attached to the front of the case. But, apparently to stiffen the case's front panel, Commodore rolled back its top, making a narrow lip that overhangs the guide grooves and would block the insertion of cards were the lip not notched directly above each groove. Thing is, when 32-bit RAM is installed with GVP's '030 board it's done via a daughter board of the same dimensions as the accelerator card itself: they make a sandwich with a space of about one-half inch between the surfaces of the two mated (computer terminology implies some unorthodox family relationships) boards. That makes the combined board too thick to pass down through the notch in the lip that overhangs the guide groove. (Got that?) Now, stiff upper lip or not, the case does flex some, and I think that under normal conditions the GVP board must wiggle in without too much trouble. But, with the card effectively lengthened by the amount my new switch stuck out beyond the backplate, installation became impossible. So I had to "deface" the case after all, using a pair of compound action nippers to cut out part of the overhanging lip. That made enough room to get the sandwiched board into place, though I still had to flex the sides of the case until it dropped low enough for the opening in the back of the machine to absorb the protrusion of the switch.

Now I suppose I should protect all my worldly goods and future earnings by telling you that if you try this yourself you are responsible for your own screw-ups and that you may void all your warranties. Also, I don't guarantee that this procedure won't result in radiation leakage, electron accumulation or some other insidious phenomenon that could cause immediate or eventual component failure, data loss or premature baldness. Nor do I suggest that any information contained herein is either accurate or harmless. And don't forget that static slips nip chips: discharge yourself before handling electronic components. Such minor cautions aside, proceed at your own risk. It worked for me. At the flick of a switch, the machine now boots in either 68000 or 68030 mode. GVP could do this at the factory, using a dimpled backplate to absorb the depth of the switch and eliminate the need to cut away the lip of the case. It would make a nice little improvement to a well thought out design.

Now to give this thing a real test drive. Back next month.

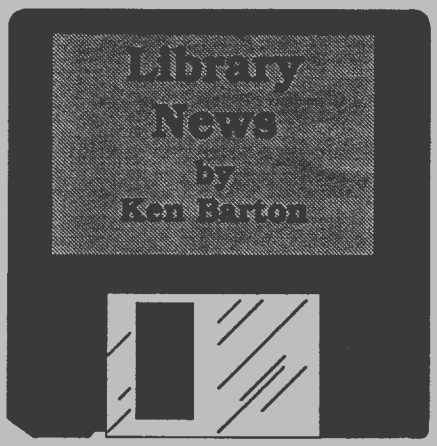
Poor Willie.

If you want to play games about nuclear war, there are a few that teach youabout the subject without laughing at it. Chris Crawford's "Balance of Power:The 1990 Edition" has become a classic.

Players assume the role of either the President of the United States or the General Secretary of the Soviet Union. The object is to use your powers of leadership and diplomacy to AVOID nuclear war.

The game includes 62 real nations, and information on their politicalstability, literacy rate, GNP and other data which must be considered in decision-making.

If you play well, the world survives. If you cause tensions that escalate to nuclear war, the screen fades to black. Crawford didn't want to reward poor players with high-resolution graphics of mushroom clouds.



Library Outings

Sept 15 ComputerTime
Oct 13 Puts
Nov 17 Candy

Flash!!!
A new services

I will make copies of the most popular new PD disks for sale at the club meetings!

Along with the Disk of the Month the library will have for sale at $2 apiece the latest PD disks!!!!

I will have a limited number of copies (10 to 12) of Fred Fish disks number 361 thru 370 for sale at the club meeting a $2 each.

CONTENTS OF DISK 361

BRUSCH 4D
Converts IFF images into Sculpt 4D object format.

FILEMASTER
A file editor like NewZap or FedUp

TEXTPAINT
Version 0.97 of the Ansi editor.

TURN
An interesting board game with the simplicity ofcheckers

XCOLOR LIB
Link library with a full-fledged color requestor

CONTENTS OF DISK 362

ARCHEDGE
Intuition interface for several of the more popular archiving utilities

FENSTER
A program which can operate on windows owned by another

IMPERIUM ROMANUM
Strategic, "RISK" style game for up to four players.

KEYMENU
Allows fast, easy access to pull-down menus from the keyboard

MEMROUTINES
Some "plug-compatible" replacements for Lattice C functions

PUZZ
Very nice implementation of the sliding-block-puzzle concept.

RUBIK
Another 3D Rubik's cube solver

MOVIE
A smooth scrolling text displayer,

CONTENTS OF DISK 363

BOOTBASE
Another bootblock save/restore utility

LABELPRINT3.5
A program that allows you to easily print labels for your disks

MIGAMIND
A small WorkBench "Master-Mind" type game.

