

December
1990

Volume 5
Issue 12

AMIGAZette

\$2.50

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

*The General Meeting will
be on Wednesday, November 28.*

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

Founded 1986

November 28, 1990 Agenda

- 1 Club business
 - A. Club Announcements
 - B. Sig Reports
2. Questions/ Discussions
3. Demo of Disk Of the Month
5. Break
6. Raffle
7. Demo of Bars n' Pipes / MIDI / Hardware
8. Game Demonstration

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**President's
Corner**
by Matt Monsoor

Ten or fifteen minutes must have passed and I find myself sitting here, in front of the Amiga, with nothing on the monitor screen. It has been easy the last three AmigaZette issues finding something to say about the lack of support we, the Officers and Board, have been receiving from the membership. You know what I mean; the normal lack of interest in running for office; the lack of you, the members, writing an article to be placed into the AmigaZette; the lack of volunteers and support for the SIG's; the general apathy any club seems to encounter.

WELL NOT ANYMORE! Well let me clarify a little for you. At the last general meeting something happened that I have never seen happen before in SACC since it began back in '85-86. We had members announce that they were running for office and nominations of officers, that at last count, there are two members running for President, two members running for Vice President, one member running for Secretary, two members running for Treasurer, and five members running for two Board positions!! If you are going to run for office, you had better make your intentions known soon!!

This is a great start and maybe a turning point in the history of the Sacramento Amiga Computer Club!! Please don't let this die down! If you can, plan on attending the Annual Business meeting this January; we will vote for officers, approve changes in the ByLaws, maybe even have a Special Guest, but more important, you will see new life in the presence of the Amiga and SACC in Sacramento. I urge all 196 members to renew your memberships

What this really means is we need **YOU**, the members of SACC, more than ever to please make an effort to write just one article for the AmigaZette (maybe a review of some software or product you have purchased), attend at least one or two Special Interest Groups (SIG's), OR attend as many General meetings as you can.

So how can doing this help the club you might ask? Well for starters, our newsletter could contain more articles from our members with only a few coming from other newsletters. It could be larger and attract more members here in Sacramento and maybe from other places in the world.

With a larger membership in the SIG's, our SIG's could join together in a special project and develop a video, animation, book, or maybe a live presentation that could be presented at computer shows, informing the public about the Amiga and the Sacramento Amiga Computer Club.

Having a large attendance at the General meetings will help bring the "Special Guests" who would come talk about new products, ideas and developments using the Amiga.

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.-3p.m.	Games/Carpool
Jack Cannon	722-7404	reason. hrs.	Dr. T's/Music
Dave Bloch	441-6816	eves/wknds	Video
Lindsey Fong	AmigLink BBS	modem	Anything
Brian Cox	488-3964	reason. hrs.	BASIC
Fred Sakai	488-4343	reason. hrs.	Desktop Publ.
Steve Goodrich	361-7566	6:00-10p.m.	Beginners, Maxiplan Wordperect, CLI
Woody Bear	723-1710	reason. hrs.	Telecom
John Zaacharias	363-9153	eves/wknds	Desktop Publ Video
Jan Zacharias	363-9153	eves/wknds	Video,Graphics
Ken Free	292-3151	before 10 p.m.	CLI, Utilities General

"Imagine Going Home, Thomas Wolfe"

VOLCANO, CA -- Turning left at Pine Grove the other evening, dropping down off the ridge toward home, it occurred to me that there are few things as pleasant in life as the anticipation, at the end of a long but satisfactory day, of a hot tub and a cold brew simultaneously applied. Stopping briefly in Volcano to check the post office for mail, stepping out of the van into one of the season's first chilly twilights, it would have been hard to improve on my happy anticipation of getting through my own front door. Surprise, surprise. Waiting in the post box was *Imagine*, Impulse's massive upgrade of *Turbo Silver*: does anything make a more perfect ending to a perfect day than receipt of a major new software package? Well, maybe for normal people.

When I bought my Amiga, the first piece of software I snatched off the shelf--before *DeLuxe Paint*, before wordprocessing, before a spreadsheet or database, before any game--was *Sculpt 3D*. It was the only 3D Amiga package then available. In the intervening three-plus years, I've spent more time with *Sculpt* than with any other program I own. I know it

pretty well, and I like it. I've looked at other 3D programs as they appeared, but just never saw anything worth the cost and hassle of acquiring. *Turbo Silver* had some great features (powerful lighting controls, flexible material-attribute options, texture mapping) but an absolutely horrible interface and object editor. I continued simply to upgrade *Sculpt* at every opportunity.

