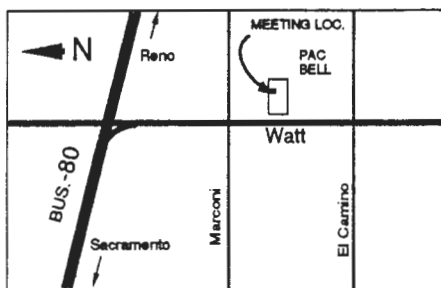


AmigaZette

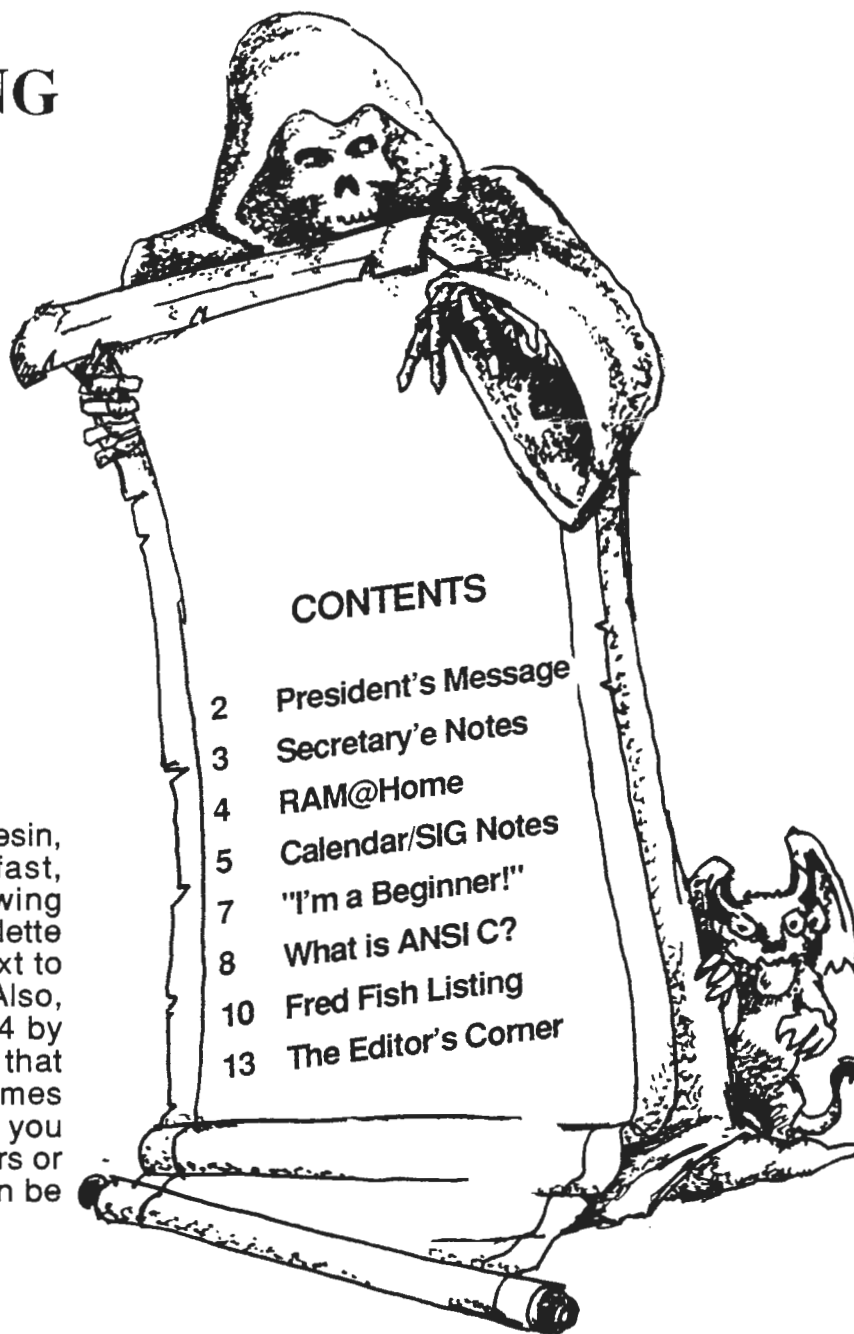
SACRAMENTO AMIGA COMPUTER CLUB
 October 1991 Founded 1986 Vol. 6 Issue 9

GENERAL MEETING

will be on
September 25th
 at the Pac Bell Bldg.
 2700 Watt Ave.
 7:00 pm



Chuck Baldwin of Stylus, Inc. (formerly Taliesin, Inc.) will be here to demo ProVector, a fast, intuitive, structured, object-oriented drawing program. It will show 256 colors from a palette of 16 million. And it will support flowing text to any path, a first for any Amiga program. Also, Pete Howard will demo the Firecracker 24 by Impulse, Inc. a true 24 bit graphics board that will display to 1024 x 482 resolution. It comes with the Light24 paint program which allow you to create drawings with up to 16 million colors or to edit practically any IFF image which can be loaded into it.



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- 5 Calendar/SIG Notes
- 7 "I'm a Beginner!"
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- 10 Fred Fish Listing
- 13 The Editor's Corner

PRESIDENT
Woodie Bear 723-1710

VICE-PRESIDENT
Pete Howard 920-4289

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Willie Hunt 925-6663

TREASURER
Lindsey Fong 682-8872

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Braden Lee 441-1422
Andy Wood 965-5174
John Zacharias 363-9153
Rudi Cilibrasi 944-4570

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by Woodie Bear

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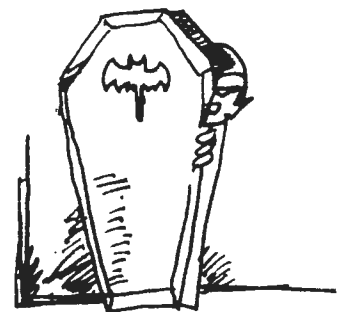
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Thank you for being a TEAM.





Secretary's Notes

by Willie Hunt

SACC General Membership Meeting August 28, 1991

The meeting was called to order at 7:05 p.m. by President Woodie Bear. Woodie discussed some of the new features of his new BBS system. Woodie said that the system BEAR's BYTE will be geared toward the more serious computer user. Woodie said that we should look for a lot of changes to the system. It will become a computer information system. There will be a lot of information on the system of events going on all around the world. A new section will be opening up on the system that will be dealing with piracy (not software piracy) on the high seas. Also, a big welcome back Rudy! And a big apology to John Mazurek for the spelling of his name.

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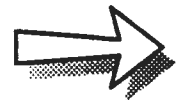
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Continued Over



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other local BBS

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Computer Chapel	641-2400
Luck of The Irish	455-9975
Nisi Yelept	682-9444
The Out of	369-7560
Slammers BBs	966-4923
The Summit	721-3948
The Twin peaks	992-1781
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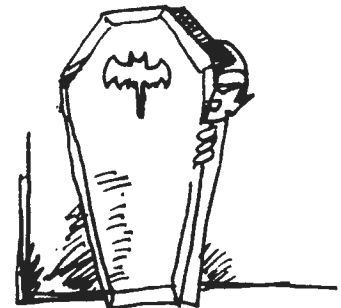
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Steven.

Woodie introduces John Mazurek who demoed the ATonce IBM emulator on his A500. There were a lot of questions asked, such as how is the compatibility of ATonce and software? How hard is it to put in? There were different programs shown. Thanks John for a great demo.

Pete Howard came up to demo the Progressive Peripherals and Software's 68040 Accelerator board.

