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# AMIGAZETTE

SACRAMENTO AMIGA COMPUTER CLUB

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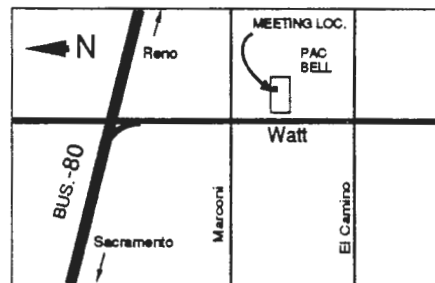
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## GENERAL MEETING December 18



Electronic Arts night  
at the Pac Bell Bldg. 2700 Watt Ave. 7:00 pm

JANUARY 1992

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Vol. 6 Issue 12

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## The President's Message

BY : WOODIE BEAR

Christmas is a time for sharing, especially with those that are less fortunate than us. So in the spirit of the season, we have adopted 10 children of the Chapa-De Indian Health Counsel in Auburn Ca.

The Chapa-De Indian Health Center was planning a Christmas party for the Indian children, everything was going fine until one of the organizations that was going to make a donation backed out which meant that these 10 children would not receive a present from Santa.

I am very proud and honored to announce that the Board of Directors of SACC voted to fill this gap. We have donated \$200.00 (that amounts to less than \$1.00 per member) to the Chapa-De Indian Health Center so that these 10 children will have a Christmas.

When I presented the check to the Counsel, the expressions and total surprise that a computer club had come to their aid..... Tears started to flow and the smiles.... Words can not describe.

I will be giving a report about the Childrens Christmas party at the next meeting. As my wife, son and I have been asked to attend the party, and to meet with the Elders of the community, this is a great honor.

The people that live on and off the reservation or ranchera are extremely needy. If you would like to bring a smile to a face and would like to help through a donation such as food, cloathing etc. Please bring them to the next meeting or call me at (916) 723-1710 to make arrangements for pick up or directions to my home.



## ELECTION NEWS

Positions Open this year are: President, Vice President, Secretary, Treasurer and two seats of the Board of Directors.

Candidates so far are:

Pres: Willie Hunt

Vice Pres: James Tysinger

Secretary: Jan Zacharias

Treasurer: Lindsey Fong

Board of Directors: Mark Wilkinson, Ken Krebs



By :Willie Hunt

**EDITORS CORNER**

This is an editor's corner that I have been putting off writing for a while. Partly because of Operation Desert Shield/Storm where I work and partly because the newsletter has been just the right size and this article was going to be a little large and we didn't want to add too many pages to raise the cost of printing. The straw that broke the camels back was when I read an article in .Info magazine about the North American Amiga DEVCON (Amiga Developers Conference) that was held in Denver. In the article, the statement that upset me reads, and I quote "Commodore is doing really, really well in Europe. They turned a profit this year, and posted over a billion dollars in sales for the first time since the C-64 days". Now for the zinger "Unfortunately, U.S. sales don't seem to be following along. Though Commodore has some good plans for the Video, Education, and Presentation specialty markets, DON'T expect to see a BIG general-purpose marketing and advertising push in the U.S." end quote. In part of the statement, I am glad that Commodore turned a profit but, if you are wondering why sales are not following along in the U.S. Commodore, is because "you have to advertise". You advertise in Europe like crazy, but here in the U.S. you stumble around like you are new to the business and don't know what you are doing. But I know better and so do a lot of other users and developers that I have talked to. It seems to me as though you have a bunch of people running your marketing department that need to get out and find out what the Amiga is and

what it can do and then go back and put together an ad campaign that will go out on the air and in the newspapers and let people know about the Amiga. I would like to see a real advertisement push here in the U.S. Not these stupid commercials that were done a year or so back that were shown in test markets. They really put the Amiga in a bad light by making it look like a computer that was more toy than a sophisticated piece of technology. I would like to see a nationwide advertising campaign (you hear that Commodore) to promote the Amiga and to give your name some credibility again. That means television, radio, and newspapers coast to coast. One good ad was in the Wall Street Journal about the A3000, then that was it, nothing followed. If you would like to know what kind of ad's to produce and run, just ask the users. I am quite sure that there are quite a few Amiga users out here that can put together a commercial or some ad's that will show off the Amiga at it's best. These new ad's should target the Video and Presentation markets. This seems to be the Amiga's strongest suit. It is said that the Amiga holds 70% of the Video market. So, come on Commodore, let's get that other 30% of the market. That means advertise, advertise, advertise. SPEND SOME MONEY.

The amiga computer has survived in the u.s. in spite of Commodore because of its unique abilities to do

such things as Multi-task, have multiple windows on screen and have all programs running within these windows at the same time, its ability to Speak and its super Graphics. Also, the contributions of third-party developers have put the Amiga up front. It is important that we support the developers who support the Amiga, and most important of all, the stubbornness of the Amiga Users and of the Amiga community for having the Tenacity of a pit-bull in supporting the Amiga. We, the users and other members of the Amiga community have carried the fight for the Amiga for so long with little or no help at all from Commodore. Now, a lot of users are getting tired of carrying the ball by themselves and want commodore to get off their FAT WALLETs, go out and do their JOB to promote and sell the Amiga in the u.s. like you do in Europe.

Ever since commodore bought the Amiga from Jay Miner and his gang, commodore has sat back on it's fat wallets and relied on the Amiga, Amiga users, Hardware and Software companies to push and sell the Amiga. That strategy worked with the C-64 and its peripherals. The C-64's software, it's graphics and its lower price pushed the sales of the computer

**CONTINUE  
PAGE 6**



Se hablé 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

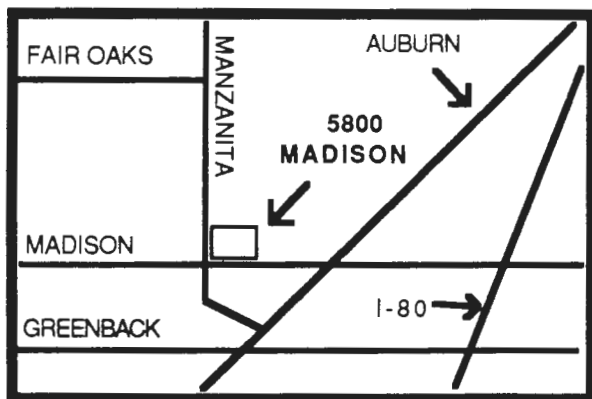
AMIGO	PHONE	HOURS	HELP AREA
Greg Pringle	<del>452-7321</del>	5:30-10PM	Hardware
Jack Cannon	722-7404	reas. hrs.	DR. T's / Music
Dave Bloch	441-6816	eves/wknd	Video
Lindsey Fong	AmigaLink	(modem)	Anything
Fred Sakai	488-4343	reas.hrs.	Desktop Publ.
Steve Goodrich	361-7566	6PM-10PM	Beginners, Maxiplan
			Word Perfect, CLI
Woody Bear	723-1710	reas. hrs.	Telecom
John Zacharias	363-9153	eves+wknds	Desktop Publ, Video
Jan Zacharias	363-9153	eves+wknds	Video, graphics
Ken Free	292-3151	before 10PM	CLI, Utilities, Generals

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**OPEN 7 DAYS A WEEK**



SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
			1	C SIG 2		3 4
			BOARD MEETING	REZOLUTION TECH BOOKS		Library Outing Candy 9-3:00
5	6	7	8	9	10	11
Library Outing Computertime 11-3:00			VIDEO SIG			TELECOM SIG 1:00pm
12	13	14	15	16	17	18
						AMIGA- VISION SIG
19	20	C SIG 21	7:00 PM 22	23	24	25
		REZOLUTION TECH BOOKS	GENERAL MEETING			
26	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.*

AMIGA VISION SIG *16:00 1600y VAN GARDEN DR*  
*-12:00 SAC 955 22*  
 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 *15-11th Lincoln & Jiggs Dr*  
 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 *First Left on Highway*

DESKTOP PUBLISHING SIG *Left on V. Jorgensen*  
 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 Brian Davidson 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!  
 BRIAN DAVIDSON 483-0153

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

because it competed with Atari 400's, 800's and the XL series, TI-99's and the Adam. The Amiga was a totally different computer, way ahead of its time. Commodore had a golden opportunity to seize the moment, bring the Amiga to the forefront and revolutionize the computer industry. But, Commodore as usual, fell asleep at the wheel and lost that big chance. When you start out with a computer that new and revolutionary with no software base, you have to get out and sell the industry on your computer and then encourage (that means pay) developers to write software for your new platform. One of your big problems is that now you are in the big leagues playing hardball with IBM and Apple Mac's here in the U.S. Commodore U.S. seems to be out of touch when it comes to promoting the Amiga in the U.S. Most users want Commodore to start playing hardball here at home. That means stop taking a back seat to anyone. The Amiga can compete with any of the other platforms out there given the software to do the job and in many cases, do it a lot better.