But some time ago it became pretty obvious that Byte-by-Byte was backing away from the Amiga market, turning over distribution of Amiga *Sculpt* products to another company and halting further development. (I think they'll regret that decision, and hope they do so soon enough to jump back in, hopefully with a more Amigacable attitude.) There seemed to be no point in waiting for *Sculpt* to be upgraded again--the only way to get some of the features in *Turbo Silver* was to buy *Turbo Silver*. Besides, conversion programs were available: it was possible to use *Sculpt*'s most excellent object editor to build things, then convert those objects to *Turbo Silver* format for "surface detailing" and rendering. So I bought *Turbo Silver* and spent a couple of evenings experimenting with it. The interface was at least as awkward as it had always looked, and the manual proved to be supportingly ill-conceived. Accessing some of the program's most interesting capabilities was going to be inexcusably difficult. What should have been fun was going to be a chore.

And then *Imagine* was announced. It's principal attraction was to be the application of a logical interface to *Silver*'s sophisticated powers. Needless to say, I decided to send for the upgrade, shelve *Turbo Silver*, and await the arrival of *Imagine*. OK, it's here, and it's a new ballgame. Not perfect (the manual is still an unstructured wonder, being mostly a list of the menu items with brief explanations), but the program itself is very nice indeed.

First of all, *Imagine* isn't really, completely here yet: they shipped version "0.9". Which is to say, "We know we promised this some time ago, and we still don't have it really, completely ready, but we know you're champing at the bit [byte?], so we decided to ship what we have--since it's mostly done anyway--and we'll send you the finished thing real soon now [heard that phrase before?], in fact we *really feel* it'll be done in a couple of weeks." (That's a paraphrase, not a literal quote, but Impulse does write the *niciest* letters.) There are about a dozen not-yet-implemented features, so let's get them out of the way first. I'll not list them all here, but the biggies, from my perspective, are:

1) Boolean math operation. This will let you use one object to drill or punch holes in another object. To the best of my knowledge, no other Amiga 3D program is even talking about offering this capability. It will be



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X*PRESS

By

Robert Rethemeyer

DISCLAIMER:

This is not an endorsement of X*PRESS or their products. I have no affiliation with X*PRESS Information Services, Ltd., other than as a satisfied user, and they do not know I am writing this article. I am only describing my experience and impressions of the product as I understand it.

I recently saw mention of a company/product/service call X*PRESS. Briefly described, X*PRESS is a one-way news and information wire service distributed through television cable systems to home computers. This idea sounded interesting to me, so I looked into it, and eventually purchased it. It is a strange product in that there is almost no promotion of it to be found. The service has existed for 5 years, and their Amiga version has been available for 2 years, but I had never heard of it. As far as I know, neither X*PRESS or my cable company advertise the service, and when I called them for information, all they could offer me was a vague description, not even a brochure.

But it is a nice service. Hopefully I can answer some questions you may have about it so that buying it sight-unseen won't be so risky. I will go into the intricate details. What does the service provide? I'll discuss

that more below, but basically you get news and business articles, weather, sports, entertainment news, soap opera updates, movie reviews, recipes, education news, stock quotes, editorials, and more. Even public domain software for various machines.

How does it work? Apparently X*PRESS broadcasts data in packets over satellites which local cable companies receive and add into their cable signal to every household, kind of like cable FM. The signal comes with your basic cable service, meaning you pay *nothing* extra to your cable company for it. At your end, you buy the X*PRESS kit for your computer. It includes software specific to your computer and, a decoder box which connects between your cable and the computer serial port at 9600 baud. The software monitors the incoming packets, captures the info you are interested in, and presents it for you to read, save, or print.

Although the software is available for IBM, Mac, Apple-II, Atari-ST, and Amiga, I am only describing the Amiga version, of course. I gather from reading some articles that the Amiga version is the best of the lot, made possible in part by the multitasking nature of the Amiga. I am using it on an Amiga 1000, so I don't know about compatibility with 020/030 machines or AmigaDOS 2.0. There are actually two levels of service you can buy: XChange (basic), and Executive. The

only difference is the Executive gives you 15-minute updates of stock quotes, versus 3-per-day updates for the basic service. I purchased only the basic service, but I understand there is a monthly charge for the Executive.

X*PRESS provides its service through approximately 70% of the cable companies in the U.S. and Canada. To find out if yours does, call the cable company, or the people at the X*PRESS sales number can also tell you.