Progressives 040 board is so fast that it has a low profile 20+ year "whisper-fan" mounted on the card to ensure reliable operation. The 040 board can hold up to 32 Megabytes of 32-bit wide ram. This board only had 8-Megabytes installed on it. First demoed was DiskMaster II of which looked real good. Pete did a speed ckeck of the 040 board as compared to an A2000, an A2500 w/030, and an A3000. There was no comparison, the 040 left the others like they were sitting still. The second program, Voyager, was started while the ray-trace was going on in the back ground. You could tell when the ray-trace was finished because the satellite that was going into orbit took off like a shot or like someone kicked in a turbo. Thank you John Hunsaker and Progressive for bringing the 040 board. By the way, the ray-trace only took 22 minutes to render as compared to 3 and 1/2 hours on a 28MHz 030 machine.

Introduction of Charles Turner of Carina Software in San Leandro. The program being shown is in it's Beta test form. Voyager is a new generation piece of Astronomy software that simulates the sky for any location and time. Everyone was amazed at Voyagers speed and how it showed the ever-changing aspect of Saturn's rings, the different views of the moon and how satellites orbit different planets. There was a ray trace going on in the back ground while Voyager was being demoed. When the ray trace finished and re-leased the CPU, it was like having a Turbo-boost on the satellite that was on the screen. There were lots of questions and good answers. Would like to thank Charles Turner for a great demo. We will be looking for your program when it is released. Thank You.



RAM@Home



by Rob Super

ALPHABET SOUP Part I: the Ingredients

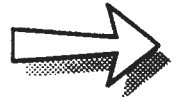
VOLCANO, CA -- This is a small house, but it seems at the moment to have more decks than rooms. Every deck has wooden balustrades. This year, before the rains come, every railing and every baluster needs to be scraped and painted. Sigh. Hobbit The Beagle comes out to supervise. She's 16 now, stiff in the rear end and almost deaf, but is still an entertaining and energetic little turkey, insisting on knowing everything that's going on, climbing into the refrigerator, playing solo soccer with a ball of paper that missed a wastebasket, cruising the kitchen for crumbs, climbing up on the poor, patient Rottweiler to reaffirm her dominance, and generally living life to the fullest. I remember that, as I was replacing the old Commodore 64 with the Amiga, she climbed into a packing box (doubtless looking for food again) that flipped over on her. That was a personal affront for which the box nearly paid with its life. The Beag has mellowed over the past four or five years; well, maybe not, but at least she sleeps more.

That's not the only thing that's changed since then. For one thing, fonts on the Amiga used to be simpler. We only had about six of them, remember? They came installed in the "fonts:" device and you could more or less switch among them at will. Of course they were terrible fonts. (With the exception of Topaz, which is reasonably serviceable.) Not only were they bit-mapped, which

meant they printed out poorly (especially when you enlarged them), but they also looked bad on the screen (the natural haunt of bit-maps) because they were basically awful designs.

Now the computer world-- clones, Macs and Amigas alike-- has gone font crazy. To a large extent fonts are either interchangeable among platforms or can be converted. There are forty-eleven bazillion fonts out there that you can use, and more are being added all the time. This presents two problems. First, choosing which to use. Many of them really are poor designs; others, though elegant, simply have limited application; and, in any event, no one can possibly use them all. Second, there is the format problem: understanding

Continued
Page 6



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OCT 1991

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		1	2	3	4	5
			BOARD MEETING	C SIG REZOLUTION TECH BOOKS		Library Outing Candy 9-4:00pm
6	7	8	9	10	11	12
		BEGIN- NER'S SIG	VIDEO SIG			TELECOM SIG 1:00pm Library Outing Put's 10-3:00pm
13	14	15	16	17	18	19
Library Outing Computertime 11-3:00		C SIG REZOLUTION TECH BOOKS	DTP SIG	AMIGA- VISION SIG		
20	21	22	23	24	25	26
			7:00 PM GENERAL MEETING			
27	28	29	30	31		

SIG NOTES Sig Coordinator - Tim Baltad - 992-1702

Special Interest Groups are the backbone of any good users group. SACC is not an exception to this rule. Our SIGs are where those of us with common interests can get together and compare notes, and usually learn something from each other.

Since accepting this office in February, I have been impressed by the leadership shown by those persons filling the SIG leader positions in the various groups. We do, however, have some SIGs that are orphans right now, waiting for you to fill those empty slots.

Following is the current status of each SIG, plagiarized verbatim by yours truly from our illustrious president, Woody Bear.

AMIGAVISION SIG

Learn to use one of the newest and most versatile programs for the Amiga. Create demos and programs in a flash using icons and menus. One of the most powerful programs on any platform.
JAN ZACHARIAS 363-9153

C PROGRAMMING SIG

Come learn the C programming language. If anyone feels that they have the expertise to lead this SIG please step forward (call me) because this is the only thing holding us back from embarking on our C language journey. Any possible members are also encouraged to get in touch with me ASAP.
LARRY REZNICK 362-0240

DESKTOP PUBLISHING SIG

Learn to use Pagestream 2.1, thought by many to be the best DTP program available on the Amiga today. You can compare it to Professional Page, the other premium DTP program on the Amiga. See how this newsletter is put together or create some eye-catching flyers.
FRED SAKAI 488-4343

GRAPHIC SIG

If you love graphics on the Amiga this SIG is for you. See great graphics and learn how to create them. Learn all the "tricks" to using DeluxePaint III.
PETE HOWARD 920-4289

HARDWARE SIG

If you have a desire to learn the innards of the beast, this is the place for you. Someone to lead us through the mazes is needed here. Any of you techies out there ready for the job?
TIM BALTAD 992-1702

NEW MEMBER SIG

A brand new SIG. Contact Matthew Monsoor if you are interested. He will show all members new to the Amiga the ins and outs of Workbench, CLI, how to customize the startup-sequence, find out what drivers, handlers and devices do, among a myriad of other "necessities" to learn how to really get the most out of your Amiga!
MATTHEW MONSOOR 985-4493

TELECOMMUNICATION SIG

Need help with your modem? Having a hard time on the SACC BBS? Well come one, come all because this is your place. Woody Bear hosts this SIG. He is practically Mr. Modem himself.
WOODY BEAR 723-1710

VIDEO SIG

Attention Video buffs, professionals, Amiga enthusiasts and anyone else who is planning to make a video. Watch some great videos and learn how they were done. Find out about the latest in video equipment such as genlocks, video cameras and VCR's.
JOHN ZACHARIAS 363-9153

RAM@Home (cont.)

what kinds of fonts can be used by your programs and how to set them up so they actually work. By no means can every font designed for the Amiga, or converted to it, be used whenever and however you want. It's this second issue, dealing with the different formats, that we'll address in this and next months' columns. This month we'll take a not-very-technical look at some of the characteristics of computer fonts in general. We'll try to review just enough basic information to serve as a foundation for next month, when we'll see how the basic stuff actually applies to choosing and adding fonts for use in a commercial Amiga program.

There are several different font formats, and different programs require (or can take advantage of) different ones. Mostly, we'll be discussing fonts that are stored in the computer for use both on the computer screen and by the printer. But there's another kind of font arrangement in common use, and it's important to understand it. Many applications use one font (one typeface) for the screen display and another one for printing. The two are unrelated except for the basic fact that where an uppercase "A", for example, appears on the screen an uppercase "A" will also appear on the printed page: the design of the two may be entirely different. The classic example of this arrangement is a computer hooked up to a daisy wheel printer. The computer has its own internal instructions for how an "A" should look on the screen, while the "A" the printer uses (it's size as well as its exact shape) is controlled only by the particular typewheel installed in the printer. Changing the typewheel will change the printed output but not the screen; changing the screen font (possible on many machines, including the Amiga) will have no

effect on the printing. Similarly, most dot matrix printers have built-in fonts. They often have more than one such font, and it's generally possible to choose from the computer (through software) which one the printer uses at any given time, but the actual look of the printed text is still determined by the design(s) of the built-in font(s), not by font designs stored in the computer. A dot matrix printer will, however, also have a "graphics" mode that bypasses the built-in fonts, allowing the printer to print pictures. This mode is also used by desktop publishing programs, and some word processors, to print fonts from the computer rather than using the printer built-ins. From now on in this column, this "graphics" mode is assumed whenever dot matrix printers are mentioned, and "dot matrix" is meant to cover such technologies as ink-jet. Now let's move on to the Wonderful World of Fonts you can Select, Acquire, Load, and Use at Will without being tied to whatever came with your printer.

