

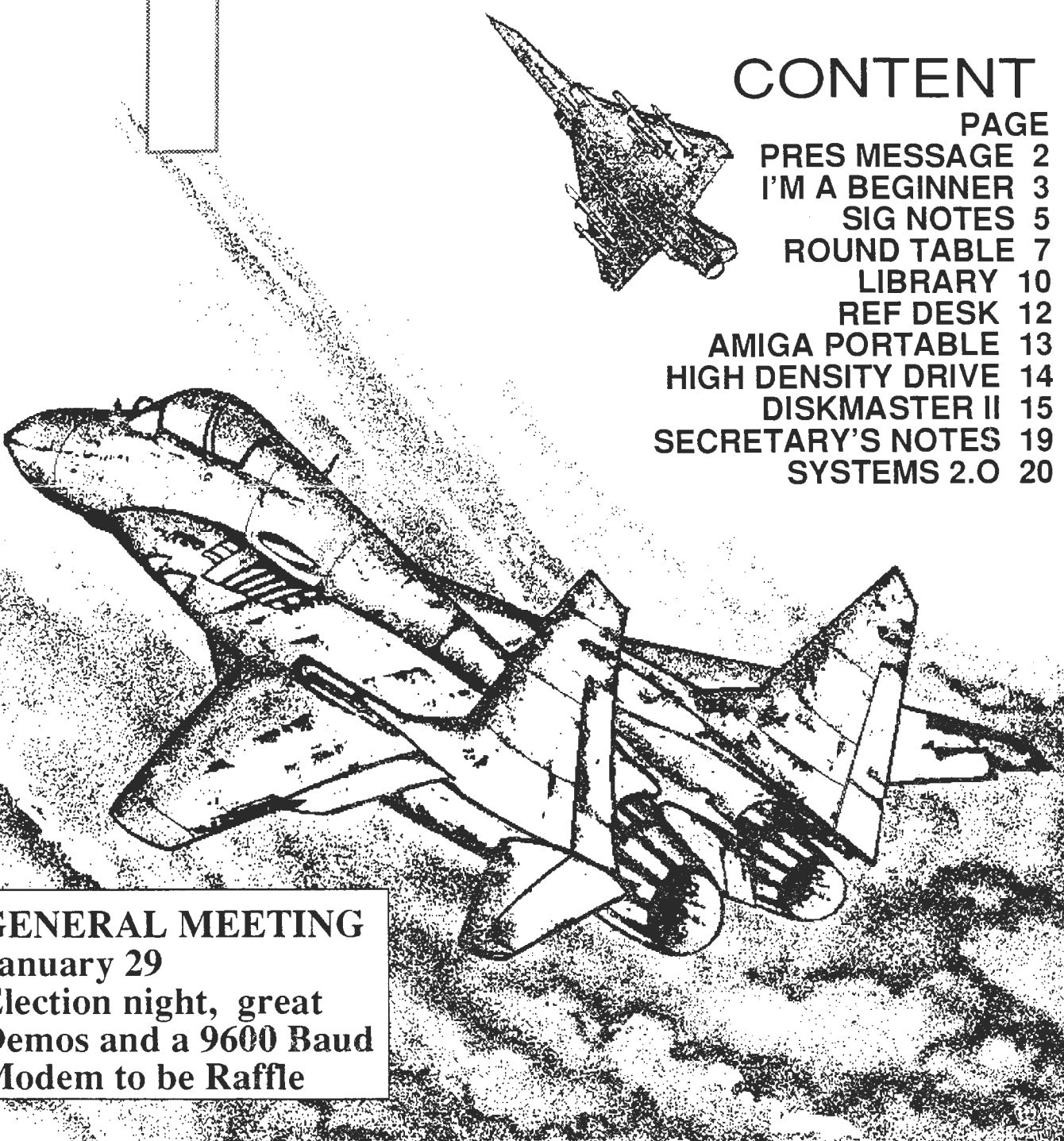
\$1.75

# migazette

SACRAMENTO AMIGA COMPUTER CLUB

## CONTENT

	PAGE
PRES MESSAGE	2
I'M A BEGINNER	3
SIG NOTES	5
ROUND TABLE	7
LIBRARY	10
REF DESK	12
AMIGA PORTABLE	13
HIGH DENSITY DRIVE	14
DISKMASTER II	15
SECRETARY'S NOTES	19
SYSTEMS 2.0	20