You order the kit by phone directly from the X*PRESS company for \$108.45 (\$99.95 + \$8.50 P&H). This is a one-time charge, then you own the kit. Eight days after I ordered, it arrived by UPS. The kit contains:

- * the decoder box
- * power supply for the decoder (brick-on-the-plug type, yuk)
- * a 1-to-2 cable splitter
- * two 6-foot lengths of coax with connectors
- * an RS-232 cable specific to the computer model
- * the X*PRESS software disk specific to the computer
- * software instructions for the computer model
- * generic installation instructions

There is a 30-day money-back guarantee, but no other warranty I can find.

This article is quite lengthy and will continue in next month's issue.

Can a Computer Taste?

by Dan Gutman

Can a computer smell? Can a computer taste?

It's not such a ridiculous idea. After all, computers have a sense of hearing--they can recognize sound and speech, as well as produce them. They have a sense of touch, because they understand commands from a keyboard or a touch screen. When outfitted with a scanner or video camera, they have a sense of sight as well.

Taste and smell are the remaining human sense. It doesn't seem so amazing that a computer could simulate them.

In fact, recent articles in Scientific American, Discover and The New York Times have suggested that computers can take over the time-consuming and expensive chore of taste-testing new flavors and artificial sweeteners.

According to one of these articles, Dr. Murray Goodman, a chemist at the University of California, "is training a computer to take over the tasting job."

Imagine the possibilities! You could give week-old leftovers to the computer and find out if they've gone bad. Computers in the supermarket could tell shoppers if melons are ripe. Del Monte could use only the

"best-tasting" tomatoes for their sauce. Who knows where this technology could lead?

Fascinated, I called up Dr. Goodman. I had one burning question: "Will there come a day when we can waft an order past a computer and have it tell us if the smell is chicken soup or poison gas?"

"I don't think so," he said, with a hint of resignation. Goodman, an unassuming researcher, seems to regret having ever let the news media know about his work. He never claimed that computers could smell OR taste.

"What happened was that there was a news release and someone put in the headline that I had taught a computer to taste," says Dr. Goodman. "That's the aspect of my research that has caught the imagination of the popular writers. From there, it appeared in all these publications. There's no way to stop it."

Dr. Goodman's research is more concerned with discovering the molecular basis of various substances. The computer is one tool that helps him.

"There are so many bonds and so many atoms, there's no way that we can get the kind of insight we need," he says. "The computer can systematically and rapidly digest all this information and give us a sense of the preferred geometries, from which we can digest the properties of taste."

Over the years, the press and public seems to have acquired a temptation to believe that computers are so powerful, they can do ANYTHING. As long as you have the right chips and software, a computer can see, smell and taste, as well as balance your books, write the great American novel and store your recipe files.

It's just not true. Like any other tool, computers are good at some tasks and useless for others.

When Dr. Goodman talks about work he's REALLY interested in, writers have a tendency to fall asleep. So do readers.

We don't want to read about the molecular shape of biologically active molecules. We want to read about poison gas-sniffing computer robots sent over to beat up Sadaam Hussein.

We don't want to hear about biological recognition. We want to read about the computer President Bush uses to detect if anyone has slipped broccoli into his meat loaf.

No, computers cannot smell or taste. But wouldn't it be neat if they could?

-----This article was reprinted from Dan Gutman's monthly newsletter on People Link.

THE VALUE OF ONE MEMBER
 ATTRIBUTED TO DARRELL SHANNON
 BAYOU BYTES NEWSLETTER AUGUST 1990
 CLUB AMIGA, HOUSTON TEXAS

10 members standing in the disk of the month line-
 One disliked the librarian and then there was 9
 9 members planned to work on the newsletter quite late
 one forgot to come and then there were 8
 8 members with good deeds in heaven
 one didn't renew his membership and then there were 7
 7 regular members got into a fix
 they quarreled over the bbs and then there were 6
 6 members were very much alive
 one moved away and then there were 5
 5 members thought the meetings were a bore
 one failed to offer to help and then there were 4
 4 members seemed cheerful to be
 one didn't get elected to an office and then there were 3
 3 members weren't sure what job to do
 one joined a fishing club and there there were 2
 2 faithful members, our rhyme is nearly done
 one got discouraged and then there was only 1
 ONE lone member won his neighbor true
 brought him to meetings and then there were TWO
 TWO earnest members each enrolled one more
 that doubled their number and then there were FOUR
 FOUR sincere members worked and couldn't wait
 'til each had one other and then there were EIGHT
 EIGHT participating members got eight more
 and in JUST 6 MORE VERSES THE MEMBERSHIP
 WAS 1024!!!