Obviously, such flexibility is possible only with software that is designed to accept additional fonts. Any program that uses fonts has to address the issue of how it's going to handle two very different types of display: the screen and the printed page. You probably know that the letters you see on your computer screen are made up of a series of dots. In fact, everything you see on the screen is composed of dots, because that's the physical nature of the screen: a grid of very small dots, each of which can be turned on or off (and, on a color system, made different colors) to form, collectively, the shapes you see. An obvious way to design a screen font, then, is to describe each letter as a series of dots. Such fonts are called "bit-map fonts". The problem with bit-map fonts is that in order to get good results at different sizes, there has to be a special "map" for every letter of the alphabet at every different size

of the alphabet. (Enlarging a small map produces a "jaggy" letter, shrinking a big one gives unpredictably uneven results.) To design and store every possible size for even one font would require a lot of work and prohibitive amounts of memory. The usual solution is to produce only a few of the most useful sizes as careful designs, and simply live with the imperfections of resizing for the others. The screen is, after all, an impermanent display and rarely seen by anyone but you.

Printed output is a different matter: it's more permanent, often seen by others, and its appearance can be critical. Since printers (even laser printers) also form their images from a series of dots, they can certainly use bit-mapped fonts (and often do, as when you use one of the original Amiga fonts), but results can be pretty poor. Just like a monitor screen, every printer has a fixed maximum resolution of so many dots per inch. Because printer resolutions are much higher than screen resolutions (on the order of 300 dpi vs. 70 dpi) printers are capable of much better bit-mapped font displays than are screens, but the "designing and storing" problem is correspondingly aggravated. It just isn't practical to map out every letter of a font on a 300 dpi grid in all the sizes one should have. The problem is compounded by the fact that different printers have different resolutions, and many individual printers are capable of several different resolutions: each resolution would require different optimized font designs. In two words, forget it.

The way around this bottleneck is the use of an entirely different approach to font design, known as "outline" or "scalable" fonts. The idea here is to replace the dot-by-dot description of a letter with a geometric description. In English, such a description for a single sans-serif, upper case "I", for example, might be: "Begin. Draw a line at 0 degrees (straight

up), five units long. From the end of that line, draw a line at 90 degrees, one unit long. From the end of that line, draw a line at 180 degrees, five units long. From the end of that line, draw a line at 270 degrees, one unit long. Fill the enclosed space. End." That one description can be used to make an "I" of any size simply by specifying how big a "unit" is, and it can be printed out at the correct size and maximum resolution on any printer through the use of a single, automatic, translator program designed to convert the information about each letter (as stored in whatever document you're writing) into the kind of instructions the particular printer understands. Of course, the geometric description gets much more complicated when curves, serifs, counters (the "holes" in certain letters), and ornate fonts are involved, but the principles of scalability and printer translation still apply.

Again, there's a kind of interchangeability here: because both screens and printers build their images from a grid of dots, outline fonts can be used for screen display as well as for printing. It's just a matter of writing a translator program to fit the characteristics of the screen. There's a drawback to doing this though, in that it takes some time to perform the necessary scaling calculations, and more time to do the actual drawing to the screen. This can slow up screen response to an annoying degree. Bit-mapped fonts are faster because they're already "drawn". Even if calculations are necessary to resize a bit-map, the calculations are simpler, and therefore faster, than those required for the manipulation of outline fonts. (Not so incidentally, translator programs are also necessary to make bit-maps work with each particular printer model. In the case of the Amiga, these translators are usually part of the "printer drivers"

you install as part of setting up your system; in some cases individual programs [such as WordPerfect or PageStream] include special, optimized printer drivers.) Generally speaking, then, bit-map fonts are preferred for screen display, while outline fonts give better printed results. There are plenty of exceptions to that generality, especially in regard to screen displays. Next month we'll examine the implications of this dichotomy in the context of PageStream, an Amiga page layout program which is capable of using, and which therefore must deal with, an unusual number of font formats.



by Matthew Monsoor

Well the last two times we looked at Edit, a line editor that comes with Amiga DOS, and some of its commands.

As stated in the last article, Edit is a line editor (I prefer to use screen editors), so this month I will quickly wind up Edit, next month we will cover Ed a screen editor.

Both editors have come with standard Amiga DOS since the Amiga 1000 was introduced, but I have only taken the time to use and somewhat learn Ed.

One point to bring up again is that with Edit the file you are going to edit MUST already exist.

Last month I had you invoke Edit in a way which would write out the 'edited' file to RAM rather than rewrite over the original file.

Last month I also didn't have you boot with the "Beginning workbench" disk that we made a few months ago!

Lets do that now please, take your "Beginning workbench" and place it in DFO: and boot!

(To create your own "Beginning Workbench" duplicate your original system WorkBench disk and rename the copy to "Beginning Workbench".)

Ok now start up the 'Shell' and type the following and press return (but leave out the quotes):

```
"EDIT FROM s:startup-sequence  
to RAM:startup-test".
```

You should now have the word Edit on the next line with a colon just under; your cursor should be next to the colon. We call this a line editor because it reads one line at a time from the source file to process and change before writing back out.

If you now enter the letter 'T' Edit will 'type' out all lines in the file we are editing. At this point we are at the end of the file and to move back we do what?

We can move one line back by using the command 'P' for previous, move to the top of the file with either the command 'M -' or the command 'Rewind' and

Continued
over



move to line 10 with the command 'M 10'. We can also move to the end of the file by using the command 'M+'.

It's hard to believe that this editor has some 60 commands!

Ok lets do a 'Rewind';

Next "type" the next 15 lines (use the command 'T 15');
Now "insert" a line here (by giving the command 'I');

We are now in "insert" mode, where anything typed at the console keyboard will be entered into our file, startup-sequence. Notice that we "Typed" out 15 lines so we are setting on line 16, another way to put that is we are entering text between lines 15 and 16. So let us enter the following line:

```
echo "Almost done with startup-  
sequence!!!"  
Z
```

The 'Z' (All commands both upper or lowercase recognized) on a line by itself ends the "insert" mode.

Do a Rewind command then type out 17 lines (t15) to be sure our line has been inserted.

Now lets move to line 4 (m4) and type the following:

```
e /Workbench/Beginning  
Workbench/
```

And by using a '?' we can see what line we are on. Behold line 4 which should now read:

```
echo "Beginning Workbench disk.  
Release 1.x version 34.xx*N"  
(x replaces possible differences  
with WorkBench).
```

The more I play with Edit the more I understand that this editor could be very useful to someone who had many text files that required the same kinds of editing.

Ok now lets save and exit the editor by using the command

'Windup'(w) which should write our file "ram:startup-test".

Before I leave the subject of 'Edit', if this looks like an editor you might want to learn find yourself a good AmigaDOS User's guide. Manual and study "Edit"!!!

Now lets see....where are we.....oh yes!

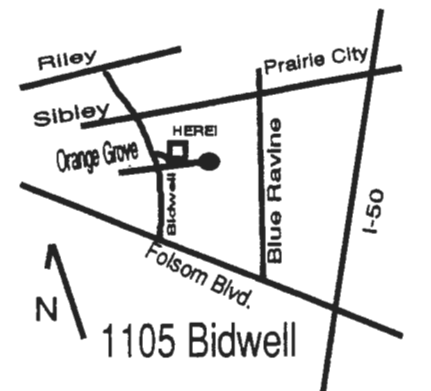
Do a directory of RAM showing that the file startup-test is indeed there!!