When the Amiga is put up against other platforms for review, it is important that Commodore send the best machine possible with all the goodies and trick stuff needed so that the Amiga will be on an equal or better footing than the other machines, and also, don't go on the defense by trying to make the test unit less than what it is suppose to be. I read a flier from Commodore on the A3000UX and found that some of the features are either not there or don't function because, of poor planning on Commodore's part. So when the reviewer starts asking questions about these things, Commodore goes on the defensive. And most important, Always position the Amiga in the market where it can reach its greatest potential. Remember, the Amiga is in the BIG leagues now and have to be marketed accordingly or you are destined to fail. A good example of this is the A3000UX. The A3000UX UNIX machine, running AT&T's UNIX SVR4, having

system 2.0(workbench 2.0) installed, having 16-MB of Fast Ram installed, 2-MB chip Ram, an A2410 Graphics Adapter or the new DMI Resolver board installed, networking capabilities such as NFS, TCP/IP, and Ethernet, a 68040 processor with co-processor, a large screen monitor 16" or 19" and finally, a 200+ megabyte harddisk to store your work, can become a great Multimedia platform or it can function as a DeskTop Video Workstation. When configured like this, the A3000UX can also, go head to head with IBM, Hewlett-Packard, Sun Microsystems engineering SPARCstation IPC and NEXT machines. In the December issue of UNIXWORLD 1991, there is a review of the A3000UX. The results-some good, some bad. If I were an A3000UX owner, I would be upset, no, MAD is a better word for it. Some of the review highlights are; on the plus side, the reviewer said that the A3000UX is set up for outstanding sound and graphics, strong support structure, ease of set-up, great beginner's manuals and UNIX SVR4. Now, for the minus side; the reviewer said that the A3000UX is too expensive for being a low end machine, the color monitor is inadequate for some tasks, too small a software base, 68030 processor too slow, no SVR4 manuals(manuals come on harddrive), can't run DOS and UNIX at the same time, key board needs more keys, and its Zorro III bus of which limits its expandability. And lastly, Commodore doesn't have a clear vision of where they want the A3000UX to go or where to place it in the market place nor how to place it. Mike Burgard, a reviewer for UNIXWORLD did a good job of reviewing the A3000UX.

Well, if you are still awake after all that good, if not, I am sorry that I didn't hold your interest. This was an attempt to air out my feelings and frustrations about a company (Commodore U.S. only, not Commodore International) that has a great computer and are selling us, the users, dealers and developers in the U.S. and the Amiga itself short, and that's too bad. How many of you out there have noticed how the name AMIGA is being separated from the word COMMODORE. Notice how the word AMIGA gets

larger and COMMODORE gets smaller, look at your computer if it is only a few years old. Notice when you go to a computer store how the sales person say this is the Amiga and not Commodore Amiga.

In this article, I have tried to point out the problems that make me angry with Commodore but I have also tried to give them some solutions to their problems. The main solution is ADVERTISE, ADVERTISE, ADVERTISE. I think that it is getting to the point where we the users, dealers, developers and others in the Amiga community unite to form an association to protect ourselves, the Amiga and yes, Commodore U.S. inspite of itself. The only way we can do this is for users, dealers, developers and others in the Amiga community to have a unified voice that takes aim directly at the problems and both the association and Commodore sit down and talk about them and when finished, we both must win.

Now I will get down off my little soap box. I hope that you can see that I didn't beat up on Commodore U.S. It doesn't do you any good to bite the hand that feeds you. I have a few questions to ask Commodore. What is Commodore's VISION for the Amiga? What is your plan for the A2000-A2500 series computers now that the A3000 series are out? What about the A500? I have heard rumors of a new A500-PLUS, what is the story? We as users need to know of your plans and VISIONS for the future of the Amiga. This article is to just make you start asking questions and is only food for thought. We'll be checking with other groups to see what they think about an association. We will talk about this more in upcoming articles in my Editor's Corner column. See you next issue.





By: Mark Wilkinson

"My friend, you have returned to my Table. And I see you have brought friends with you. Adventurers like yourself, I trust? Aye, good. Sit, please, all of you. This is the Table at which tales of the like you've never heard are created. Here is where the heart of every brave Knight rests and takes solace. Here you have come to eat of the very spice of life; that which makes it so much more different than everyday life usually brings. Welcome, adventurers, to The Round Table...."

Hello, everyone! This month is a month of waiting, which I am lousy at. Allow me to explain. Despite the fact that this is technically the January newsletter printed in December, I'm writing this in November. Late in the month, but still November. In last month's column I ranted and raved about all the new titles due out before Christmas...I'm still waiting for those to release. And as I mentioned, I hate to wait.

Now there have been a few titles released, but mostly European titles imported and distributed here in the U.S. Nothing so far on the big titles promised to be released by Christmas from the big companies like SSI, Lucasfilms, SSI, New World Computing, SSI...

Did I mention SSI?

There has been one SSI game, but it's the European version (from U.S. Gold) and won't work in 2.0. I'm speaking of Shadow Sorcerer. And from what I've seen, it should have stayed in the shadows. Last month I previewed this game with apprehension. Unfortunately my apprehensions were well founded - the game just plain stinks. The graphics are ok, although nothing super impressive, and the sound is, in all fairness, above average. But the game play is awkward to adapt to and meaningless in plot line. Perhaps I'm too much of a "Gold Box" fan to really appreciate this game, so let that statement be my disclaimer if you disagree. But my money deserves to be spent on better programs.

Before I jump into some more previews (which I really HOPE will come out sometime before the end of the century!), let me mention a few more releases that have made it so far into Sacramento area stores.

\* Millenium from Paragon Software. Perhaps reminiscent of Full Metal Planet and Overlord, this space-strategy-"Build-Back-A-Planet-And-Civilization-From-Ruin" game may have a pretty good shot at being, at the least, an underground hit. Stay tuned to this channel for a review in the near future.

\* Spacewrecked for Konami. I must admit I've been impressed by the releases so far from this company. Better known for their arcade and NES games, their bid into the Amiga game market has been So-Far-So-Good. Their earlier release of Bill Elliott's NASCAR Challenge was an above-average race simulation.

Spacewrecked is very similar to "Day Of The Viper" in it's interface and somewhat similar in it's game premise. You're spacewrecked and come across a fleet of damaged genetic research ships floating in space. Can you fix them so you can return to Earth? Can you avoid the mutant lifeforms aboard these ships whose only goal in life is to have you for lunch? Will Joe Montana ever play professional football again? Do you want to buy this game? Well, that last question you must answer for yourself. As for me, the game's in my software collection...

\* Fantastic Voyage fro Centaur

next page 

## REZOLUTION TECHNICAL BOOKS

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9500 Micron Ave Suite 104  
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at Hwy 50 near  
Capital Christian Center

Software. Now this is a real news flash, because I just heard about this release oh, 'bout 15 minutes ago! I was making my daily phone calls to our fine local Amiga dealers to see if any new software had arrived (I might be a pest, but I'm a PAYING pest), when I found out Fantastic Voyage had been delivered. This is an arcade game based on the film of the same name, which just happened to have won the Academy Award for Best Special Visual Effects in 1966! You control the submarine Proteus as you're shrunk down to microscopic size and injected into the blood stream of the scientist that invented the miniaturization process itself. You're only shrunk for so long, so you have to hurry and make your way through his body and it's many defenses to his brain where a blood clot threatens his life. Destroy it and then get out! Getting big inside the scientist won't hurt you, but he might have a problem with it! (Great image you're forming in your mind right now, huh? Yech!) A full review will follow early next year. Looks good!

Now for some of those promised previews:

\* Space Ace II: Borf's Revenge from ReadySoft. Remember Borf? Yeah, you blasted him with the Infanto Ray and made him into a cute, harmless little baby. He was so cutesy-wootsy! But his evil henchmen, The Goons, have blasted him with the ray a second time! He's Back! Full grown and evil as ever. Reported to have new, never-before-seen animations and great sound and gameplay. The first one played fast and disk access time was pretty good for a game of it's size and caliber. If this sequel can improve on it's predecessor, this should be an

impressive follow-up!

Psygnosis has a whole new collection of releases they've been storing up for Christmas. Here are a few due out:

\* Leander. A platform arcade game. Save the Princess Lucanna from the evil Thanatos!

\* Agony. A four-layer-parallax-scrolling arcade game that includes spell casting capabilities. Good vs. evil, but with the Psygnosis sound and graphics!

\* Ork. No, Mork hasn't returned in his egg-mobile to plague Boulder Colorado again. But it is a space arcade game very similar to R-Type II and Blood Money.

\* Air Support. Using something called "The Frac-Scape Technique" to bring fast 3-D images (although wire frame only) to this air-and-land strategy simulation. Looks good on paper and on the preview screens I've seen, but will it be as good a AH-17 Thunderhawk, or as mind-bogglingly complex as Armour-Geddon? Hmmm...

\* MORE LEMMINGS!!!! I don't care what anyone says, I LOVE LEMMINGS! And here comes 80 (Count 'em folks! 80!!!) new Lemmings adventures. You DO need the original Lemmings game to run this data disk, but if you don't already have the game, you're missing out on a very fun and special program! (Do you get the sense I like this game...)

And yet still more previews:

\* Pools of Darkness from SSI. This is part 4 in the "Pools of Radiance" series and reported to be the last. You can still use your characters

you created in "Pools of Radiance," fought through "Curse of the Azure Bonds" and froze your fannies off in "Secret of the Silver Blades." By now, you should have characters somewhere around the vicinity of levels 13 or 14. You can take them to new heights in Pools of Darkness. I'm a BIG fan of these "Gold Box" games and am REALLY looking forward to this release. I am a little sad that this is the last in the series, but fortunately SSI is starting a new "Gold Box" series at the same time. That preview is next...

\* Gateway to the Savage Frontier from SSI. Based on the Forgotten Realms series from TSR's AD&D line, this is volume 1 in a brand new "Gold Box" series. Uses the same great player interface as the "Pools of Radiance" series and "Champions of Krynn" series. Reportedly adds more locations and more outdoor adventures. Should be fun!

\* Castles from Interplay. Castles is sort-of a cross between Populous and Robin Hood. You force the

### **BBS Numbers**

AMIGALINK, SACC Official  
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447-3842, 447-3843  
or 991-8553

#### other local BBS

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Nisi Yelept	682-9444
The Out of	369-7560
Slammers BBs	966-4923
The Bears Byte	722-7423
The Summit	721-3948
Twin Peaks	992-1781

local townsfolk into building the castle you design. All of it. Moats. Bridges. Towers. The works. Then they revolt. You have to defend your castle. Hmmm... interesting premise, but does it work? I'll leave this preview as just that - a preview. Apprehension strikes again!