**REZOLUTION
 TECHNICAL
 BOOKS**

(916) 362-0240 (voice)
 (916) 362-0325 (fax)
 Mon - Fri 10-8
 Sat & Sun 10-5

Computer Books & Mags
 O'Reilly Nutshell Books
 Electronics & Engineering
 9500 Micron Ave Sulte 104
 Between Bradshaw & Mayhew
 at Hwy 50 near
 Capital Christlan Center

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)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**

Do you need help?
 Do you want to learn?

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

DESKTOP PUBLISHING
 Leader: Fred Sakai
 Phone: 488-4343

GRAPHICS SIG
 Leader: Pete Howard
 Phone: 920-4289

HARDWARE SIG
 Leader: Greg Pringle
 Tim Baltad
 Phone: 452-7381

TELECOM SIG
 Leader: Woodie Bear
 Phone: 723-1710

VIDEO SIG
 Leader: John Zacharias
 Phone: 363-9153



**Library
News**
by Ken Barton

Library Outings November 17 at
Candy Computer 10am to 4pm!!

**Beginning Dec 1990 I am
starting something new.
Library OUTINGS at Candy,
ComputerTime and Puts once
each MONTH!!!!!!**

Candy Computers, ComputerTime
and Puts Electronics support
SACC with ads in our newsletter,
donation of software and
hardware, etc. Setting up our
library at their stores allows you
easy access to SACC Library for
our membership, gets us new
members and brings customers to
their stores. We all win!!!

Therefore the Club Library will be
at each store, on the second
weekend of each month as shown
below:

Library OUTINGS DEC 1990 thru
FEB 1991

MONTH	DAY	TIME
PLACE		

Dec 15	9 - 1	Candy
	15	2 - 5 Puts
	16	11 - 2 ComputerTime
Jan 12	9- 12	Candy
	12	2 - 5 Puts
	13	11 - 2 ComputerTime

Feb 9 9 - 12 Candy
9 2 - 5 Puts
10 11 - 2 ComputerTime

**!!!! NEW FRED FISH DISKS
371 thru 384!!!!
14(count um 14) New disks!!**

I will have Copies of these 14
new disks for sale at the Nov
Club Meeting and Library
Outing.

DISK 371

Fractals A Fractal generator
LockDevice A package to
protect filing devices from being
accidentally formatted.

Port2 Sample C program
showing how to control a mouse
connected to the second
mouse/joystick port.

PPLib A shared, runtime
library to aid in the development
of programs that need to
decrunch files crunched with
PowerPacker.

PPMore A "more"
replacement program that reads
normal ascii text files as well as
files crunched with PowerPacker.

PPShow A "show" program
for normal IFF ILBM files or
ILBM files crunched with
PowerPacker.

PPType A "print" program tha
will print normal ascii files or
files crunched with PowerPacker.

DISK 372

Magnetic Pages A software
package that allows you to create
and display a disk-based
magazine

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

RemapIcon Utility to remap
icons to be exchanged between
Kicstart 2.0 and Kickstart 1.2/1.3

DISK 373

Multiplot An intuitive data
plotting program featuring flexible
input options, arbitrary text
addition, automatic scaling, and
numerous other features

DISK 374

IPDevice A DOS device that
passes data immediately rather
than waiting until a buffer is full.

Mat A comprehensive
String-Search and Pattern-Match
Utility

PopArt Intuition based image
data generator and animator.

SoftSpan Soft Span BBS
program.

DISK 375

BI A brush to C code image
converter.



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Important Telephone Numbers to Know!

GEORGE BUSH
(202) 456-1414

The White House

MIKHAIL GORBACHEV
(011) 7/095-205 25 11

The Kremlin

ELIZABETH II
(011) 441/930-48 32

Buckingham Palace

JOHN PAUL II
(011) 396/69 82

The Vatican

BRAD
(916) 447-3842

Domino's Pizza

DECEMBER

SUN	MON	TUE	WED	THU	FRI	SAT
						1
2	3	4	5 BOARD	6	7	8 TELECOM SIG
9	10	11	12 VIDEO SIG	13 C SIG	14	15
16	17	18 EDITOR'S BIRTHDAY	19 GENERAL MEETING	20	21	22 GRAPHIC SIG
23	24	25 <i>MERRY CHRISTMAS</i>	26	27 C SIG	28	29
30	24					



RAM
From
Page 3

nice to be able to draw the floor plan of a building, extrude it upwards, then insert windows and doors. (Currently, each wall must be individually constructed out of pieces framing its particular openings.)