**GENERAL MEETING**  
January 29  
Election night, great  
Demos and a 9600 Baud  
Modem to be Raffle

FEBRUARY 1992

Founded 1986

Vol. 7 Issue 1

S A C C

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## The President's Message



BY: WOODIE BEAR

Christmas has come and gone, and what a Christmas it was. The wife and I attended the Christmas party for the American Indian children in Auburn. It was FANTASTIC, there were over 100 kids from new borns to teenagers. Not one child went with out. They all received a present from Santa Claus, each present had the child's name on it, and the present they received was according to their age. Very one

had a big smile on their face that night..... And SACC had a part of this occasion.

A special thanks to Jan and John Zacharias for bringing two very large bags of clothing. They were well received along with two trucks full of additional clothing, toys and food that we were able to collect.

The New Year is here..... And my term as your President is up..... Whew.... This has been an excellent year for the club. We have grown in many ways and we will continue to grow this year under a new President.

Once again I would like to thank ALL Board Members and the Members of SACC for their support and all the work that they, the Board and you for helping in making this one of the BEST computer clubs around!!

## 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

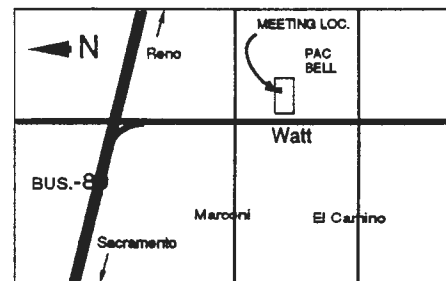
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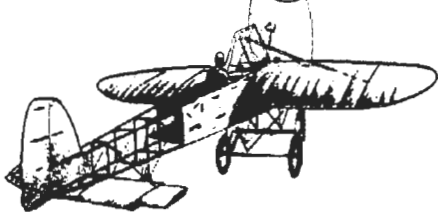
Board of Directors: Mark Wilkinson, Ken Krebs

## GENERAL MEETING JANUARY 29

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



# I'm a Beginner



by **Matthew Monsoor**

Well, here I am again, trying to figure out just how I should present an article on "how to write script files", or "how to modify the startup files".

If you haven't noticed by now, I'm not an Amiga expert, nor an AmigaDOS expert. I took on this task, (writing this column) because I love the Amiga and its OS, WorkBench Environment, and mostly, the CLI interface.

I must admit, I'm not sure why I write these articles.... is anyone reading this?? Seriously though, it's not easy trying to develop an article, or find the time to put words, which have passed through my head these last thirty days, on paper.

This is going to have to be my **LAST** plea.

PLEASE, if you enjoy this column, have suggestions, comments, corrections, or whatever, on "It does what?...I'm a beginner" and would like it to continue to appear here in the SACC AmigaZette, then I **MUST** hear from some of you. Please feed me by writing back your thoughts. **OK!**

**Matthew G. Monsoor**  
1105 Bidwell Street  
Folsom, Ca. 95630

OR

**IAB**  
c/o SACC  
PO. Box 19784  
Sacramento, Ca. 95819-0784

Let me know what corrections I need to make (because I'm misinformed), or what **YOU** would like to see in future articles, and

maybe include some comments, as to what I have said, or need to say (I am willing to learn from you too). If there is no need for this article, then I should just discontinue writing. Correct?