And with that, I pull the curtain on another performance of The Round Table. "What?! No Hints?!" Well, folks, I must admit I've been a little bemused by the lack of requests I've received for gaming help. It's free! And I'll publish a hint for you (space permitting) in the next available Round Table column. But without your responses, I know not of which you are needy. So this month I leave you with a request for requests. And a very humble thank you for reading my article. I only hope you enjoy reading it as much as I enjoy writing it.

Happy Holidays to All!!!!

"...Yes, my friends, that time has come. I grow short of tales and weary of talk. But please, come back again. The Table needs your company to exist. For without your lust for adventure, it becomes a forgotten mistress. It grows old and fades into that very realm from which it now draws it's power: The realm of fiction and fables, of shadow and light, good and evil, Siskel and Ebert, Sears & Roebuck, Abbott and Costello, Peanut Butter and Jelly... huh? Oh, I beg your pardon. The ramblings of a weary old man. Go now! I'll be waiting for your return next time, when we may sit and once again become one with the magic of...

"The Round Table..."



**BY: Matthew Monsoor**

This month I will touch upon MicroEmacs, a screen editor that comes as an additional part of the Amiga DOS environment.

Located on the Extra's Disk and not a part of the 'C:'ommand Directory, it's interesting to note that some users end up wondering why it hasn't been a replacement for both 'Edit' and 'Ed', after learning how to use some of it's more advance features.

NOTE: Although the correct terminology is the 'C directory' please allow me to refer to it as the 'Command Directory' as that is where I put most of the programs that I use from Shell!

MicroEmacs is found on the Extras Disk of version 1.3 AmigaDOS with the Icon name "MEMacs", and can be launched by using both the CLI and WorkBench environments.

Using WorkBench is the easiest way one can start 'M-Emacs'; All one really has to do is Double Click on the EMacs Icon and away you go!

But what are our options when using the CLI (or a DOS Shell)?

To start, I would like to quote from the Enhancer Software AmigaDOS version 1.3, by Commodore-Amiga, 1988.

"MEMACS (which stands for MicroEmacs and is pronounced M-Emacs) is a screen-oriented editor that allows you to edit multiple files at one time."

"The only restriction is that the entire

body of each file must be able to fit into memory at one time, since MEMACS performs all of its operations on memory resident text."

Ok, ... in past article we have learned that 'Edit', a line editor, takes one line at a time from the input file, you edit it (or not), then it writes that line to an output file.

We also learned in another article that 'Ed', a screen editor, takes the whole file into memory before we have access to the information, and when done, the file is rewritten.

(One thing to add about 'Ed' is that the 40K file size limit can be increased with the 'SIZE <n>' option, when starting 'Ed'. But we are still limited to the memory we have available.)

Now, with MEMacs, we again work out of memory but what's better is we can edit multiple files and it also provides mouse support!

If you do not have any MEMacs experience then let's be safe. Please place a 'Copy of Extra's' in DF1:, (you can use DF0: but remember you will do some disk swapping) and type:

DF1:tools/microemacs (return)

And now let's look at what we can do next, now that we have a screen open.

By clicking on the right mouse button and moving the cursor to the top of the screen, we can see all the editing options available.

Let's start by selecting the option under the 'PROJECT' menu, 'Read-File'. After selecting the option, you will see at the bottom of the screen, 'Read File:'.

Let's edit another startup file, 'StartupII'. Type the following and then press the return key: s:startupII.

Here we have the choice to do some editing. We can move the cursor by just pointing and clicking the left mouse button or we can use the arrow keys.

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# CONSTITUTION AND BY-LAWS SACC



## CONSTITUTION AND BY-LAWS SACRAMENTO AMIGA COMPUTER CLUB

### CONSTITUTION

#### I.PURPOSE

The Sacramento Amiga Computer Club is a nonprofit organization devoted to the sharing of knowledge and the understanding of the Amiga computer and to assuring personal contact, education, and fellowship of the members.

#### II.ORGANIZATION

##### A.MEMBERSHIP

1.Membership will be open to all persons, without regard to race, religion, sex, age, or national origin, who share an interest in the Amiga computer.

2.There shall be four classes of membership:

a)Regular

b)Lifetime (granted by the Board of Directors)

c)Family. Regular membership shall include family members of the same household.

d)Active duty military personnel. Regular membership shall be a half year long, renewable at half the yearly membership rate.

3.Appropriate payment of dues is the only requirement of memberships. This requirement may be waived in individual cases at the discretion of the Board of Directors.

##### B.ELECTIONS

1.All memberships are eligible to vote. Each paid membership is entitled to one membership vote.

2.Members must be present to cast a ballot.

3.Officers will be elected by a plurality of those voting.

4.Unless otherwise specified, election of officers shall be by secret ballot.

#### III.BY-LAWS

By-Laws may be amended by a majority vote of the members at any General Membership Meeting provided at least 15 days notice is given to members.

#### IV.OFFICERS

All officers shall serve a term of one year.

##### A.PRESIDENT

1.The President shall preside over all meetings and shall call all such meetings to order at their appointed time.

2.The President shall appoint committees, and perform such other duties as the office requires.

##### B.VICE PRESIDENT

1.The Vice President shall perform the duties of the President in the President's absence or inability to serve.

2.The Vice President shall serve as administrative assistant, program chairman, and parliamentarian.

##### C.SECRETARY

1.The Secretary shall be responsible for all official correspondence of the Club.

2.The Secretary shall perform the duties of recording and corresponding secretary, maintain the official files of the club, take minutes at all General Membership meetings, and read and publish same. The official club files shall include all club correspondence, all literature addressed to the club, historical files, all meeting minutes, annual membership roster received from the Treasurer at the end of each year, and an annual list received from the Librarian at the end of each year of all club library disks.

3.The Secretary shall assume the duties of the Vice President in his/her absence or inability to serve.

##### D.TREASURER

- 1.The Treasurer shall be custodian of all funds.
- 2.The Treasurer's name and the name of the President and Secretary shall be on record with the bank or savings institution at which funds are deposited.
- 3.The Treasurer shall assure that a minimum of two (2) registered signatures are required to withdraw club monies over the amount set and approved by the Board of Directors.
- 4.The Treasurer shall maintain accurate records of the monies for the organization.
- 5.The Treasurer shall report monthly to the Board of Directors the status of all club funds and the past months expenses.
- 6.The Board of Directors shall arrange for an audit of the club's books in December of each year or when the duties of Treasurer are taken over by a new Treasurer.
- 7.The Treasurer shall publish a complete report of the club's financial standing annually prior to the Annual Business Meeting.
- 8.The Treasurer shall assure that any disbursement in excess of \$10.00 is supported by a voucher or receipt.

## V. BOARD OF DIRECTORS

### A.DIRECTORS

- 1.There will be five Directors serving alternate two year terms.
- 2.Directors 1,3 and 5 will be elected in odd numbered years. Directors 2 and 4 will be elected in even numbered years.
- 3.The Board of Directors will consist of the Club Officers and Directors.
- 4.The past year's President shall be a non voting member of the Board of Directors for one year.
- 5.Day-to-day business of the Club will be conducted by the Board of Directors, and chaired by the President.
- 6.A quorum will be five members of the Board.
- 7.Policies for the proper operation of the Club will be established by the Board of Directors. Policies cannot and will not directly violate the Constitution and By-Laws.

## VI. MEETINGS

### A.ANNUAL BUSINESS MEETING

- 1.There will be an Annual Business Meeting at which Officers and Directors will be elected.
- 2.The Annual Business Meeting shall be held at the January General Membership Meeting.
- 3.Written notice of the time, place, and agenda of the Annual Business Meeting will be sent to all members prior to the meeting.

### B.GENERAL MEMBERSHIP MEETINGS

- 1.There will be Monthly General Membership Meetings chaired by the President.
- 2.No copying of any kind, including library disks, shall be done at any General Membership Meeting.
- 3.The Club encourages all members to support all advertisers in our newsletter. However, the Club will not allow the direct sale of products or services to members during meetings of the general membership without prior approval of the board.

### C.BOARD MEETINGS

- 1.The Board of Directors will meet monthly at least one week prior to the General Membership Meeting.
- 2.All meetings of the Board of Directors will be open to the general membership and will be announced to members.

### D.RULES OF ORDER

- 1.Meetings will be governed by Robert's Rules of Order.

## VII. DISCIPLINARY ACTIONS

### A. BOARD MEMBERS

- 1.Any member of the board may be removed from office for:
  - a.Failure to attend three general membership/board of directors meetings. Exceptions to this rule may be allowed if the Officer has just cause and performs the function of their elected office to the satisfaction of the members and the Board of Directors;
  - b.Failure to perform the functions of the office for which elected; or
  - c.Abuse of the office as determined by the Board of Directors.

- 2.The Board of Directors will be notified of any disciplinary

action taken towards any member of the Club. The Board of Directors at that time may sustain, revoke, or modify any such action.

3.Action under these rules shall be decided by a majority vote of the Board of Directors. The affected member shall be notified in writing of such action and has the right to open or closed discussion with the Board of Directors or the members. The decision of the Board of Directors shall be final.

#### VIII. AMENDMENT

A.The Constitution and By-Laws shall be reviewed annually to determine whether amendments are in order.

B.It shall be the responsibility of the Board of Directors to review said Constitution and By-Laws and make appropriate recommendations.

C.The Constitution and By-Laws may be amended by a 2/3 vote at any regular meeting, provided that due notice has been given either at the preceding meeting or in the Newsletter.

#### IX. DISSOLUTION

A.The Club may be dissolved by a vote of 75% of all current members through a mailed ballot.

B.A motion to dissolve the Club may be made by a member at any general membership meeting.