Now use the command 'Type ram:startup-test' we should be able to see the two changes we just completed. If you would like to try booting with these changes then:

```
copy ram:startup-test to s:startup-  
sequence
```

AND then reboot!! Another way was to use the 'Write' command to write back on to the s:startup-sequence before leaving the editor.

Well that's all I want to cover about Edit and the reason we are talking about editors is that "we" need to learn some kind of editor over the next few months, in order to modify the Startup-Sequence, and other files so that you can fine tune your Amiga system to better suit your needs.



The Beginning SIG will be on the 8th of October, a Tuesday, starting sometime after(or on) 7pm. Bring your topic, questions, disks. For more information call me at 985-4493 and I will try to get back to you.

What is C ANSI

A Brief Explanation of ANSI

ANSI compatibility has been a hot topic in the C programming world for

quite some time now. Everyone is talking about it, but not everyone seems to know what it all means. Hopefully, the following discussion will answer any questions that you may have.

History

ANSI stands for the American National Standards Institute. A subcommittee under this body, the X3J11 Technical Committee on the C Programming Language, was responsible for the development of the ANSI standard for C. Work on the standard began in the summer of 1983, and the final document was approved by ANSI on December 14, 1989. According to Oliver Bradley, ANSI C committee member and Director of C Compiler Development at SAS Institute, the ANSI C Standard is "a treaty between the programmer and the compiler writer. It tells the programmer what he or she can expect from the compiler and library, and it tells the compiler and library writers what they have to do and what they don't have to do."

The motivating need behind the development of this standard was to allow a programmer to develop a C application once, regardless of the number of machines on which the program had to run. Too many people were spending too much money developing an application for machine A, and then having to spend the same amount of money developing the same application for machines B and C and D. This

is not a productive way to spend development time. It became clear that if programmers were to have more time to spend on actually making the applications better, all the different machines should agree on how a C application should be written. And so the ANSI Standard for C programming was born.

Why is ANSI C good for you? -----

What ANSI means to you is that if you spend a year developing the most wonderful program in the whole world and if you only write strict ANSI code, you can take that program to a UNIX box or an IBM PC or a mainframe and, if an ANSI compiler is available on that machine, compile and execute it the first time you try. No fuss, no worry, no bother. Now, if you notice there is an important "if" in the previous sentence. "If you only write strict ANSI code" has many implications that aren't immediately apparent. On the plus side, if you know the ANSI C libraries, header files, and syntax, you will know ANSI C on any machine that supports it. For example, if you suddenly find yourself forced to program on a SPARCstation 1, you will know that at least the ANSI C compiler can be relied upon to insulate you from most of the unfamiliar quirks that machine may have.

What isn't covered by ANSI C? -----

Since the ANSI standard specifies a syntax that must be portable across every platform available, it is not designed to take advantage of the special features of any particular machine. This is unfortunate for you if you are planning to write the game of the century on the Amiga in ANSI C and simultaneously release it on every platform known to man. All of the graphics capabilities that make the Amiga the niftiest machine around are not ANSI

because they aren't supportable on all other pieces of hardware. So, if you are planning to write an application you want to port to another platform, follow these guidelines:

- Write as much of it as possible in ANSI C

- Separate non-ANSI code, such as Intuition code, graphics routines, and other AmigaDOS specific code into separate modules to make it as easy as possible to re-write on the new platform

- Learn to use the #define, #if, and #ifdef statements to allow or prevent the compilation of code for specific machines. #ifdef AMIGA is a common sight in code which will compile and run on several machines.

There are other issues that the ANSI standard did not, and in some cases, could not address. Character sets (ASCII versus EBCDIC), byte ordering, and file names and directory structures are all very much machine dependent. The ANSI C Standard has done an excellent job in guaranteeing that, on the surface, C coding will be the same across platforms, but it in no way removes the ultimate responsibility of the programmer to understand the hardware and operating system of the machine on which he or she is programming.

Will my old code run under ANSI C? -----

The ANSI committee was very careful to preserve existing code. Almost all old-style (K&R) code will compile and execute correctly on an ANSI compiler. For example, while function prototypes are available (and very valuable), old-style function declarations and calls without prototypes continue to work. When it was necessary to "break" old code, the committee strongly preferred the diagnostic

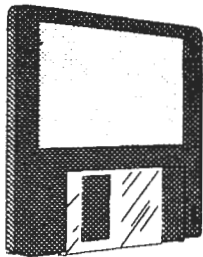
route -- an ANSI compiler is obliged to diagnose something that won't work. In a very few cases, "quiet changes" were introduced. For example, longs in switch and case statements now work, rather than silently truncating to int. Of course, not many programs will rely on the silent truncation. If you have written relatively straightforward code that doesn't rely heavily on the old-style subtleties in your compiler, you shouldn't have too many problems.

A Short Word About the SAS/C Development System -----

ANSI C is not that different from what you are used to. If you are currently using a 5.x version of the SAS/C Development System (formerly the Lattice C Compiler), you could be using the ANSI syntax already. The 5.x versions are almost fully ANSI compliant except for the libraries, which were developed well before the ANSI C standard was written. To increase our ANSI compliance, SAS Institute is releasing a new set of fully ANSI compatible libraries in October of this year as an add-on to all versions 5.x of our product. These new libraries are not a required upgrade. Rather, they are being released to accommodate those customers who want to write ANSI compliant code. Version 6.0, due out sometime next year, will contain only the ANSI compliant libraries.

To further your understanding of ANSI C, there are several ANSI C reference books around to answer any questions you might have. If you own our compiler, you can also experiment with the -ca option which forces the compiler to flag non-ANSI compliant code in your source. ANSI C is the wave of the future... take a look!

SAS/C is a registered trademark of SAS Institute, Inc.
Lattice is a registered trademark of Lattice, Inc.



Library Notes

New Fred Fish Disks

These and many other club disks are available for copying at Club Library Outings (see cal.) or can be ordered by mail. See order from page 17.

CaligariDemo Fish# 531

Demo version of Caligari 2.0 from Octree Software. Requires a 68020/68030 and a 68881/68882. Binary only.
Author: Octree Software

DisDF Fish# 531

Program to disable DF0-DF3 to stop that empty drive clicking by putting the trackdisk device tasks in a removed state. Can be run from CLI, startup script or WB. Command line options select drives and also remove the File System tasks to reduce CPU load a little more. Version 1.0, includes source.
Author: Patrick F. Mistell

FileSearch Fish# 531

This program will search an AmigaDOS volume for a specified file, using a filename pattern. Useful for hard drive owners wanting to find a file/program quickly. AmigaDOS wildcards aren't supported, "*" wildcards are. Has an Intuition interface. Version 1.5, binary only, WB2.0 only.
Author: Matt Crowd

Graffiti Fish# 531

Demo version of an art program, with a feature set somewhat less than DPaint but more than many other such programs. Has a few special functions included like autoscrolling, converting screens to other resolutions, changing RGB values of the whole screen, fast autoscrolling magnifier and many others. Version 1.01, binary only.
Author: Marcus Schiesser

PopulousKeys Fish# 531

Code words and options descriptions for all 495 worlds of Populous (TM Electronic Arts and Bullfrog Productions). All information was obtained by the author's excessive playing of Populous.
Author: Kenneth Fuchs

BootPic Fish# 532

BootPic allows you to install nearly any IFF picture that you like in place of the WorkBench hand that appears after a reset. Version 1.1, an update to version 1.0 on disk 484. Now includes an Intuition interface. Binary only.
Author: Andreas Ackermann