Ok, now on to the subject at hand, scripts. Please remember that if you want to run a script from the WorkBench you will need to have a "project" icon with the same name as the script file **AND** be using either "IconX" or "Iexecute" as the "default tool", as I have mentioned in previous articles.

This month we'll start by covering the AmigaDOS commands in alphabetical order and seeing that I have not upgraded to DOS 2.0x I will be using what I know about DOS v1.3 commands.

I will only give the format and a brief description of the command. Refer to your AmigaDOS manual for the command templates.

One important note about writing script files, or programs for that matter, **DOCUMENT** everything you do!

In AmigaDOS the symbol to indicate where a command ends and a comment starts within a script file is the ";" (semicolon). Two other symbols that will come in handy when writing these files

are the "<" and the ">". These symbols direct the flow of data, or information, in the direction of the arrows and will be used in future examples.

The first DOS command which I have talked about before is "ADDBUFFERS" and is mainly used upon startup. The format is:

**ADDBUFFERS <drive>: <nn>**

Where <drive> is the drive name like df0 or df1 and the <nn> is the number of 500 byte buffers.

Remember that although adding buffers shortens disk access time, using more than 20 to 30 buffers does not speed up access time noticeably, but uses large amounts of memory.

The next DOS command in v1.3 is "ASK" and the format is:

**ASK <prompt>**

ASK writes the <prompt>, which is a string that would be presented to the current output stream, and then waits for the user's keyboard input.

**CONTINUE  
PAGE 6**



Se hablen 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
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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
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Ken Free	292-3151	before 10PM	CLI, Utilities, Generals



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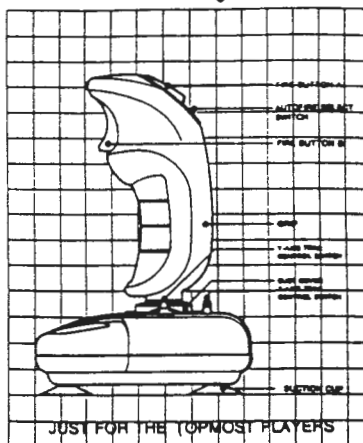
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SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
						1 Library Outing Candy 9-3:00
2 Library Outing Computertime 11-3:00	3	4	5 BOARD MEETING	6 C SIG REZOLUTION TECH BOOKS	7	8 TELECOM SIG 1:00pm
9	10	11	12 VIDEO SIG	13	14	15 AMIGA- VISION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

## 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

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

### C PROGRAMMING SIG

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

### DESKTOP PUBLISHING SIG

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

### GRAPHIC SIG

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

### HARDWARE SIG

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

### NEW MEMBER SIG

A brand new SIG. Contact Bryan 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!  
BRYAN 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



The valid responses are "Y" (Yes), "N" (No), and the "Return Key" (Same as No). ASK then sets the condition flag to 5 (= WARN) if a YES response, and 0 if a NO response was typed.

This command is only useful in script files, as you will see later when we start writing them.

The next command is "ASSIGN" and its format is:

```
ASSIGN [[<name>:]<dir>] [LIST]
[EXISTS] [REMOVE]
```

If the LIST keyword is given along with a logical device name, ASSIGN will search the ASSIGN list and remove that name from the list.

If the EXISTS keyword is given along with a logical device name, ASSIGN will search the ASSIGN list and display the device and the directory assigned to the device. If the device is not found the condition flag is set to WARN.

The REMOVE option disconnects a volume or device from the list of mounted devices. It does not free up resources; it merely removes the name from the list. NOTE: Careless use of this option may cause a GURU failure and is used primarily during software development.

Next we have the format for the command "AVAIL" which will report on the amount of available memory:

```
AVAIL [CHIP|FAST|TOTAL]
```

(Note: the symbol "|" is used as an "or" so we are looking for either CHIP, FAST, or TOTAL.)