C.Upon dissolution, five caretaker officers will be elected by the members present at the final meeting. Said officers shall take charge of the assets of the club until they are properly disposed of by the terms of this document.

D.The caretaker officers will dispose of the assets of the club as soon after dissolution as practical, by resolving outstanding liabilities, and by donating any remaining assets to a non-profit organization qualified under Section 501(c)(3) of the Internal Revenue Code of 1954.

#### BY-LAWS

##### I. MEMBERSHIP

A.Each membership class will be entitled to one vote on any subject that the membership is authorized or required to vote upon.

B.Membership will be based on a fiscal year ending December 31st also June 31st for military memberships joining before April 1st. Membership will be prorated for the remainder of the fiscal year. Membership will be valid immediately upon payment of dues as established by Paragraph A of Section II.

##### II. DUES

A.Modification of annual dues will be made only by a two thirds (2/3) vote of all members present at the Annual Business Meeting.

B.Any member whose dues are two months in arrears will be considered a non-member.

C.The Board of Directors is authorized to waive the annual dues and/or initiation fee in individual cases.

D.The Board of Directors is authorized to grant lifetime memberships for service to the Club exceeding normal expectations.

E.Dues are non-refundable and non-transferrable.

##### III. ANNUAL BUSINESS MEETING

A.The Annual Business Meeting of the membership shall be held at the January General Membership Meeting. An agenda for the meeting shall be published in the newsletter prior to the meeting.

B.If all items on the agenda are not completed within the time allocated for the meeting, the business may be carried on at a later time and date as set at the unfinished business meeting. No additional notice will be required for such carryover meetings.

C.Petitions for additional business meetings may be presented to the Board of Directors, or to any individual Director or Officer, at any time. The Board of Directors shall meet for the purpose of considering the petition as soon as practical, and, if valid, will set a date as soon as practical for a business meeting, and will publish an appropriate and timely agenda as suggested by the petition.

##### IV. ELECTIONS

A.In November a Nominating Committee will be formed to select a slate of candidates. The Directors whose terms have not expired will be members of the committee.

B.There will be an election during the Annual Business Meeting in January. The Nominating Committee must publish its slate of

candidates in the newsletter prior to the annual business meeting.

C.Nominations for all offices, including the Directors to be elected, may be made from the floor at the annual business meeting.

#### V. LIBRARY

A.To aid the Librarian, the club makes the following statements of policy:

1.The unauthorized copying of copyrighted material is prohibited. Pirated material, both program and documentation, shall be erased or destroyed, as appropriate wherever found.

2.The Librarian will be found to serve at the pleasure of the Board and will be in charge of the Club Library. The Librarian will coordinate the activities of all assistant librarians and library special interest groups so as to avoid duplication of effort in documenting programs.

3.The Librarian will set all policies pertaining to the library, with the approval of the Board of Directors, in regard to the copying of library programs.

4.The Librarian, if not an Officer or Director of the Club, is encouraged to attend all meetings of the Board of Directors.

5.The Librarian will create a list of programs in the club library, and will make the list available to all members.

6.The Librarian will keep an accurate account of all club owned library media and will turn them over to successor librarians as directed by the Board of Directors.

7.The Board of Directors shall establish a mechanism to provide:

a.A means of access to the library for all members; and

b.A means of sustaining the library and promoting its growth.

8.The Librarian will assure the presence of the club's Amiga computer at all general membership meetings.

9.The Librarian will report monthly, the financial and inventory state of the Library to the Board of Directors.

#### VI. NEWSLETTER

A.The official publication of the SACRAMENTO AMIGA COMPUTER CLUB shall be its newsletter, the AMIGAZette. The

Editor of the newsletter, if not an Officer or Director, is encouraged to attend all meetings of the Board of Directors.

B.The Editor of the newsletter, with the approval of the Board of Directors, will set all editorial and advertising policy for the newsletter and all newsletter staff.

C.All approved expenses associated with the newsletter will be borne by the Club.

#### VII. BOARD OF DIRECTORS

A.The Board of Directors may meet in open or closed session as determined by the Board.

B.Upon the resignation, recall, death, or incapacity of any Officer or Board Member, the President will appoint a replacement to serve out the unexpired term of the absent member, subject to the approval of the board. If the remaining Board Members constitute less than a quorum, the Club shall hold a special election to fill the vacant positions.

#### VIII. SPECIAL INTEREST GROUPS

A.Special Interest Groups (SIG's) are one means by which a club can deal with the individual interests and questions of its members. However, the Club cannot police the activities of each of the SIG's. Therefore, the SACRAMENTO AMIGA COMPUTER CLUB will not be responsible for the conduct of its members in leading, organizing, or participating in SIG's. SIG's are private meetings of individuals. The SACRAMENTO AMIGA COMPUTER CLUB will advertise and assist SIG's so long as they support and conform to the policies of SACRAMENTO AMIGA COMPUTER CLUB, including the policy of discouraging software piracy.

#### IX. BULLETIN BOARD SYSTEM (BBS)

A.The official BBS of the Sacramento Amiga Computer Club shall be named AMIGALINK. To aid the Club System Operator (Sysop), the Club makes the following statements of policy:

1.The Sysop will be found to serve at the pleasure of the Board and will be in charge of the BBS The Sysop will be in charge of the BBS. The Sysop will coordinate the activities of all Assistant Sysop's.

2.The Sysop will set all policies, with the approval of the Board of Directors in regard to the BBS.

3.The Sysop, if not an Officer or Director of the Club, is

encouraged to attend all meetings of the Board of Directors.

4. The Board of Directors will reimburse the Sysop for all expenditures made in connection with the BBS. Total expenditures may not be in excess of \$50 per month without prior approval by the Board of Directors.

X. Raffle Chairman

A. To aid the Raffle chair, the Club makes the following policy statements.

1. The Raffle Chair will report monthly to the Board of Directors, the financial and inventory state of the Raffle fund.
2. Each month there will be two raffles at the General Monthly Meetings.
3. One raffle for club members which is free.
  - a. Each member will be given one free ticket for this drawing.

b. If the member joined that night they will receive an extra raffle ticket.

c. Any member who sponsored this new member, that joined that night, will receive five additional tickets.

d. This raffle should be supported, when possible, by Donated items to the raffle fund.

4. And a raffle for club members where tickets are sold for \$1 per two tickets. This raffle should be supported, when possible, by purchased items from the raffle fund cash.

5. The Raffle fund shall always have a bank of \$40.00 for change and be self supporting.



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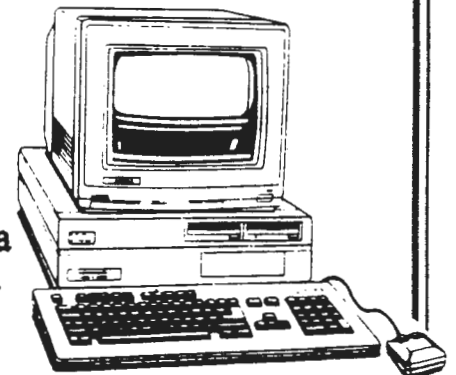
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## The Reference Desk



BY: MARK WILKINSON

Welcome to The Reference Desk! All the latest news from the SACC Library! The Library is always on the lookout for adding more and more disks to it's over 1100 disks! And what is new this month? Ah, allow me to elaborate.

Last month, we left off on Club Library Disk #352. Here are this month's additions:

#353: "Popeye Meets The Beach Boys" Its a fun, fun, fun Spinach Surfin' Safari when Popeye and The Beach Boys get together to make their first album. This commercial-in-jest should make the Bluto-est personas giggle a bit! NOTE: It's sound only, no visual, but the quality is fairly good. Requires 1 Meg. to play.

THE MEGA-SOUND COLLECTION by Mark Wilkinson. Well, you've heard them at the Library Outings, now experience them for yourselves! I created these smaller versions of my 6 and 7 Megabyte sampled songs so that those of you without hard drives could enjoy them as well. Each disk comes with the Play590 utility I obtained from Europe and I highly recommend this player utility for ALL your sound player uses! (Call me if you'd like more details! It's PD and it's FREE!) Only disks #358 and #359 (a set) requires you to have 1 meg at least to play. Here are the disk-by-disk descriptions!

#354: "The Hammer" - My first attempt at creating Mega-Sound files, it still sounds pretty good. M.C.Hammer and a short remix of his hit "You Can't Touch This!" Check it out!

#355: "The Rappin' Bible" - A favorite of mine, this is a spoof (done in good taste, mind you) of the Talking Bible commercials!

#356: "Yo Ho" - Sampled directly from Compact Disk, this is the FULL version of the theme song from Disneyland's and Walt Disney World's attraction "The Pirates of the Caribbean." I think it's one of my best!

(But I'm VERY partial to anything Disney-esque!)

#357: Two, two, two sounds in one! First comes the Mega-Sound sample of a fictional cartoon show called "The Boogers." Made me want to blow my nose several times! Also included is a brief Play-By-Play parody of Magic Johnson playing basketball! (NOTE: This was digitized and recorded several months before Magic released his tragic news. This parody was done in good taste and meant to mimic basketball announcers, not Magic Johnson. Anyone who might feel they could be offended by this sample should refrain from listening to it. Again, no harm is meant in any way...)

#358 & #359: This Mega-Sound file is in TRUE stereo, so to get the proper effect, there was only one way to do it. I split up this Compact Disk-digitized version of the theme song from Disneyland's and Walt Disney World's attraction "The Haunted Mansion" into two disks; one for the right channel and one for the left. "Grim Grinning Ghosts" is perhaps my best Mega-Sound file and the one I'm most proud of. If you have a hard drive, just copy both files to your HD and alter the included script file to tell Play590 where to find the files (Easy to do...Need help? Call me!) Otherwise if you are running a floppy-based system, you WILL have to have 1 Meg. of available memory. You will need to copy the left channel disk into your RAM: drive, then place the right channel disk into DF0: and click on the included icon. The script file included was created for exactly this set-up and should work fine. If not, please contact me. Enjoy!