2) Rendering modes. Version 0.9 lets you ray trace, but most of the lower-tech modes, like wireframe, are unavailable in this version.

3) ANIM format. You can save an *Imagine* animation in its own proprietary format, but will have to wait for the next release to save in ANIM 5. The implication of this is that you cannot, for the moment, control or modify an *Imagine* animation with other programs, such as *The Director*.

3) Textures. *Turbo Silver* textures won't work with *Imagine*; new ones will be supplied.

4) Elevation mapping. Analogous to texture mapping, a new feature to be available RSN.

With that behind us, the most immediately noticeable thing about *Imagine*, besides its clean, simple graphics, is its division into five modules, or "editors": the "Project Editor", the "Forms Editor", the "Detail Editor", the "Cycle Editor" and the "Stage Editor". Although you are pretty free to move back and forth from module to module, comprehending the program as a whole is greatly simplified once you recognize the relationship among them. And recognize it you must, because the

manual never bothers to explain it!

The "Project Editor" is both the first and last module used when working in *Imagine*. On startup, using requestor-type screens, it lets you name new projects or call up existing ones, specify where the various files associated with a project are to be saved, and select rendering and animation modes. And it's to this module you return when you've finished making your scenes and objects and describing any motions they are to go through: it's where you order renderings and animations to be made.

After setting up and/or loading a project via the Project Editor, you can enter any one of three object construction editors, the choice being based on what kind of object you want to work with or create. (More on that in a minute.) All three of these modules provide a "Quad View" screen that gives excellent visual feedback as you work. The Quad View is divided into four equal-sized rectangles. Three of these provide "Top", "Front" and "Right" views of the objects you're working on. These rectangles, or views, can be custom-gridded, provide exact cursor position readout, etc. The fourth rectangle gives a perspective view of your work, a feature that's immensely helpful when dealing with complex objects and scenes. The perspective is constantly updated as you work, and its usefulness is considerably enhanced through a couple of nifty options. Two small sliders within the

perspective quad let you interactively rotate the view 360 degrees about the x and y axes (left/right and up/down rotation), so you can see your work from almost any angle. There's also a choice of rendering modes: you can have the perspective drawn as the usual wireframe, or opt for "solid", which is actually a wireframe with hidden lines removed: this is a great help in unscrambling the visual spaghetti that ordinary wireframes so often become. Any of the quads can be enlarged to full screen by clicking on its edge; in the case of the perspective, this can provide a full screen *shaded* (grey scale) perspective, still equipped with the interactive rotational sliders! The capabilities of Quad View alone were worth the price of the upgrade.

Of the three object construction modules, the "Details Editor" will get the most use. It's really a major revision of *Turbo Silver*'s "cell editor". (Indeed, objects created in *Turbo Silver*, [v. 3.0 and higher] can be loaded into this module.) It's here that most objects are constructed and modified. Points, edges and faces can be assembled to make objects, and the objects can be moved, sized, rotated and otherwise altered. The move, rotate and scale functions are especially well thought out and intuitive, requiring only a single keystroke (to choose one of the three types



More on
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Instructions: Make several photo copies of this page. Mark off or write in the items on your list. Tape one to aunt Martha's bathroom mirror, one to uncle Joe's dashboard, grandma needs one on her refridgerator...

Dear Santa,

I really have been good all year and would like you to consider the following as Christmas gifts.

I have an _____ computer.

(IBM, Apple, C64, etc.)