PLW
Phone-Line-Watcher. Monitors the serial port and records all incoming calls.

RANDSAM
Plays random soundsamples at random times, with random volume, random cycles

SAMPLESCANNER
By-passes the Amiga Dos file system and scans a disk directly,

WO
An intuition-based address book

CONTENTS OF DISK 364

ANIPTRS2
Some more animated pointers

DPFFT
includes the ability to plot a Fast Fourier Transform

ICONAHOLISM
A selection of some very nice looking icons

MEMLOOK
It gives sort of a graphical view of your machine's entire memory area.

SNAG POINTERS
Results of the Southern Nevada Amiga Groups first animated pointer contest.

CONTENTS OF DISK 365

BADGER
Reminder program for your startup-sequence.

DMEASM
A utility for those who use Matt Dillon's Dme

EASY BACKUP
A CLI-based hard-disk backup/restore utility.

EASYMOUSE
Another mouse utility program

TRACKDOS
Easy transfer of data between DOS memory and trackdisk device.

PASSWORD
security program that uses a password to keep out strangers.

UPDATE
Replaces AmigaDOS date command but adds options.

VIEW80
Impressive scrolling text file editor.

CONTENTS OF DISK 366

3D TIC TAC TOE
3 dimensional four-in-arow version of tic tac toe.

DOSERROR
Cli utility that gives fuller discretion of DOS errors

INTUIFACE
Intuition interface that handles archiving utilities.

LOANCALC
Keyboard driven mortgage utility.

MAKEWORDS
This takes a telephone number and makes "words" from the "alhabedigit" combinations.

MEMETER
Utility for monitoring Amiga's memory usage.

NDEBT
Amusing but sad program that displays the increasing National debt.

PRINTSTUDIO
General purpose print utility.

CONTENTS OF DISK 367

ENIGMAS
Nifty graphic simulation of WWII Enigma machine

GWPRINT
Intuition-based text print utility

HYPERDIALER
Database for names & addresses

LILA
Print utility for postscript

LISTWINDOW
Macintosh-like window utility

NEWEX
Assembly program that uses workbench tool icon instead of project icon.

POPMENU
Menu program that "explodes"

SUPERMENU
Information display system.

SYSINFO
Reports information about the configuration of you Amiga.

TODAY
Tells you important events and birthdays on current days.

CONTENTS OF DISK 369

AQDATA
Information to aid users in updating Aquarium 1.12 database.

FLIP
Screen hack. Run it. to see!!!!

FORTUNE
Randomly displays a "fortune".

SPY
Tracks calls to Amigados and Exec functions.

Historic Computer Moments

by R. Grant Kelly

350 B.C.

Szu Fung invents first electric abacus, emperor finds the invention quite shocking and has invention along with Szu Fung encapsulated within the Great Wall in wait for better times.

125 B.C.

Abdul Hattarack creates first data base program using clay tablets. Unfortunately, the Pharaoh is unimpressed as tablets weigh over 100 pounds each and keep being dropped and broken. Abdul rewarded with a mission to find bottom of the ocean from which he does not return.

59 A.D.

Gladius Xeroxis comes up with first mimeographing and mass duplication machine which employs over 500 scribes sitting in line working to a horator's beating drum Lack of food and long hours soon cause breakdowns and error factors to reach epidemic proportions.

395 A.D.

Amigus Atarius introduces the concept of color printing at the monastery of St. Online during the Dark Ages. Monks, however, rebel when Amigus suggests possible pinup "Nun of the Month," contest.

1120 A.D.

A young Leonardo De Vinci designs one of his first mechanical calculators; however, it weighs nearly 2 tons and can't be gotten out of the workshop for demonstration and so is eventually forgotton.

1475 A.D.

Johanus Guttenfinger patents first printer by attaching wooden letter blocks to son's fingers and toes. Unfortunately, Guddenfinger finds he can only use 20 letters in the alphabet which leads to awkward spelling and eventual scrapping of the whole plan.

1629 A.D.

Sir Isaac Nutting demonstrates his concept of what he refers to as his "Phonus Modeum" by tapping out a beat on a drumhead to which is attached a string which magically transmits beats over the line which reaches out to another drumhead a mile away. Unfortunately, the string keeps breaking, and knotting it back together only causes interference.

1898 A.D.

Felix Blabber of Dresden amazes the royal court by speaking in "tongues" creating the new language of Cobol, BASIC, FORTRAN, and others which nobody else can understand. Felix is imprisioned in the dungeon until an interpreter can be found and he is still waiting.

1940 A.D.

First successful electronic computer using vacuum tubes is set up at Chicago Institute of Technology and occupies an entire building -- so much for portability.