Fred Fish finally shipped! We now have Fishies through 560. See the complete listings here in this month's Amigazette.

Also, we need all of your help in finding volunteers to create next year's Disks-Of-The-Month. We have February through December available. And we would like nothing more than to schedule volunteers all the way through 1993!!! It's not difficult to put one of these together and is really rewarding when all the SACC members come up to you and tell you how much they enjoyed your disk! So if you would like to do one or know someone who would be PERFECT, talk them into it and then let Ken or myself know! You'll be glad you did!

Despite the fact that this is "The Reference Desk" and devoted primarily to business regarding the SACC Library, I'm gonna ask for a personal favor: VOTE FOR ME!!!! In case you weren't aware, I'm running for a position on the SACC Board of Directors come

Library, I'm gonna ask for a personal favor: VOTE FOR ME!!!! In case you weren't aware, I'm running for a position on the SACC Board of Directors come January Elections. So why mention that here? For one simple reason: Ken Barton, the Library Supervisor (and my illustrious leader (bow \* grovel \* kiss ring) is already on the board and will be there for another year. If I'm on the board, the Library will be represented by TWO (Count 'em folks! TWO!) votes in all matters. This could be very beneficial for the future of the Library. But not only that...Ken and myself really want to see SACC grow even more! And get even better! So remember to attend the January Club Meeting and VOTE! (For me, of course...\*GRIN\*)

Okay, enough begging for votes! A question some of you might be asking right now (and then again maybe not...) is what does 1992 hold for the SACC Library? Well, the outings will continue to occur at the 4 participating stores every other month. We'll be at 2 stores the first weekend of one month, the other 2 the first weekend of the next month and alternating from there. Check the Calendar of Events located in every Amigazette for exact locations and times. We will always be at the Club Meetings to offer Fred Fish and Disks-of-the-Month to all! We will continue to enlarge and expand the Library's disk collection AND Club computer. Just within the past few months we have added a pair of A10 stereo speakers, a new joystick and a new Beetle Mouse! And, with everyone's support, we plan to grow even more in the next year! Maybe more memory, maybe a second hard drive, who knows? The future looks good, but it can only help with your continuing support!

Allow me to mention, for those of you who don't know, how the Library obtains the funds to operate. The Library keeps a separate account from the Club Treasury. We are funded primarily by Disk-of-the-Month, Fred Fish and disks-for-non-members. The sales at the Club Meetings are really what allows us to keep bringing you the Library in it's current state (which looks pretty good)! So please, and this may sound like a plea and you're right, only you can prevent forest fires! (Ooops! Wrong line!) I meant to say - KEEP SUPPORTING THE LIBRARY!

And thank you all for the support during the last year...

Next month I'll have more Club Library disks to tell you about and more news regarding your Library! Thanks again!

yea... One more thing... REMEMBER TO VOTE IN JANUARY!!!



\* \* \* \* \*

Fred Fish Disk make a Great stocking stuffer. The latest disks will be available on the December General Meeting or next Library Outing.

\* \* \* \* \*

This is disk 551 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

- ARTM** Amiga Real Time Monitor displays and controls system activity such as tasks, windows, libraries, devices, resources, ports, residents, interrupts, vectors, memory, mounts, assigns, locks, fonts, hardware and res\_cmds. This is version 1.3, an update to version 1.0 on disk 327. Sharware, binary only. Author: Dietmar Jansen and F. J. Mertens
- CWeb** A programming tool that allows you to program top down, by splitting your program into many small, and understandable modules which entangle tangles into a compiler understandable file. By apply cweave to the program you can produce a pretty-printed listing for processing with TeX. This is version 2.0, includes source. Author: Donald Knuth, Silvio Levy, port by Carsten Steger
- ToolManager** ToolManager is a full featured program to add programs (either WorkBench or CLI) to the tools menu of the 2.x WorkBench. Programs can be added by dragging their icons onto the ToolManager "config" window or the optional ToolManager icon or by editing the config file. Requires Workbench 2.0. This is version 1.5, an update to version 1.4 on disk 527. Includes source. Author: Stefan Becker
- WBGauge** A utility to patch AmigaOS 2.0 to bring back the little gauge in the left border of disk windows, showing the ratio of available space on the disk. Version 1.2, an update to version 1.0 on disk 417. Binary only. Author: Jean-Michel Forgeas

This is disk 552 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

- GNUMPlot** An interactive function and data plotting program which supports a great number of output devices. Includes extensive on-line help. This is version 3.0, an update to version 2.0 on disk 526. New features include support for surfaces, more flexible data file handling, unified PostScript support, and more. Includes source. Author: Thomas Williams, Colin Kelley, et. al.
- TaskPri** A small CLI command that allows you to set task priorities from the command line. Useful for your startup-sequence. AmigaDOS 1.3 and 2.0 compatible. Includes C source. Author: Steve Anderson
- TFSFSuite** A suite of programs to allow use of a Teac SCSI Floppy on the Amiga. Included are programs to set the mode to 1,2 or 4 Meg [TFSMx], to format to 1,2 or 4 Meg [TSFFx], a utility that does disk changes for you [TSFADC], and a SCSI exerciser to explore the controllers on the SCSI bus. Source is available upon request. Author: Harvey Taylor

This is disk 553 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

- 24BitTools** Three conversion programs to manipulate 24-bit images. IFF24To8 converts 24-bit IFF images to 8-bit IFF images, Pro2BMP converts 24-bit 3D-Professional format images into 24-bit ".BMP" files that Microsoft Windows can

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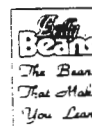
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	<p>understand, and Pro2IFF converts 24-bit 3D-Professional format images into the more useful 24-bit IFF format. Includes source. Author: Dallas Hodgson</p>	LVD	<p>A first defense utility against file and linkviruses. It patches the LoadSeg vector(s) and checks every executable that comes along. Recognizes 25 file or so linkviruses. Version 1.61, binary only. Author: Peter Stuer</p>
AddMenu	<p>A program to add infinite number of menus to the Tools menu on Workbench V2.0. Uses the correct Workbench.library calls and allows updating from CLI or from within the menu itself, meaning infinite number of functions. Version 1.54, update to V1.50 on disk 501. Binary only, source available from author. Author: Nic Wilson</p>	SubAttack	<p>A "shoot the ships" type of game based on an old arcade game where you have to fire your torpedos at the right time, so that they strike a ship as the ships move across the screen. This is version 1.0, shareware, binary only. Written in compiled AMOS. Full source available from author. Requires 1Mb or more of memory. Author: Perry Rosenboom</p>
AutoCLI	<p>A 'PopCLI' type replacement that works with WorkBench 2.0 and fully compatible with A3000 &amp; accelerator boards. Always retains the default path and stack, and current directory. Can automatically open CLI/SHELL windows to 1 pixel less than screen size on opening. New functions include spline patterning on blanking, more function keys, mouse activated screen shuffle, close gadgets on Shell windows and more as many users have requested. Version 1.99n, an update to version 1.99d on disk 501. Binary only. Author: Nic Wilson</p>		<p>This is disk 555 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.</p>
FAFF	<p>Specification for the FAFF spreadsheet file format used by the Gold Disk products "Professional Calc", "The Advantage", "Office Calc" and "Office Graph". Describes version 2.0 of FAFF. This information should allow 3rd party developers to create and use files that are compatible with ProCalc. Author: Michal Todorovic / Gold Disk</p>	EasyColor	<p>A color palette tool that you can use in your own programs. Works with any screen depth and type. Includes a usable demo. This is version 1.1, includes source in assembly. Author: Preben Nielsen</p>
RoadRoute	<p>A program that determines from a user modifiable data base, the shortest and fastest routes between two cities. This is a German version of the distribution on disk 504, with 2641 German cities (towns, hamlets, etc) and 5555 connecting roads. Requires 1Mb. Binary only. Author: Jim Butterfield, Gunter Kirrbach</p>	FED	<p>A binary file editor with lots of options. This is version 1.1, binary only. Author: Thomas Jansen</p>
SysInfo	<p>A program which reports interesting information about the configuration of your machine, including some speed comparisons with other configurations, versions of the OS software, etc. This program has been very popular with many users around the world and has been fully updated to include many new functions as requested by users. This is version 2.40, an update to version 2.22 on disk 502. Binary only. Author: Nic Wilson</p>	FlashCopy	<p>A multitasking friendly disk copier that can make nibble copies as well as standard DOS copies in about 75 seconds. Version 0.9, binary only. Author: Thomas Jansen</p>
	<p>This is disk 554 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.</p>	HPMode	<p>A script file that sets fonts, attributes and some printer commands for the Hewlett Packard DeskJet 500 printer. It accesses some features of the DeskJet that are difficult to set from preferences or the printer. Version 1.0, binary only. Author: Doris Ballard</p>
Amastermind	<p>A mastermind type game written in AMOS and compiled so that it can be run from workbench. Fully mouse and menu driven. Features choice of 6 to 10 colors with 4 to 8 holes. This is version 1.1, shareware, binary only. Full source available from author. Author: Andrew Kreibich.</p>	RMBSHift	<p>A program that lets you use the right mousebutton (RMB) as a SHIFT-key. Useful when selecting multiple icons on the Workbench. Only uses 268 bytes of memory. This is version 2.0, an update to 1.0 on disk 547. However it is completely different from 1.0. Includes source in assembler. Author: Preben Nielsen</p>
IFSgen	<p>An Iterated Function System generator. Generates pictures of ferns, trees, galaxies, snowflakes and many others using IFS codes (a type of fractal). Features full mouse control of the functions which define the picture. Just point the mouse at one of the parts of the shape and drag it around the screen. Fully menu driven, with the ability to load and save IFF pictures and the codes that generate them. Fine tune codes and move them around the screen, zoom in and out and much more. Lots of example files. Written in AMOS and compiled so that you can run it from WorkBench. Version 2.1 shareware version with saves disabled, binary only. Requires 1 Mb of memory or more. Full source code available when you register. Author: Andrew Kreibich</p>	TheA64Package	<p>A comprehensive emulator/utility package to assist Commodore 64 users in upgrading to the Amiga. This package compares to or surpasses the commercially available packages of the same nature. Many of the utilities require a hardware interface that allows the Amiga to access C64 peripherals such as disk drives and printers. The hardware interface available from QuesTronix. This is version 2.0, an update to version 1.0 on disk 379, and includes many new features. Binary only. Author: Cliff Dugan, QuesTronix</p>
Landmine	<p>A game of logic. A number of landmines are buried in the playing field and you need to work out where they are, avoid them, and clear the rest of the field to get maximum points and advance to the next level. Written in compiled AMOS, requires 1Mb of memory or more. This is version 1.0, shareware, binary only. Full source available from author. Author: Perry Rosenboom</p>		<p>This is disk 556 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.</p>
Landscape	<p>A fractal scenery generator written in AMOS and compiled so that it can be run from workbench. Features many user adjustable parameters such as height, sea, tree and snow levels, beaches, lighting angles, and palette. 2D (contour map) and 3D rendering. Some example sets of parameters provided. Ability to render in 5 different resolutions so that fast (10 seconds) previewing of a scene is possible. Fully detailed scenes take about 30 minutes. Version 1.1, shareware (saves disabled), binary only. Requires 1 Meg. Full source code available from author. Author: Andrew Kreibich.</p>	ASMOneDemo	<p>A demonstration version of the commercial assembly development package "ASM-One", with save disabled. Provides editor, macro-assembler, optimizer, monitor and debugger. Can be controlled via mouse or keyboard. Includes assembly include files and offsettables. Many documented examples provided. V1.02, binary only. Author: Rune Gram-Madsen, DMV-Verlag</p>
		Scheme2C	<p>A Scheme compiler which accepts the language defined in the essential portions of Revised Report on Algorithmic Language Scheme, with minor constraints and some additions. The compiler produces C source files which are then compiled using the system's C compiler (Lattice C 5.10 on the Amiga) to produce conventional object and executable files. Because of the size of the distribution, it has been split onto three disks as follows: source and documentation archives on 556, M68000 binary archive on 557, and M68020 binary archive on 558. This Amiga port was done by Mike Meyer, based on the 28-Sep-90 version of the translator. Author: Digital Equipment Corporation</p>
		VirusChecker	<p>A virus checker that can check memory, disk bootblocks, and all disk files for signs of most known viruses. Can remember nonstandard bootblocks that you indicate are OK and not bother you about them again. Includes an ARExx port. Version 5.30, binary only. Author: John Veldthuis</p>
			<p>This is disk 557 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.</p>
		AutoCentre	<p>A utility for AmigaDOS 2.0 that will automatically center any new screens that are opened. This is especially useful when you have an overscanned WorkBench screen under 2.0 but find</p>