DataPlot Fish# 532

A program that plots data and algebraic functions in 2D. The user simply clicks on an option screen to select various options, such as type of marker, log or linear axis, auto vs manual scaling, grid lines. The macro language makes similar, repetitive plots easy to do. Data points can be transformed by an algebraic function prior to plotting. A macro can be automatically executed upon start-up. Plots in any resolution from 320x200 to 640x400. Plots can be saved as macro commands and IFF ILBM files. Prints directly to Epson compatible printers, or to any Preferences supported graphics printer via the PLT: device. This is version 2.1, a significant upgrade to version 1.0 on disk 121. Shareware, binary only.
Author: Dale Holt

SCSIMounter Fish# 532

An interactive, fully automated partition mounter especially suited for removable media SCSI drives. SCSIMounter automatically scans the Rigid Disk Block of the drives and presents the user with a partition selector which allows the individual selection of the partitions to mount. Requires Kickstart 2.0. Binary only.
Author: Martin A. Blatter

SCSIPrefs Fish# 532

A Preferences editor for the battery backed up memory in the Amiga 3000. This small program allows you to change the bits that control some parameters of the embedded SCSI host

adaptor. Requires Kickstart 2.0. Binary only.
Author: Martin A. Blatter

TrainerMaker Fish# 532

A program that allows you to modify money, number of lives, or high scores of some games. The game to be modified must be capable of multitasking. Version 0.8, binary only.
Author: Andreas Ackermann

BootGen Fish# 533

This program creates a bootmenu. You simply enter the name of ten programs and the program will do the rest. When you boot the disk a menu will appear where you can choose one of ten program names, which automatically will be loaded. Version 3.4, binary only.
Author: Frank Enderle

Conquest Fish# 533

Lore of Conquest is a war game similar in concept to the board game Risk. You are the lord of an entire world, destined to rule the galaxy. Some worlds are virgin fruits, ready for you to colonize. Some worlds have natives who do not wish to accept your rule, these you must conquer for they will yield more valuable resources. As you claim the galaxy you will find, you are not the only one extending your dominion. This is a two-player game, so be prepared to defend yourself and take what is yours! Version 1.6, an update to version 1.5 on disk 523. Includes enhanced galaxy map, instant replay option, timed turns, symmetrical universe, and more. Binary only, shareware.
Author: Michael Bryant

Convert Fish# 533

Converts an object file to a C source which can be inserted with '#include' in your own programs. Version 1.0, includes source.
Author: Frank Enderle

DosManager Fish# 533

You can copy, delete, move, view, show as pictures, play as samples, rename, ... files with this program. It is also possible to program a personal command with Dos-Manager. This is version 1.0, shareware, binary only.
Author: Jurgen Stohr

Icons Fish# 533

A bunch of 8-color icons for systems running AmigaDOS 2.0. Previously released 8-color icons from the author appeared on disk 213.
Author: Wolf-Peter Dehnick

OctaMEDDemo Fish# 533

Player program and sample songs for OctaMED, a special version of MED that can play 8 tracks at once on a standard Amiga without extra hardware. The sound quality is not as high as with 4-channel sound but is good enough for many purposes. Binary only.
Author: Amiganuts United

VTtest Fish# 533

A simple example how to test if the AMIGA is infected by a Virus. It simply checks some vectors in the Exec Base structure and some library routines like DoIO. Version 1.0, includes source.
Author: Frank Enderle

Term Fish# 534

A gift-ware telecommunications program written for AmigaOS release 2.x (Kickstart 37.74 and Workbench 37.33 or higher required, Kickstart 37.175 and Workbench 37.52 recommended). Features include total configurability, full ARexx control, Xpr-transfer-support, filetype-identification after download, cut & paste/point-and-click on screen, auto up-and download, scrollable review buffer of unlimited size, solid and fully-featured VT100/VT220/ANSI emulation, optional fast atomic terminal emulation, hotkey support, powerful phonebook and dialing functions, ability to save and print the contents of the screen as IFF-ILBM or ASCII file, full overscan and screen resolution support (new ECS screen modes included), asynchronous operation and a lot more. Comes with six Xpr-transfer libraries (ascii, jmodem, kermi, quickb, xmodem & zmodem) and documentation both in German and in English. This is version 1.8a and also includes the full 'C' and assembly language source code.
Author: Olaf 'Olsen' Barthel

UjUAccent Fish# 535

A universal accented character converter for Amiga, IBM-PC, Macintosh, and C64 files written in most West European languages (Danish, Finnish, French, German, Italian, Icelandic, Norwegian, Spanish, Swedish, and more. Works with either ASCII or Word Perfect files. This is a major update to