- | | | | |
|---|--|--|---|
| <input type="checkbox"/> Gift Certificate | <input type="checkbox"/> WordPerfect | <input type="checkbox"/> Professional Page 2.0 | <input type="checkbox"/> Electric Thesaurus |
| <input type="checkbox"/> Hard Drive | <input type="checkbox"/> Quick Reference Books | <input type="checkbox"/> Pagestream 2.0 | <input type="checkbox"/> Police Quest |
| <input type="checkbox"/> NX1000 Color Printer | <input type="checkbox"/> By Design | <input type="checkbox"/> Fonts | <input type="checkbox"/> Drakkhen |
| <input type="checkbox"/> Digiview Gold | <input type="checkbox"/> Avery Label Pro | <input type="checkbox"/> Perfect Sound | <input type="checkbox"/> Pool of Radiance |
| <input type="checkbox"/> Amax II Mac Emulator | <input type="checkbox"/> Laser Award Maker | <input type="checkbox"/> Rawcopy | <input type="checkbox"/> Flight of the Intruder |
| <input type="checkbox"/> A2000 Ram Expansion | <input type="checkbox"/> Pen Pal | <input type="checkbox"/> Project D | <input type="checkbox"/> 3 French Hens |
| <input type="checkbox"/> 2400 Baud Modem | <input type="checkbox"/> Test Drive III | <input type="checkbox"/> Deluxe Paint III | <input type="checkbox"/> Resume Maker |
| <input type="checkbox"/> Panasonic Laser Printer | <input type="checkbox"/> Amiga Stereo Speakers | <input type="checkbox"/> Digipaint III | <input type="checkbox"/> Barney Bear |
| <input type="checkbox"/> Mouse Pad | <input type="checkbox"/> External 3.5 inch drive | <input type="checkbox"/> Sim City | <input type="checkbox"/> Banner Mania |
| <input type="checkbox"/> Banner Roll Paper | <input type="checkbox"/> Purple and orange tie. | <input type="checkbox"/> Days of Thunder | <input type="checkbox"/> New Print Shop |
| <input type="checkbox"/> Printer Stationary | <input type="checkbox"/> PeachTree | <input type="checkbox"/> Duck Tales | <input type="checkbox"/> Amiga 500 |
| <input type="checkbox"/> Printer Ribbons | <input type="checkbox"/> Leisure Suit Larry | <input type="checkbox"/> Stunt Track Racer | <input type="checkbox"/> Bodega Bay |
| <input type="checkbox"/> Blank 3.5 inch disks | <input type="checkbox"/> Pictionary | <input type="checkbox"/> Math Blaster | <input type="checkbox"/> A590 Hard Drive |
| <input type="checkbox"/> Blank 5.25 inch disks | <input type="checkbox"/> Phasar | <input type="checkbox"/> Jack Nicklaus Golf | <input type="checkbox"/> Dragonflight |
| <input type="checkbox"/> Joystick | <input type="checkbox"/> Search for the King | <input type="checkbox"/> Pro Write | <input type="checkbox"/> Amiga 3000 |
| <input type="checkbox"/> Game Card | <input type="checkbox"/> F-19 Stealth Fighter | <input type="checkbox"/> Accelator Board | <input type="checkbox"/> 1541 II disk drive |
| <input type="checkbox"/> A-B Switch | <input type="checkbox"/> Shadow of the Beast II | <input type="checkbox"/> Falcon Mission Disk | <input type="checkbox"/> Color Monitor |
| <input type="checkbox"/> Genlock | <input type="checkbox"/> Amiga Companion | <input type="checkbox"/> M1 Tank Platoon | <input type="checkbox"/> Indianapolis 500 |
| <input type="checkbox"/> New Socks | <input type="checkbox"/> Printer Paper | <input type="checkbox"/> Deluxe Video III | <input type="checkbox"/> TV Sports Football |
| <input type="checkbox"/> Disk Storage Boxes | <input type="checkbox"/> Mouse Cover | <input type="checkbox"/> Battle Chess | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Amiga Vision | <input type="checkbox"/> WP Template | <input type="checkbox"/> F/A 18 Interceptor | <input type="checkbox"/> _____ |
| <input type="checkbox"/> B.E.S.T. business software | <input type="checkbox"/> Grammatik | <input type="checkbox"/> Shufflepuck Cafe | <input type="checkbox"/> _____ |

Santa! Please Note: We may need some time to order an item. No extra charge for special orders. Start early.

Candy Computer

685-7247

447-4445

9744 Elk Grove - Florin Rd Elk Grove, CA 95624

*All items may not be available. For more info please give us a call.



Library News
from Page 7

CardMaker A programmer's aid for creating card image data that can be used in any card game

ParM Allows you to build menus to run programs in either the CLI or WorkBench environment.

TextPlus A word processor for the Amiga, with both German and English versions.

DISK 376

AztecArp An Arp package fixed to work with the 5.0 release of the Aztec 'C' compiler.

Matrix Solves systems of linear equations.

Plotter Two-dimensional mathematical plotting program.

ToolLibrary Shared library for the Amiga.

DISK 377

AnsiRead2 displays IBM ANSI text and graphic animations.