- that a lot of applications still open on a 640 wide screen that is aligned with the left edge of the screen. With this program, these screens will be centered as they are opened. Version 1.2, binary only.  
Author: Colin Bell
- DPatch** This program allows you to change the default overscan sizes used in DeluxePaint 3.25 & 4.02. This is especially useful for loading in old animations created with Dpaint 3.14 and animations created in other programs whose screen sizes do not match the default Dpaint sizes.  
Author: Colin Bell
- Scheme2C** A Scheme compiler which accepts the language defined in the essential portions of Revised Report on Algorithmic Language Scheme, with minor constraints and some additions. The compiler produces C source files which are then compiled using the system's C compiler (Lattice C 5.10 on the Amiga) to produce conventional object and executable files. Because of the size of the distribution, it has been split onto three disks as follows: source and documentation archives on 556, M68000 binary archive on 557, and M68020 binary archive on 558. This Amiga port was done by Mike Meyer, based on the 28-Sep-90 version of the translator.  
Author: Digital Equipment Corporation
- Warp Speed** A program that will present you with an animated view out the window at a vehicle moving at 'Warp Speed.' This program was developed as a C language learning tool by the author. Version 1.0, includes all source.  
Author: Doug Petercsak
- This is disk 558 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.
- BTNtape** A "Better Than Nothing" SCSI tape device handler. Provides flat file access to a SCSI tape drive from application programs using simple DOS calls to Read() and Write(). It can also be used with the Amiga TAR utility for disk backups. Requires a "SCSI-direct" compatible SCSI bus adapter. This is version 2.1, an update to version 2.0 on disk 471. It fixes a number of bugs, and includes some new features such as appending files to existing tapes. Includes source.  
Author: Robert Rethemeyer
- DisDF** 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. This is version 1.1, an update to version 1.0 on disk 531. Includes source.  
Author: Patrick F. Misteli
- Scheme2C** A Scheme compiler which accepts the language defined in the essential portions of Revised Report on Algorithmic Language Scheme, with minor constraints and some additions. The compiler produces C source files which are then compiled using the system's C compiler (Lattice C 5.10 on the Amiga) to produce conventional object and executable files. Because of the size of the distribution, it has been split onto three disks as follows: source and documentation archives on 556, M68000 binary archive on 557, and M68020 binary archive on 558. This Amiga port was done by Mike Meyer, based on the 28-Sep-90 version of the translator.  
Author: Digital Equipment Corporation
- This is disk 559 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.
- Addresser** A small name, address and phone number filer that supports mail merging, auto dialing (with a modem), searching and label printing. Quite handy for keeping mailing lists. This is version 1.0, binary only.  
Author: Jeff Kelly
- APIG** An ARExx external function library similar to REXXArpLib. The APIG.LIBRARY provides the ARExx programmer with access to most of the resident Graphic, Intuition, and Layer library functions. This library allows one to create the underlying data structures that are used by the Graphic/Intuition library functions. These data structures are then used with other library functions to create custom INTUITION screens and windows. Version: 1.1, binary only.  
Author: Ronnie E. Kelly
- Aquarium** A program for searching through a special database containing information about the contents of the library, in order to find programs that match a specified list of conditions. Includes a database of disks 1-550 and two programs to add the contents of future disks to the database, one by Silvano Oesch and the other by B. Lennart Olsson. Aquarium version 1.15, Olsson NewFish version 1.13, and Oesch NewFish version
- 2.6. Binary only.  
Author: B. Lennart Olsson and Silvano Oesch
- RexxRMP** An ARExx external function library which provides keyed file access using AVL trees. With this library one can index data files for fast search/retrieval of data records. The record management functions allow for variable length keys, variable length records, variable number of fields per record, multiple indices on a single file, duplicate or unique keys, passing of record data directly to/from ARExx variables, etc. This is version 0.5, binary only.  
Author: Ronnie E. Kelly
- This is disk 560 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.
- BootX** An easy to use boot, file and link virus killer with a KickStart 2.0 look (even under KickStart 1.3). Has lots of options to detect and kill Amiga viruses. Version 4.02, an update to version 3.80d on disk 542. Binary only.  
Author: Peter Stuer
- Liamatron** A fast, original rendering of the eighties 'Robotron' by Williams. It features over 100 levels, sampled sound, single player mode, 2-player team and individual modes, droid-sidekick modes, 2-joystick console mode, dozens of different, weird enemies and an abstract sense of humor. Includes two versions, a 512K version and a 1Mb version with better samples. This is version 1.0, an update to the copy on disk 541, which was also version 1.0, but was missing the 512K version file. Shareware, binary only.  
Author: Jeff Minter
- MuchMore** Another program like "more", "less", "pg", etc. This one uses its own screen to show the text using a slow scroll. Includes built-in help, commands to search for text, and commands to print the text. Works with PAL or NTSC, in normal or overscan modes. Supports 4 color text in bold, italic, underlined, or inverse fonts. Version 3.0, this is an update to version 2.7 from disk 378. Includes source in Oberon and assembly code.  
Author: Fridtjof Siebert
- STScan** A utility program for using a Siemens ST 400 SCSI flatbed scanner with the Amiga. Can be adapted to other scanners and serves as an example of scsi-direct access to scsi devices. Version 1.0, includes source in C.  
Author: Frank-Christian Kruegel
- This is disk 561 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.
- PPLib** A shared library to make life easy for people who wish to write programs that support PowerPacker. Loading crunched files from C or assembly is made fast, short and easy. This is version 35.255, an update to version 34.2 on disk 414. Includes source.  
Author: Nico Francois
- PPMore** A "more" replacement program that reads normal ascii text files as well as files crunched with PowerPacker. The crunched files can result in considerable disk space savings. This is version 2.0, an update to version 1.8 on disk 542. Binary only.  
Author: Nico Francois
- PPShow** A "show" program for normal IFF ILBM files or ILBM files crunched with PowerPacker. The decrunching is done automatically as the file is read. Version 2.0, an update to version 1.2a on disk 542, binary only.  
Author: Nico Francois
- ReqTools** A standard Amiga shared runtime library which makes it a lot quicker and easier to build standard requesters into your programs. Designed with CBM's style guidelines in mind, so that the resulting requesters have the look and feel of AmigaDOS 2.0. Version 1.0a, includes source.  
Author: Nico Francois
- SuperDuper** A very fast disk copier and formatter. Can make up to four unverified copies from a ram buffer in 36 seconds. Verified copies from a ram buffer take 67 seconds for one destination drive, plus 34 seconds for each additional destination. Version 2.0, an update to version 1.0 on disk 488. Binary only.  
Author: Sebastiano Vigna
- ToolsDeamon** Allows you to run programs simply by selecting a menu item from the tools menu of WorkBench 2.0. Both shell and WorkBench programs are supported, including arguments and tool types for both. Version 1.0, binary only.  
Author: Nico Francois