- version 1.5 on disk 454 (where it was called Vortex).
New features include a graphical user interface, simple file reader, and copy option. Binary only.
Author: Michel Laliberte
- ArcL** Fish# 535
A utility that lists your ZOO, ARC and LZH Archives with automatic type detection. Includes german version and documentation. Version 1.0, binary only.
Author: Oliver Graf, T.O.M. Software
- BizCalc** Fish# 535
A do-it-all user friendly loan calculator that calculates weekly and biweekly loans. Can generate amortization tables to the screen, to the printer, or to a file. Uses menus, buttons, or keyboard commands, and iconifies. Has six decimal precision option and more. This is version 1.2, an update to version 1.1 on disk 493.
Binary only.
Author: Michel Laliberte
- Fiat** Fish# 535
A filing system handler which implements block-mapped filing devices such as available under Un*x. Read and write calls are mapped to low-level system IO operations which allow to treat devices such as df0:, dh0:, rad:, etc. as big data files. These 'virtual' files can be copied, read and written just like any standard AmigaDOS file. It is even possible to copy a whole disk with the CLI 'Copy' command or to archive disks with LhArc and the like. Written as a supplement for the Amiga 'tar' program. Version 1.3, includes source in 'C'.
Author: Olaf 'Olsen' Barthel
- Format** Fish# 535
A replacement for the Workbench 2.x 'Format' command with many additional features and a basic gsdtools interface. Can be made resident and sports a number of additional command line options. Also included is a code fragment which will correctly initialize data media of any size (floppy disks or hard disk partitions) which works both under Kickstart 1.2/1.3 and 2.x. Version 1.1, includes source in 'C' and assembly language. AmigaOS 2.x required.
Author: Olaf 'Olsen' Barthel
- FracBlank** Fish# 535
A commodities screen blanker written for AmigaOS release 2.x. When running will blank the screen and start to draw real plane fractals such as described in the September 1986 issue of Scientific American. The resulting images may remind you of spiders' webs, lace or even the Chladnian patterns formed by grains of sand strewn across a vibrating surface. Version 1.4, includes source in 'C' and assembly language. AmigaOS 2.x required.
Author: Olaf 'Olsen'
- DIcon** Fish# 535
A tool which patches Workbench 2.x online to supply default icons for about 45 different file types ranging from LhArc archives to object code files. Enhances the 'Show All Files' option of Workbench which by default only knows two types of file icons: Tool and Project. If enabled scans all files in a directory which do not have an icon file supplied and tries to determine their file types. When done, tricks Workbench into believing that there are proper icons for these files in the directory. Includes source in 'C' and assembly language. AmigaOS 2.x required.
Author: Olaf 'Olsen' Barthel
- KeyMacro** Fish# 535
A keyboard macro program, configurable via a text file, that also supports hotkey program execution. You can map up to eight functions to each key, including keys such as cursor keys, the return key, etc. Version 1.12 with a number bug fixes and enhancements, an update to version 1.8 on disk 436. Includes source in 'C' and assembly language.
Author: Olaf 'Olsen' Barthel
- SetBatt** Fish# 535
A tool to set the configuration information saved in the nonvolatile ram of the A3000 clock chip. Allows you to adjust the SCSI select timeout and other system settings. Includes source in 'C' and assembly language. AmigaOS 2.x required.
Author: Olaf 'Olsen' Barthel
- termLite** Fish# 535
A tiny, almost brain dead telecommunications program written for AmigaOS release 2.x. Can be made resident, supports cut & paste from console window, written as a simple interface to the serial/parallel device driver. Version 1.0, includes source in 'C'. AmigaOS 2.x required.
Author: Olaf 'Olsen' Barthel
- Chemesthetics** Fish# 536
Chemesthetics is a program that draws molecules using the calotte model. This means that atoms are drawn as bowls. Using this model, even extremely dangerous molecules like dioxine look quite nice. Chemesthetics has an Intuition user interface, can save pictures as IFF files, and has ÜjÜ many example files. This is version 2.06, an update to version 2.00 on disk 427. Includes source in C.
Author: Joerg Fenin / Metalworx
- IncRev** Fish# 536
A small program for a makefile or an lmkfile, to update revision numbers after each successful compile process. (Not related to but much more powerful than the increv program on disk 161 by Bryan Ford.) This is version 1.03, includes source in C.
Author: Joerg Fenin / Metalworx
- PBlanker** Fish# 536
An enhanced Workbench 2.0 commodity, replacing "Blanker". Can blank screen and mouse pointer separately. This is version 37.04. Needs Kickstart 37.xx. Binary only.
Author: Bernd Preusing
- WFile** Fish# 536
Small but useful tool to interchange ASCII files between different operating systems. Converts foreign symbols and adapts linefeed codes. Can also be used to expand tabs to multiple spaces or vice versa. It has builtin templates for interchange between the Amiga, MS-DOS and UNIX. Profiles can be used for common adaptations. Version 1.11, includes source in C.
Author: Joerg Fenin / Metalworx
- AntiBorder** Fish# 537
CLI window frame remover. Turns your CLI window into the largest possible borderless window that can be displayed on the WorkBench screen. I.E. Creates a 80 x 32 character CLI window for standard PAL Amigas. Version 1.0, includes assembly source.
Author: Paul Hayter
- BootGames** Fish# 537
Two tiny games which fit on the bootblocks of a boot disk. BootOut is a Breakout style game and Squash is a squash type game (just like on those old TV games). BootOut V5.X and Squash V4.3. Includes assembly source.
Author: Paul Hayter
- CHIP8** Fish# 537
CHIP8 is a programming language popularised by the RCA COSMAC VIP, DREAM 6800, and ETI-660 hobby computers. It is one step up from machine code (actual hex codes), yet allows the creation of some very simple, very small games. Version 1.1, includes assembly source and some demo games.
Author: Paul Hayter
- Cross** Fish# 537
A program that creates crossword puzzles. Has a message data file to allow easy translation into almost any human language, with English and German currently supported. This is version 4.1, an update to version 3.3 on disk 464. Major new features are several new printer drivers including "generic" and "LaTeX", and many minor improvements. Includes source in M2Amiga Modula-2.
Author: Jurgen Weineit
- DFO** Fish# 537
Fast Optimizer is a new optimizer for AmigaDOS disks. It can optimize one disk in less than 2 min, 30 sec. FO supports WorkBench or CLI modes and allows you to use unformatted disks as the destination. At least 1 Mb memory required. This is version v1.0. Includes some source in C.
Author: Fabien Campagne.
- PaulCopy** Fish# 537
A single drive disk copier for Amigas with 1 Meg of RAM. Copies the source disk completely into memory in one go. Will also work with 512K Amigas, yet will require multiple disk swaps. Version II, includes assembly source.
Author: Paul Hayter
- PBlanker** Fish# 537
An ultra tiny Screen-Blanker/Mouse-Blanker/Mouse-Accelerator thingy. Is about 700 bytes and doesn't have to be RUN. Version 1.3, includes assembly source.
Author: Paul Hayter

SMUSMIDI Fish# 537
Converts SMUS Files output by Electronic Art's Deluxe Music Construction Set into standard MIDI files that can be read by modern sequencing software. Version 1.0, includes sample data files and source in C.
Author: Thomas E. Janzen

ZShell Fish# 537
A very tiny (13Kb) CLI shell modelled along the lines of CSH, with over 40 internal commands. Some of its features include command line editing, history buffer, aliases, function key aliases, reverse polish calculator, multiple commands on one line, loops, If-Else-Endif constructs etc. This is version 1.30 and includes assembly source.
Author: Paul Hayter

BCBMusic Fish# 538
This is the second set of original music in the BCBmusic series. This set includes the songs "Still Waiting", "Transpose", and "Trilogy". Like the first set (on disk 428), no player program is required since it is actually compiled in with the song. These new songs include a new equalizer-style graphic display which can be toggled on and off. WB2.0 compatible, binary only. ÛÛ Author: Brian C. Berg

MatLabPatch Fish# 538
Patches for both Matlab and DigiB on disk 499. The version of DigiB compiled for 68000 machines has some incorrectly compiled modules (compiled for 68020) and therefore causes crashes on 68000 machines. The Plot.sub module compiled for 68000 machines in the Matlab archive was linked using the incorrect DigiB and does not run on 68000 machines. This update provides correctly compiled replacements for both those files.
Author: Jim Locker

NGTC Fish# 538
Release Two, Revision 1, of a trivia game based on "Star Trek: The Next Generation" TV series. This is a bug fix containing a new game module. You also need Release Two from disks 506 and 507, and Release One from disks 404 and 405. Created with The Director Version 2. Binary only.
Author: Gregory Epley

DT Fish# 539
A "DiskTest" utility for floppy disks, la Norton Utilities. Version 1.12, includes source (SAS-C).
Author: Maurizio Loreti

PF Fish# 539
A CLI/Workbench interface to control an Hewlett-Packard DeskJet 500 printer, enabling the user to select an internal font and to print one or more files, or to initialize the printer. Version 2.10, includes source (SAS-C)
Author: Maurizio Loreti

RPN Fish# 539
An emulation of an Hewlett-Packard pocket computer on your screen. Version 1.00, includes source (SAS-C).
Author: Maurizio Loreti

SimpleRexx Fish# 539
A set of routines that handle the low level ARexx work for you in such a way as to have your application work with or without ARexx on the target system. The goal of SimpleRexx is to make adding at least the minimum level of ARexx support to an application a trivial task.
Includes source.
Author: Michael Sinz

Uedit Fish# 539
A nice shareware editor with learn mode, a command language, menu customization, hypertext, online help, a teach mode, split windows, copy and paste, undo, features. This is version 2.6h, an update to version 2.6e on disk 471. Binary only. ÛÛ Author: Rick Stiles

VLTimer Fish# 539
A clock/timer window that sticks on the VLT screen (or on the WorkBench if VLT is not running or opened on the WorkBench) to check connection times (and costs). Version 1.02, includes source (SAS-C);
Author: Maurizio Loreti

Browser Fish# 540
A "Programmer's Workbench". Allows you to easily and conveniently move, copy, rename, and delete files & directories from a CLI environment. Also provides a method to execute either Workbench or CLI programs by

double-clicking them or by selecting them from a ParM like Menu with lots of arguments. A Browser 1.6 replacement, does everything Browser 1.6 does and a lot more. Version 1.0, includes source in C.
Author: Sylvain Rougier, Pierre Carrette

CLIExe Fish# 540
An XIcon style program which uses parm.library. It allows you to execute a script starting from WB and is completely CLI compatible, because it is a CLI. Can use a real script file or take commands in its own TOOLTYPES. Includes source in C. Version 1.0.
Author: Sylvain Rougier

ParM Fish# 540
Parameterable Menu. ParM allows you to build menus to run whatever program you have on a disk. ParM can run programs either in WorkBench or CLI mode. This is an alternative to MyMenu which can run only when workbench is loaded. ParM can have it's own little window, can attach menus to the CLI window you are running it from, or to the WB menus, just like MyMenu. This is version 3.00, an update to version 2.5r on disk 419. Includes source in C.
Author: Sylvain Rougier, Pierre Carrette