Formatter Disk formatting program with an intuition interface

Icon2C A simple tool to turn any Workbench icon file into 'C' sourcecode

IE Icon editor which can create and modify icons up to 640x200 pixels in size

IntuitionEd Intuition based utility that creates C source code for screen, window, border and text structures.

PowerLOGO An experimental

programming language based on Lisp and LOGO.

DISK 378

Adapt CLI utility that converts

special German characters in files imported from MS-DOS systems into the right Amiga codes.

ANSIMaster ANSI editor that provides the full IBM font set and color capability.

DevRen A DEVIce RENamer

JoyLib Both a linktime version and a shared library of Joystick routines

MachIII "mouse accelerator" program

MuchMore Another program like "more", update to version 2.5

MuchMorePoPa Extended version of MuchMore V2.7.

Observer Working example for a Lattice LSR-program.

TheGuru A program to bring the Guru back into Kickstart 2.0

DISK 379

Append CLI utility that allows you to directly append one or more files to another

FileEncrypt Another intuition based file encryptor

LLSort Replacement for the AmigaDOS SORT command.

TheA64Package Comprehensive 64 emulator

Xnum A useful CLI conversion utility that takes a decimal, binary, octal or hex number as input and displays the number in all four formats.

Yawn! A small WorkBench sliding block puzzle

DISK 380

Oberon A freely distributable demo version of a powerful Oberon compiler.

Disk 381

SKsh A ksh-like shell for the Amiga update to version 1.5

Disk 382

CrossDOS A "tryware" version of a mountable MS-DOS file system update to version 3.05b

Msh An Amiga file system handles that handles MS-DOS formatted diskettes.

Disk 383

LHArc Archive program -update to version 1.10

LibraryKiller Small utility that allows you to remove libraries that aren't used any more.

MandelMountains Program that renders three-dimensional images of blowups of the Mandelbrot set.

Pcopy An intuition based disk copier

Disk 384

Contact Demo version of a "pop-up" program for managing personal contacts.

Elements Very nice interactive display of the Periodic Table

NorthC programming package containing all the programs required for developing in C.

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Hardware info:

Amiga type: 500 1000 2000 2500 3000

Monitor: Make _____ Model _____

Memory amount: Internal _____ K External _____ K Make _____

Drives: 3.5" _____ 5.25" _____ Makes _____

Modem: None 300/1200 2400 9600 up Make _____

Printer: Make _____ Model _____

Hard Drives: Make _____ Capacity _____

Emulators: 64 XT Bridgeboard AT Bridgeboard A-MAX(Mac SE)

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RAM
From
Page 10

of action) followed by mouse motions. This module also contains menus that let you add textures and specify such properties as hardness, filtration and index of refraction.

The "Forms Editor" is an object construction module with a very peculiar flavor and unusual features. It's purpose is to facilitate the construction of "primitives": simple geometric shapes that can be used as the basis for more finished objects. The idea is that forms begun here will be loaded into the Details Editor for further work, such as adding and deleting individual points and edges, and specifying color and texture. (The Details Editor provides its own a set of common primitives, such as a tube, cone and sphere; the Forms Editor lets you make more elaborate and varied ones to suit your particular needs.) There are really only two operations in the Forms Editor: first, specifying the number of "slices" in an object and number of points per slice, and, second, pushing and pulling the resulting object into the shape you want. The first operation, handled through a requestor, causes the computer to draw a regular geometric solid (except that the top and bottom ends are left open) according to the two parameters you feed it. The second is accomplished by using the mouse to select various points

on the resulting solid, and dragging them around. Several different "symmetry" settings can be used to multiply the points to be moved. It sounds simple, almost too simple to justify a separate module, but the results are often very surprising. I think there's a lot of power here that I don't yet understand.

The final object construction module, the "Cycle Editor", is a mini-animation program intended for the creation of objects that include their own repeating motion. Such objects are assembled from motion describers built into this module and from objects constructed in the Forms or Details Editors and "assigned" to the motion here. When Cycle objects are used in an animation, their motion goes with them. But there's a major omission in the manual here: there is no explanation of the function or operation of a crucial element in the module, the "segment". Until I get that solved, cycle animations will have to wait!