This is disk 562 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

- CLIsizer** A little hack to allow you to easily resize the WorkBench screen from any CLI or Shell window. Version 1.0, includes source.  
Author: Torsten Jurgeleit
- Degrader** Degrades your machine to try and get badly written programs to work. Locks out fast memory, turns off cache and burst modes, traps privilege errors, forces PAL or NTSC modes, etc. Survives reset. Version 1.00, binary only.  
Author: Chris Hames
- Filef** An excellent shareware filemanager featuring buffered directories, soft- and hardlink support, configurable by ASCII file and much more. This is a demo version with some minor features disabled. Needs KickStart 2.0. Shareware, binary only.  
Author: Matthias Scheier
- Fkeys** Adds window and screen switching functions to the function keys in conjunction with the left Amiga key. For example, use the left-Amiga + F10 to get help and a remove requester. Version 1.1, includes source.  
Author: Torsten Jurgeleit
- Intuisup** A shared library with support routines for using texts, borders, gadgets, menus, and more. Version 2.0, includes source to library and test programs.  
Author: Torsten Jurgeleit
- ShowGuru** Recognizes 168 different guru numbers and translates them to "human understandable form". Can also print the result. Version 2.1.b, shareware, binary only.  
Author: Thomas Carstens

This is disk 563 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

- bBaseII** A simple database program using an intuition interface. Stores, sorts and searches for information. Limited to 9 fields in each record. Features include fast sorting, search in any field, and best of all, it's really easy to use. This is version 5, an update to version 1 on disk 491, and is much improved. Binary only.  
Author: Robert Bromley
- Kpri** Another NEC-p6 intuition frontend to choose several print styles and add a title line on the top of the page. You can split your text files into their odd and even pages and print on both sides of the paper. Requires AmigaDOS 2.0. Version 2.0, includes source.  
Author: Koessi
- M2Midi** A Modula-2 interface to Bill Barton's v2.0 "midi.library". This is version 1.03. Includes source in Modula-2.  
Author: Jürgen Zimmermann
- Menu2Asm** A module for A+L AG's Modula-2 compiler "M2Amiga V4.0" that automatically creates modules for pre-initialized menus for the use with this Modula-2 compiler. Requires A68k by Charlie Gibbs or any compatible assembler. This is version 1.0. Includes source in Modula-2.  
Author: Jürgen Zimmermann
- MidiKeyboard** A program that makes it possible to play MIDI keyboards connected to the Amiga with a MIDI interface via mouse or computer keyboard. It is possible to control up to 16 notes independently with the computer keyboard. Requires Bill Barton's "midi.library", V2.0 or higher. This is version 1.0. Binary only.  
Author: Jürgen Zimmermann
- ReqLibrary** A Modula-2 interface to Colin Fox's and Bruce Dawson's "req.library" v2.5. This is version 1.01. Includes source in Modula-2.  
Author: Jürgen Zimmermann

This is disk 564 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

- ALoad** A program similar to XWindow's XLoad to display the load-factor on your Amiga. Requires KickStart 2.0. This is version 1.1b, includes source.  
Author: Alexandru-Aurel Balmosan
- DisKey** A sector oriented disk monitor with lots of useful features like disassembler, user-friendly ASCII and hex editing facility, and extensive search options. Useful for salvaging data from damaged disks, or for learning about the inner workings of AmigaDOS. Supports req.library, and external

disassembler libraries. Can be iconified to conserve memory. Comes bundled with German and English documentation and a multilingual user interface. On NTSC machines, DisKey will be forced to interlace mode. The version on this disk is 2.1, shareware, binary only.  
Author: Angela Schmidt

- DoPro** This program patches the intuition OpenScreen routine to change the ViewMode of a new screen, e.g. to open a NTSC instead of a PAL screen or to use Productivity instead of an interlaced display. In fact, you can change most parameters in the NewScreen structure. This is version 1.5, includes source.  
Author: Michael Illgner
- MSCalendar** A little calendar utility and a MClk-like MemoryClock in one program. It works fine with KickStart 2.0. Includes both English and German versions. This is version 1.10, includes source.  
Author: Markus Stipp
- This is disk 565 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.
- AddMenu** A program to add infinite number of menus to the Tools menu on Workbench V2.0. Uses the correct Workbench library calls and allows updating from CLI or from within the menu itself, meaning infinite number of functions. This is version 1.56, an update to version 1.54 on disk 553. Binary only.  
Author: Nic Wilson
- CanDoDemos** Demos of the capabilities of CanDo, an interactive software authoring package utilizing graphics, sounds, buttons, menus, etc, and a powerful, easy to use scripting language. Binary only.  
Author: INOVAtronics
- PCompress** A gimmick free and very easy to use program for most compression requirements. Uses the latest LZH compression algorithms and aims at the optimum mix of efficiency/speed/memory usage. Can handle single files, whole drawers, disks, or selected files or types of file within drawers and disks. In PACK mode it can consolidate files into less space than whole-disk compression tools or archivers. Version 5.1, binary only.  
Author: Chas A. Wyndham, LZW code by Barthel/Krekel

- SysInfo** A program which reports interesting information about the configuration of your machine, including some speed comparisons with other configurations, versions of the OS software, etc. This program has been very popular with many users around the world and has been fully updated to include many new functions as requested by users. This is version 2.51, an update to version 2.40 on disk 553. Binary only.  
Author: Nic Wilson

This is disk 566 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

- AM** Algorithmic music generator. Produces MIDI output via Bill Barton's midi.library. This is version 1.1. Requires OS 2.0. Includes source.  
Author: Michael Balzer
- ApfelKiste** "Apfelkiste" is yet another mandelbrot program, but very fast and simple to use. It has special assembly routines for fixpoint calculation. Includes versions for 1.3 and 2.0, 68000 and 68030 each. Full source (C/Assembler) included.  
Author: Michael Böhnisch
- Bomber** Amiga version of the MacIntosh game called "Bombs". This is version 1.2. Requires OS 2.0. Includes source.  
Author: Michael Balzer
- FoCo** Format controller. A graphical user interface for disk formatting. Pops up on disk insertion or via hotkey. This version 1.1. Requires OS 2.0. Includes source.  
Author: Michael Balzer

This is disk 567 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

- AmigaMail** A collection of source code listings from the first eight issues of Amiga Mail Volume II, published by the Commodore Amiga Technical Support group (CATS), from Sept 1990 to Nov 1991. Lots of very useful examples.  
Author: Various
- AutoCLI** A 'DMouse' type replacement that works with WorkBench 2.0 and fully compatible with A3000 & accelerator boards. Always retains the default path and stack, and current directory.

Can automatically open CLI/SHELL windows to 1 pixel less than the current screen size on opening. New functions include spline patterning on blanking, toggle freeze mouse, more function keys, mouse activated screen shuffle, close gadgets on Shell windows, and more as many users have requested. This is version 2.06, an update to version 1.99n on disk 553. Binary only.  
Author: Nic Wilson

**DiskPrint** Prints disk labels (for 3.5" and 5.25" disks), primarily for FD library disks, with the ability to create, handle, load and save label library files so labels for most FD disks are available after a few mouse clicks. Features include different label sizes, intuition based directory-read-in, label library functions and multiple print of any label or FD disk serie. Works fine with every printer connected to the parallel port and AmigaOS 1.2/1.3/2.0. This is version 3.4.3, an update to version 3.1.2 on disk 546. Both English and German versions. Shareware, binary only.  
Author: Jan Geissier

**MouseAide** A demo version of a "Mouse" utility with all the standard functions; mouse acceleration with threshold, window and screen manipulation by mouse and keyboard, mouse and screen blanking, SUN (auto-activation) mouse, user definable "hot key" command, etc... Also has functions other mouse programs do not, such as multi-icon-select with only the mouse, left and right button swapping, mouse port switching, WorkBench to the front function, freezing of the mouse and keyboard of all input, etc. Written in assembly language for efficiency in size and CPU usage. Version v2.56a, shareware, binary only.  
Author: Thomas J. Czarniecki

**SetRamsey** A program that allows you to test the current settings of the RAMSEY ram controller chip on an Amiga 3000 under Kickstart 1.3 or 2.0, and change them if you wish. Useful for hardware debugging to control static column mode, burst mode, or change the refresh rate. Version 1.50, update to version 1.02 on disk 423. Binary only.  
Author: Nic Wilson.