1961 A.D.

Inventor Stuart Bushnell, after watching the little white dot on his old TV fading out for the one thousandth time, hits on the idea of "Pong," little does he realize the monster he is about to set loose.

1985 A.D.

The Amiga computer makes an appearance and all Atari machines suddenly turn into paperweights overnight.

1990 A.D.

The Amiga 3000 makes its appearance and the world may never be the same again: rumor of a CD player may soon prove to be true as well. Oh Futurus Amigas Englorium

This article is reprinted with permission from the September 1990 issue of 'MACRO CLIPS', the newsletter of the MACRO computer club of Phoenix Arizona.

FROM PAGE 12

VAXTERM
VT220 terminal emulator.

XPRTRANSMIT
CLI-based command that allows you to acess any Xpr library.

CONTENTS OF DISK 370

SKSH
A ksh-like shell for the Amiga. Some of its features include command substitution, aliases, local variables, local functions, powerful control structures and tests, I/O redirection, pipes.

BBS Numbers

AMIGALink, SACC Official Bullentin 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)969-4043 1200/2400/9600 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

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

SPECIAL INTEREST GROUPS

Need help? Want to Learn

C SIG
Leader: Dave Schwartz
Joe Barton
Phone: 944-1291

DESKTOP PUBLISHING
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Phone: 452-7381

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Leader: Woodie Bear
Phone: 723-1710

VIDEO SIG
Leader: John Zacharias
Phone: 363-9153

Library Outing is at Put's October 13

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All commercial ads and user articles can be uploaded to **SACC BBS** at **447-3842** or **991-8553.** The deadline for articles and space reservations for the September edition of ***AMIGAzette*** is **October 1st**

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1/4 Page	3.5"x 5"	$15.00
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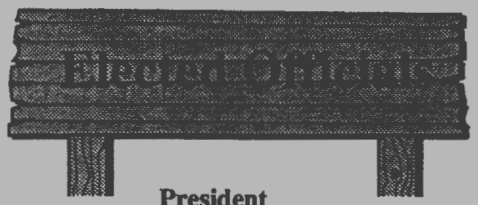
AMIGAzette Editor
Sacramento Amiga Computer Club
P.O. Box 19784
Sacramento, Ca 95819-0784

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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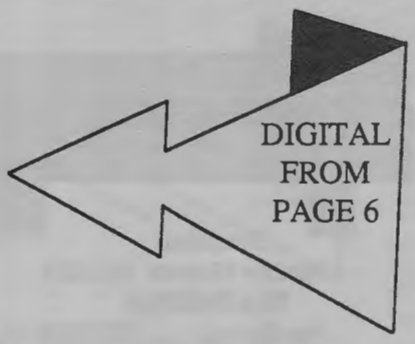

Much like digital audio, digital TV sets eliminate ghosts and snow. Digital VCRs freeze images more clearly than conventional VCRs do. Digital audio tape recorders (DAT) are finally available in the U.S. after a long legal battle.

MCI announced last week that it plans to deploy an all-digital long distance telephone network by the end of next year. In a few years, radio will beginbroadcasting digitally--high definition radio, you might call it.

PhoneMate's "ADAM" is an all-digital telephone answering machine. Instead of recording the outgoing and incoming messages on tape, it records them on a computer chip.

Some BMW's now come with digital gas gauges. They not only tell you PRECISELY how much gas you have, butalso how many miles you can drive with it.

Xerox will soon introduce its first digital copiers. Instead of scanning a bright light across a rotating drum, they will have a sheet of amorphous silicon that will "read" the page electronically.

This way, the copier won't have to scan the original every time it makes a copy. It can just scan once and make an unlimited number of copies from that digital image. The image can then be manipulated with a computer and sent over phone lines.

All personal computers are digital. If somebody tries to hype a fax machine by saying it's digital, tell him where to go. ALL fax machines are digital too.

As a rule, digital devices are more accurate than the old analog way of doing things.

But now that everything is digital and perfectly precise, of course, the digital backlash has begun. Experts complain that kids don't learn to tell time with digital watches. Audiophiles insist that CDs have "dead spots" between the digits. Digital is TOO perfect.

"Analog is continuous, flowing, unbroken, organic, and human," writes Donald Katz in the September issue of Esquire. "Digital is segmented, angular, limited, mechanistic, and soulless."

Dan Gutman's article came from his magazine on People Link

HOTLINE: Now I know for sure that the Cold War is over. Electronic Arts has just released "Stormovik" (IBM, $50), a computer game in which you pilot a Russian plane in a "desperate mission to defeat the terrorist leaders and save the life of the Soviet President himself." Can you imagine that coming ut a few years ago?

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