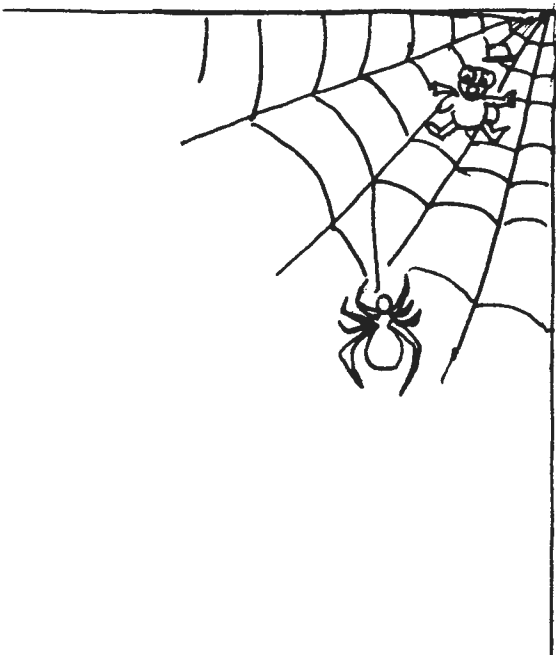
PatchReq Fish# 540
A patch for system requesters and arp file requester. Replace arp file requester with the great req.library file requester. Patches AutoRequest() for requesters to appear under the mouse and more. Version 1.4. Includes source in C.
Authors: Sylvain Rougier, Pierre Carrette

Req Fish# 540
An enhanced version of the interface to req.library for Aztec C 5.0. Pragmas supplied and glues put in a library rather than in an object file. Includes source in asm. Version 1.1.
Author: Pierre Carrette

ÛÛSANA Fish# 540
Release 2 of the Standard Amiga Network Architecture device driver specification. This is a specification for the device driver level only.
Author: Raymond Brand, Martin Hunt, Perry Kivowitz

SetColors Fish# 540
A Palette replacement program that does a lot more in only 3K. Can save and load color files, and update preferences. Update to version on disk 419, with bug fix. Includes source in C.
Author: Pierre Carrette

WBRUN Fish# 540
A RunBack style program which use parm.library. Runs programs in WB mode from any CLI. Programs are fully detached. The program you run must support WB startup. Not related to WBRUN on disk 43. Includes source in C.
Authors: Sylvain Rougier, Pierre Carrette





Editor's Corner by: Willie Hunts

Well, here it is 2:00 a.m. in the morning, there's nothing interesting on television, so I thought that I would start to write my Editor's Corner article.

First, I would like to let everyone know that Ed Warren, our assistant sig leader, found the A3000UX UNIX machine that was stolen from Resolution Books a couple of months ago. Of course, it was all scratched up and striped out and busted up key board. Ed picked it up at a flea market for a song and a dance, not knowing that it was the one stolen from Resolution Books. GOOD WORK ED!!!

The time is fast approaching to start taking nominations for club officers. This year, we will be electing two new Board members and next year we will be electing three. The Board members terms are two years. A committee has already been formed to look at and make proposed changes to the club's By-Laws and Constitution for the coming year. Yes, that fun time is fast approaching.

I would like to take a few minutes now to thank all the computer stores again for all their of the newsletter with their AD's every month. If not from all the stores at one time, then from the stores at different times. We really appreciate your support for the newsletter and SACC in general and we hope that you continue to support us and we will do our best to support you. In case you are new to the amiga, the stores that support us are Candy Computers in

Elk Grove, Put's Electronics on Watt Avenue across from McClellan AFB, Computertime/MultiMedia on Sunrise Blvd. and Resolution Books located out on Highway 50 and Micron. Another computer store that is joining the ranks is Software Etc. with their two stores, one located in Sunrise Mall and the other located in Arden Fair Mall. Welcome. The Software etc. stores have pledged their support for our Amiga's. I am out beating the bushes trying to get other stores to advertise in our newsletter.

For the last eight issues, the newsletter has always been eighteen pages minimum and up to twenty-eight pages maximum and we appreciate everyone's contributions that helped make the newsletter that size. While on the subject of the newsletter, We are making the following changes; 1) Fred Sakai will be the Copy Editor. This is because fred uses his postscript printer to print out the newsletter. He makes changes to the copy when necessary and any and all corrections to the copy. He also makes sure that the text is lined up and even. Check it out. 2) Braden Lee will be the Design/ Drawing/ Illustrations Editor. This is because braden does all of the drawings for the newsletter, which includes the front page and also all of the little clip art pictures that you see in the newsletter, to include the Easter Bunny with eggs, George Leone, the pad and pencil on the cover of last months issue, the Halloween pics in this issue and pics in past issues. He designed the Amigazette front cover logo. I want to thank him for drawing all of the pics for both past and present newsletters. Thanks braden for putting the last three issues of the newsletter together. Hey! How many of you members are going down to Oakland for the big Ami-Expo Convention? I hope that a lot of you will be able to go down and see all of the neat new stuff that is

out, and will be coming out in the near future. There will be classes and seminars going on all the time, some are free and some you will have to pay for. By you going down there, it will show the Vendors and Developers that we Amiga-files do love and support our Amiga's and would rather fight and switch (smile). I remember my first Ami-Expo when I came back home with sore eyes, swollen feet and no money. Also, lots of UH's and AH's.

The membership in our club is growing all the time. We are now more than 200 strong. Sure is a far cry from this time last year and January of this year. So let's get out there and sign up those new people that are doing the Power-Up, and anyone else that you know that has an Amiga. Tell them that we need their membership.



AMIGAZette, the Official Publication of the Sacramento Amiga Computer Club

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Deadlines

All commercial ads and user articles can be uploaded to the SACC BBS at 447-3842, 447-3843, or 991-8553. The deadline for articles and space reservations for the any edition of the AMIGAZette is the 5th of the month prior to the month in which the ad will appear.

Commercial Ad Sizes/Prices

1/4 Page	3.5"x 5"	\$15.00	Full Page	7.5"x 10"	\$45.00
1/2 Vertical	3.5"x 10"	\$25.00	Back Page	7.5"x 8"	\$45.00
1/2 Horizontal	7.5"x 5"	\$25.00			

If you have any questions about placing an ad, please call the Editor. Full payment should accompany your order made payable to SACC. Unless otherwise arranged, your ad and payment should be sent to: AMIGAZette Editor
Sacramento Amiga Computer Club
P.O. Box 19784
Sacramento, CA 95819-0784

GUIDE TO SUBMITTING ARTICLES

DEADLINE: 5th of the month

- Articles should be of interest to the computer community, not necessarily Amiga specific.
- Length should be approximately 500 - 800 words.
- For submittal on non-digital media, typed text is preferred. However, hand written papers will be accepted, though publishing may be delayed.
- Digitized data:
 - Text and graphics can be submitted to the Amigazette room on the club BBS or on disk to any editor or board member. Your disk will be exchanged or returned.
 - For writing articles Wordperfect format is preferred. However if you use any other word processors or text editors be sure to save in ascii format. Use auto word wrap. In other words, do not place hard returns at the end of lines except for the last line in a paragraph.
- Include at the beginning of your article: the title, your full name, any company affiliation if you wish and a note as to whether this is a stand alone article or part of a multi-part submittal.
- The editors ask that you observe normal standards of good taste in the language and tone of your article, especially if you are relating a negative experience.
- The editors thank you in advance for your submittals.