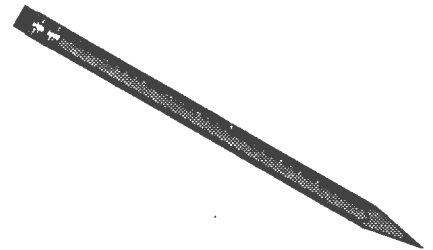
Once objects have been created and saved, via any or all of the three object construction modules, they can be loaded into the "Stage Editor" for assembly into an animation. This module can use Quad View for frame-by-frame construction of animation scenes, but it also provides an elegant and powerful graphic scripting screen. This "Action Script Editor" screen uses a series of draggable, horizontal bars to represent the presence and position of each "actor" (any object, including lights and the "camera") over the length of the animation. Paths can be included

as actors, and other actors can be made to follow paths.

Once everything is arranged on the "stage", it's back to the "Project Editor" to begin rendering a single frame or a long animation.

Imagine is a big step forward. It makes all the features of *Turbo Silver* much more accessible and provides a lot of additional power in the form of specialized object editors, the best editing screen (the Quad View) I've ever seen, much better animation capabilities, and more intuitive controls everywhere. And there's more interesting stuff to be added shortly.

I hope that includes a new manual. Should you pick up *Imagine* before that happens, it may help, as you start trying to figure things out, to keep in mind what the manual should have laid out on page 1: the Forms, Cycle and Detail editors all just different systems of object creation; Detail is the most generally useful, while Cycle and Forms have more specialized abilities, but objects from each can be assembled and rendered via the Stage Editor. And if you get those Cycle Editor "segments" figured out, let me know!





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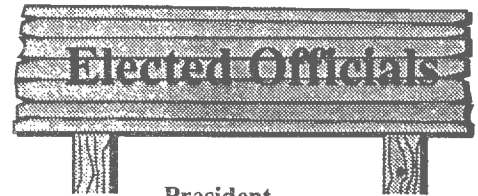
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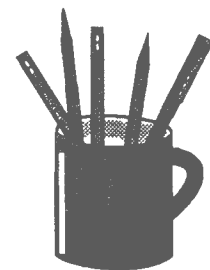
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ProPage Speedup

by Irene Kobelski
From Hartford Amiga Group
Newsletter August 1990

Anyone who has used Professional Page 1.3 without a hard drive knows that it takes forever to load! The reason is that ProPage's startup-sequence instructs it to load information from each of three disks: ProPage (the main program disk), PPUtil (the fonts & utilities disk), and CGFonts (the disk containing the two CompuGraphic fonts). This requires a few disk swaps (even on a 2-drive system). Loading the program with the original startup-sequence allows you to access both the standard Amiga fonts (from PPUtil) and the CompuGraphic fonts (from CGFonts) automatically. Both are assigned to ram: upon startup.

If you are using a dot-matrix printer and have found that ProPage's standard Amiga fonts reproduce poorly, your best bet is to go with the CompuGraphic fonts contained on the

CGFonts disk. This means that you will not need the fonts from the PPUtil disk assigned to ram: at startup time. By modifying one line in the original startup-sequence, you can speed up the program's loading time and eliminate the annoying disk swapping.

Here's how: First, load Workbench, open its window, and double-click on the CLI (or Shell) icon. Assuming you are using two floppy drives, leave Workbench in df0: (internal drive) and place a COPY of ProPage 1.3 in df1: (external drive). Be sure that the ProPage disk is write-enabled so that you can save the changes!

At the >1 prompt, type: ed df1:s/startup-sequence [return]. When the ED (Ed is the built-in text editor that comes as part of CLI) window displays the startup-sequence, use the cursor (arrow) keys to move down to the beginning of the line that reads: ram:Assign fonts:PPUtil:fonts Delete the portion that reads "PPUtil:fonts" by placing the cursor at over the "P: in "PPUtil" and pressing the delete key. Now replace the deleted words with:

CGFonts:CGCache so that the new line reads:

```
fam:Assign fonts: CGFonts:CGCache  
(Note the space between  
fonts:CGFonts)
```

When you have finished the editing, press ESC-X (your escape key followed by the letter X) and [return]. The new startup-sequence will be written to your ProPage disk. When you have finished, place the disk tab in the write-protect position (to avoid accidents!) and the process is complete.

From now on, when you boot with the modified ProPage disk, you will not be asked to insert the PPUtil disk at startup time. The program will request that disk during operation, only when certain utilities are required. For faster loading, place the ProPage disk in df0: and leave the CGFonts disk in df1:. It is also best to leave CGFonts in df1: while running the program, and do any necessary disk swapping (data disks and PPUtil) with df0:. This saves time and patience!

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