This is disk 568 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

**CalorieBase** A program designed to provide a caloric and fat count for recipes which do not provide this information. It can also quickly give the calories for a specific food or total the calories you consume throughout the day. Version 1.1, binary only.  
Author: Mike Richan

**Schoonschip** A pioneering algebraic manipulation program which has been used in particle physics and continuously developed since late 1963. Not as friendly as Mathematica or Maple, with no graphics or intuition interface and not as much built in, but still a general purpose algebraic manipulation language. Written in machine language to run fast and be memory efficient. Capable of handling large problems. Includes large and small workspace versions, tutorial examples, sample programs, and a comprehensive manual. Version 5-Oct-91, binary only.  
Author: Martinus J. G. Veltman and David N. Williams

**VMK** What makes this program is its ability to detect new viruses as they come along. Simple quick easy way to stay virus free. Tiny quick and very intelligent memory detector/killer for your startup-sequence. This is V1.10, an update to version 1.0 on disk 510. Binary only.  
Author: Chris Hames

This is disk 569 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

**PPLoadSeg** This program patches the loadseg routine to automatically recognize files crunched with PowerPacker. After running PPLoadSeg crunched libraries and devices are still recognized by AmigaDOS. You can even crunch fonts and use them as normally. Version 1.1, an update to version 1.0 on disk 542. Binary only.  
Author: Nico Francois

**SonicArranger** Demo version of a music program that supports sampled and synthesized instruments as well as sound and note transposes for patterns. The optimizer can be used to reorganize the internal data structure of a song. SonicArranger allows 254 instruments created from 64 sampleslots, 64 synthetic waves, adsr's, lvo's and sound effects. Can also load and convert noisetacker 2.0 compatible song modules. Version 1.36b, binary only.  
Author: Carsten Schlotte

**Spliner** A spline screen blanker commodity derived from Tom Rokicki's Mackie utility, with a programmable pattern change timeout. Binary only.  
Author: Tom Rokicki and Sebastiano Vigna

**TrackMaster** A small tool to help game developers create selfbooting, trackdisk loading gamedisks. Trackmaster uses a script file to process datafiles (join, compress, relocate, special actions). The processed data is written to disk via trackdisk.device. A bootblock for the first datafile, which should be a pc-relative loader, and a file look up table, is created and written to disk. Manual and source included. Version 1.7.  
Author: Carsten Schlotte

This is disk 570 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

**DirWork** A fast, small, efficient, DirUtility. Configurable options and buttons, as well as all the usual features. Comes with external configuration editor. This is version 1.43, an update to version 1.31 on disk 511. Shareware, binary only.  
Author: Chris Hames

**Fass** A program which lets you reassign the FONTS: directory at the touch of a few keys without having to use the CLI. Version 1.02, includes source.  
Author: Jan van den Baard

**GadToolsBox** A program that lets you draw/edit GadTools gadgets and menus and then generates the corresponding C or assembly code for you. This is version 1.0, an update to the version on disk 547, where it was known as PowerSource. Includes source.  
Author: Jan van den Baard

**MenuLock** A program that lets you "lock" the menu strip of a window at the touch of a few keys, making it easier to browse the menu without accidentally selecting anything. Version 1.01, includes source.  
Author: Jan van den Baard

**View** A text displayer with many controls and features including searches, file requestors, jump to editor etc. This is version 1.5, an update to version 1.0 on disk 504, with a few bugs fixed and some new features. Includes source.  
Author: Jan Van Den Baard

Sacramento Amiga Computer Club  
Expense/Income Summary  
November 30, 1991

EXPENSES

	Jan - Mar	Apr - Jun	Jul - Sep	Oct - Dec	Yr-to-Dt
Printing-NL	793.58	558.75	639.23	556.94	\$2548.50
Postage-NL	354.70	146.99	270.00	-	\$771.69
Postage	-	29.63	-	-	\$29.63
Printing	-	-	-	-	\$0.00
Phone-BBS	136.02	126.46	150.55	53.70	\$466.73
Phone-Info	25.42	27.56	18.40	-	\$71.38
Office Sup	-	-	53.92	-	\$53.92
Software	-	-	-	-	\$0.00
Hardware	150.00	-	150.00	-	\$300.00
PO Box	39.00	-	-	-	\$39.00
Petty Cash	-	50.00	-	-	\$50.00
AmI-Expo	-	-	240.00	-	\$240.00
Refunds	78.00	-	29.00	-	\$107.00
Expen Misc	6.24	-	-	2079.14	\$2085.38
Petty Cash	-	-	-	-	\$50.00
Petty Cash (contra)	-	-	-	-	(\$50.00)
TOTAL	1582.96	889.39	1551.10	2689.78	\$6713.23

INCOMES

	Jan - Mar	Apr - Jun	Jul - Sep	Oct - Dec	Yr-to-Dt
1991 Dues	3122.00	234.00	270.00	40.00	\$3666.00
1992 Dues	24.00	60.00	454.00	248.00	\$786.00
Interest	22.18	28.65	23.29	6.80	\$80.92
BBS Dues	24.00	36.00	100.00	12.00	\$172.00
Ads	548.75	96.25	169.00	279.00	\$1093.00
T-Shirts	12.00	6.75	-	-	\$18.75
Lib Disks	-	61.30	163.70	26.00	\$251.00
Overpayment	70.00	-	20.00	-	\$90.00
AmI Expo	-	-	240.00	-	\$240.00
Incom Misc	34.07	-	-	2079.14	\$2113.21
TOTAL	3857.00	522.95	1439.99	2690.94	\$8510.88
Cash Flow	2274.04	-366.44	-111.11	1.16	\$1797.65
Plus Carry over from 1990	-	-	-	-	\$535.31
Checking Account Balance as of 10/31/91	-	-	-	-	\$2332.96

## 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
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## GUIDE TO SUBMITTING ARTICLES

### DEADLINE: 5th of the month

1. Articles should be of interest to the computer community, not necessarily Amiga specific.
2. Length should be approximately 500 - 800 words.
3. For submittal on non-digital media, typed text is preferred. However, hand written papers will be accepted, though publishing may be delayed.
4. Digitized data:
  - a. 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.
  - b. 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.
5. 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.
6. 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.
7. The editors thank you in advance for your submittals.

## Beginners continue

Here we have the choice to do some editing. We can move the cursor by just pointing and clicking the left mouse button or we can use the arrow keys.

When using shifted arrow keys, the cursor will jump in the same direction as the arrow we choose.

As an example, if the cursor is at the top of the screen and we press the 'shift key' and the 'down arrow key' the cursor will move to the bottom of the screen.

And by pressing the 'shift key' and 'left arrow key' or 'right arrow key' the cursor will move from the beginning of a line to the end or vice versa.

One thing I would like you to do at this time is to rename the file from 'S:StartUpII', to 'RAM:testfile', before making any changes just as a precaution from rewriting the file. Do this by selecting 'Rename' under the

'Projects' menu.

As you can see all of the commands also have keystrokes that can be performed in place of using the mouse.

The next thing I want to show you is the use of the options 'Set Mark' and 'Kill Region' under the Edit menu.

Select a place in the text by using either the mouse or the keyboard. Next select 'Set Mark' (Control-Shifted-2). Now move the cursor by using the arrow keys or the mouse and select the option 'Kill-region' (or Control-W). We now know how to delete a block of text.

Now let's talk about having to do something more than once. We will make use of the options 'Start-macro' and 'Stop-macro' under the 'Extras' menu.

Move the cursor to the first position in the edit window, and select 'Start-macro' under the 'Extras' menu.

Then, move the mouse pointer to where the edit cursor is located in the screen and press the left button.

Now, press the 'Space Bar' once to insert a space, then press the 'Left-

arrow' key, and then the 'Down-arrow' key once.

The cursor should now be at the first position on the next line from where you first started. Good, so now select 'Stop-macro', also located under the 'Extras' menu.

What we now have is a macro that will insert a space, one line at a time, into the first position of each line. You can create another macro that does this 10 lines at a time if you like.

Ok, so what! Well, you now know how to add a space into the first position of a line, which if you do this to a normal text file, that file will be formatted perfectly and ready to be uploaded as a message in a room on AmigaLink!

The down side I see in MEMacs is that we can only have 80 characters per line. To see any more characters on a line, we would need to break the lines in the middle with a carriage return.

Ok, that's it for now! Select either 'Save and Exit' or 'Quit', as quit will not save.

I have received only one question so far, still looking for topics, or requests for later articles.

# SACC MEMBERSHIP INFORMATION

The Sacramento Amiga Computer Club is a non-profit organization that has as it's purpose and goal the dissemination of information, user assistance and promotion of the Amiga family of computers. SACC's dues are \$24. SACC has made available a wide range of services to its members, some of which include:

- General Membership Meeting on the fourth Wednesday of each month Meetings start promptly at 7pm and consist of special announcements, guest speakers, question and answer session, RAFFLE!, software demos are shown on a big screen projection system.
- A software library of OVER 1200 disks filled with Public Domain and Shareware programs. Copies are made free of charge (on your own disks) one weekend (Sat & Sun) at various stores which support the Amiga family of computers.
- Bulletin Board System filled with the latest PD/Shareware software and interesting message bases. 300 megs online!
- Special Interest Groups (SIGS) which meet monthly in small groups all through the month.
- Mailed issues of Amigazette, a high quality monthly newsletter.

- Special SACC Disk-of-the-Month; disks filled to the brim with a variety of the latest and most useful PD/Shareware programs for only 2 dollar each.
- Access to other members known as SACC Amigos for personal assistance.
- Beginners' workshops.

**SPECIAL NOTE:** For those not wishing to join SACC at this time, but would like to obtain member priviledges on the club board, we now offer an AmigaLink BBS Membership for \$12.00 per year. This membership entitles you to online yakking and unlimited download priviledges to it's extensive file bases. If you would like to join SACC, pick up an application at Computertime, Put's Electronics or Candy Computer enclose a check or money order payable to "SACC" and mail to:

**SACRAMENTO AMIGA COMPUTER CLUB**  
 P.O. Box 19784  
 Sacramento, CA 95819-0784  
 Attn: New Membership Chairperson

Feel free to attend our next General Membership Meeting on the fourth Wednesday of each month starting at 7pm at the Pacific Bell auditorium, 2700 Watt Avenue.

## Sacramento Amiga Computer Club

Application for Membership/ Renewal

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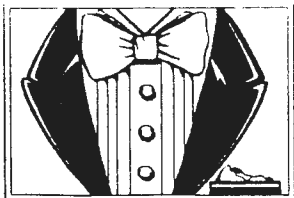
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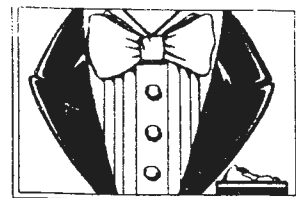
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# Happy New Year!

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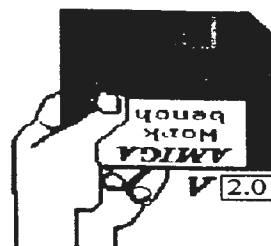
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