Sacramento Amiga Computer Club Expense/Income Summary August 31, 1991

	Jan - Mar	Apr - Jun	Jul - Sep	Oct - Dec	Yr-to-Dt
EXPENSES					
Printing-NL	793.58	558.75	428.04	-	\$1780.37
Postage-NL	354.70	146.99	120.00	-	\$621.69
Postage	-	29.63	-	-	\$29.63
Printing	-	-	-	-	\$0.00
Phone-BBS	136.02	126.46	123.70	-	\$386.18
Phone-Info	25.42	27.56	18.40	-	\$71.38
Office Sup	-	-	6.00	-	\$6.00
Software	-	-	-	-	\$0.00
Hardware	150.00	-	-	-	\$150.00
PO Box	39.00	-	-	-	\$39.00
Ami-Expo	-	-	240.00	-	\$240.00
Refunds	78.00	-	-	-	\$78.00
Expen Misc	6.24	-	-	-	\$6.24
Petty Cash	-	-	\$50.00	-	\$50.00
Petty Cash (contra)	-	-	(\$50.00)	-	(\$50.00)
TOTAL	1582.96	889.39	936.14	-	\$3408.49
INCOMES					
	Jan - Mar	Apr - Jun	Jul - Sep	Oct - Dec	Yr-to-Dt
1991 Dues	3122.00	234.00	252.00	-	\$3608.00
1992 Dues	24.00	60.00	370.00	-	\$454.00
Interest	22.18	28.65	9.07	-	\$59.90
BBS Dues	24.00	36.00	48.00	-	\$108.00
Ads	548.75	96.25	169.00	-	\$814.00
T-Shirts	12.00	6.75	-	-	\$18.75
Lib Disks	-	61.30	87.70	-	\$149.00
Overpaymnt	70.00	-	10.00	-	\$80.00
Ami Expo	-	-	170.00	-	\$170.00
Incom Misc	34.07	-	-	-	\$34.07
TOTAL	3857.00	522.95	1115.77	-	\$5495.72
Cash Flow	2274.04	-366.44	179.63	-	\$2087.23

Notes: * \$70.00 to be collected.

Submitted by: Lindsey Fong, Treasurer
September 15, 1991



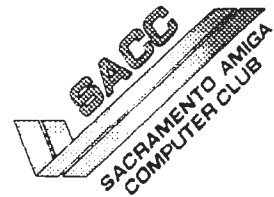
Sacramento Amiga Computer Club Public Domain Disk Order

NAME- First / Last: _____

ADDRESS: _____

CITY: _____ STATE: _____ ZIP: _____

PHONE: _____ DATE: _____



Disk(s) order:

- I am a member of SACC or have enclosed my application for membership with this order.
 _____ number of disks \$2.00 each \$ _____
- I am not a member of SACC.
 _____ number of disks \$4.00 each \$ _____
- I will pick up my disk at general meeting.
- Please ship my disk to me at the above address.
- Shipping - first disk \$1.50 additional disk \$0.20 each. \$ _____

Please make check payable to : SACRAMENTO AMIGA COMPUTER CLUB
 Bring this form to our next meeting or mail to:
 Ken Barton , 5878 Eureka Lane, Sacramento, CA 95842

Total \$ _____

Sacramento Amiga Computer Club Application for Membership/ Renewal

NAME- First / Last: _____

ADDRESS: _____

CITY: _____ STATE: _____ ZIP: _____

PHONE: _____ DATE: _____



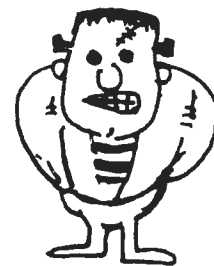
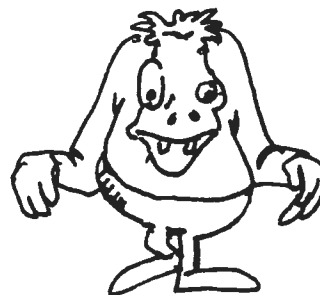
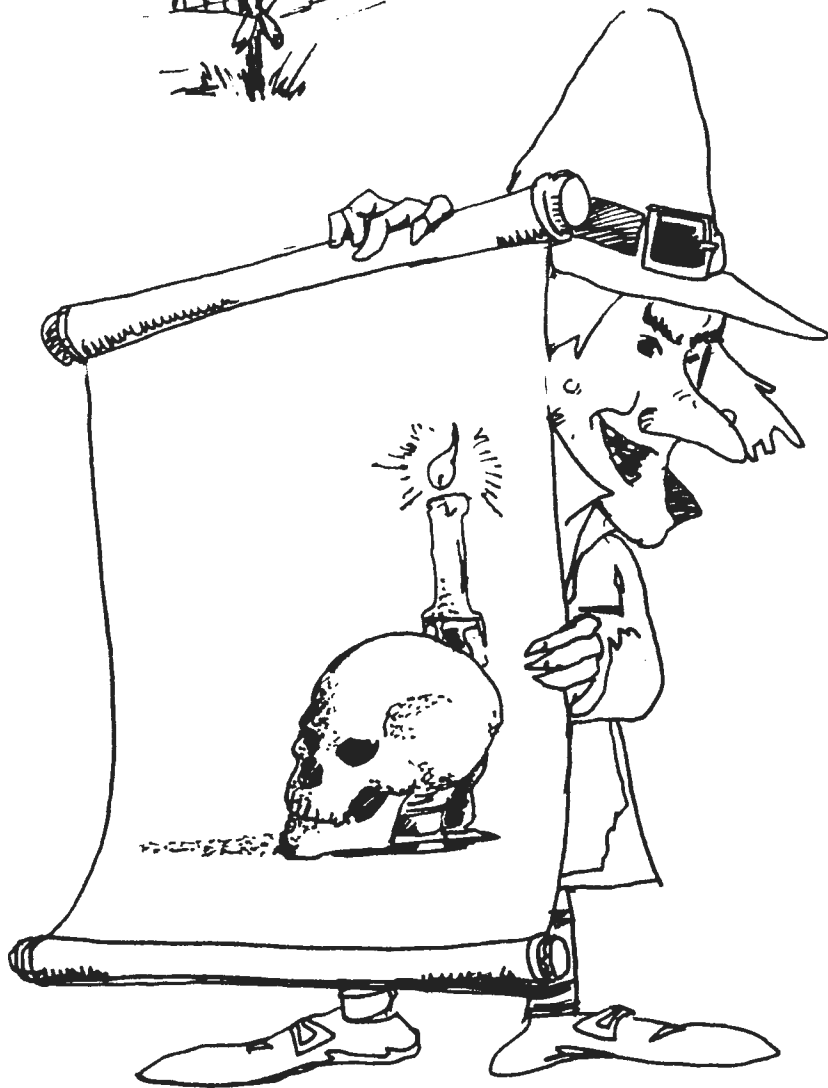
CHECK AREAS OF INTEREST:

- | | |
|--|---|
| <input type="checkbox"/> A-Rexx | <input type="checkbox"/> Animation |
| <input type="checkbox"/> Basic programming | <input type="checkbox"/> Assembly |
| <input type="checkbox"/> C programming | <input type="checkbox"/> Beginners Tips |
| <input type="checkbox"/> Business | <input type="checkbox"/> D.T.P |
| <input type="checkbox"/> Games | <input type="checkbox"/> Graphics |
| <input type="checkbox"/> Hardware | <input type="checkbox"/> Midi & Music |
| <input type="checkbox"/> Telecommunication | <input type="checkbox"/> Video |

HARDWARE OWNED:

Amiga computer own _____
 Monitor own _____
 Memory Amount _____
 Drives 3.5 _____ 5.25 _____ HD _____
 Printer: _____ Modem: _____
 Emulators: _____
 Other _____

SEND TO : SACC, Attn :Club Dues, P.O. Box 19784, Sacramento , CA 95819-0784.
 Club Dues are \$24.00 a year. Send check or M.O. to SACC, No Cash Please



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