AVAIL alone will give us a summary of the system RAM memory, both CHIP and FAST. For each type, AVAIL will give

the total amount, what is available, how much is in use, and the largest contiguous memory block not yet allocated.

By using the options CHIP, FAST, and/or TOTAL, AVAIL will display only the number of free bytes. This value can be also used for comparison in scripts.

The next command in order is the "BINDDRIVERS" command which is used again only in startup to bind device drivers found in the "SYS:Expansion directory" to add-on hardware that has been automatically configured by the expansion library. The format is just the command alone with no options.

"BREAK" is the next AmigaDOS command and its format is:

```
BREAK <task> [ALL] [C] [D] [E]
[F]
```

I will quote an old AmigaDOS users manual on BREAK, as I have not had a lot of luck when using this command, although it has worked for me in some instances.

"BREAK sets the specified attention flags in the process. C sets the CTRL-C flag, D sets the CTRL-D flag, and so on. ALL sets all the flags from CTRL-C to CTRL-F. By default, AmigaDOS only sets the CTRL=C flag. The action of BREAK is identical to selecting the relevant process by moving the mouse to the window, clicking the Selection Button, and pressing the required control combination."

The next command in order is the "CD" command which I have talked about many times before, its format is:

```
CD [<dir>]
```

Remember that CD alone will give the current directory path and using it with a directory path will change the current directory path to the new path.

The next command "CHANGETAKSPRI" will not be covered at this time as it is not a command for beginners. For further information please refer to the AmigaDOS manual if interested.

The "COPY" command is next and the format is:

```
COPY [[FROM]<name>] [TO]
<name> [ALL] [QUIET]
[BUF|BUFFER = <nn>] [CLONE]
[DATE] [COM] [NOPRO]
```

Although this command might be used in scripts I will not cover any of its options here so please refer to the AmigaDOS manual on its use.

The last command I will discuss for this month is the "DATE" command whose format is:

```
DATE [<date>] [<time>]
[TO=VER<filename>]
```

DATE, with no parameter, displays the currently set system date and time. This includes the day of the week and time displayed using a 24 hour clock.

Using the option <date> set the date. The template of <date> is DD-MMM-YY. Using the <time> option sets the time and the template of <time> is HH:MM.

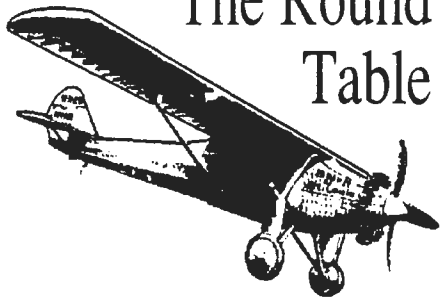
For more information and uses of this command please refer to the AmigaDOS manual.

Well that's all for this month. We will continue next month with more of the AmigaDOS commands. If I am able to upgrade to DOS 2.0x before then, and see any changes in these commands, I will report them here next month.

Once I have completed all the DOS commands we will go into script examples. Maybe by then I will have heard from some of you, so I will know what kind of scripts you are interested in doing.



# The Round Table



By: Mark Wilkinson

"A heap of broken images, where  
the sun beats, And the dead tree  
gives no shelter, the cricket no  
relief, And the dry stone no sound  
of water. Only There is shadow  
under this red rock, (Come in  
under the shadow of this red rock),  
And I will show you something  
different from either Your shadow  
in the morning striding behind you  
Or your shadow at evening rising  
to meet you; I will show you fear  
in a handful of dust..."

-T.S. Eliot  
"The Waste Land"

Welcome, my friends, to yet another meeting of The Fellowship Of The Round Table. The above excerpt from Mr. Eliot's poem was used to open this month's discussion for two reasons: First, Stephen King has released his third book in the series "The Gunslinger" entitled "The Waste Lands" and he uses that passage as a prelude to his tale. I'm a big King fan and, although admittedly not game related, I just wanted to pass that news along to you. Secondly, those of you who have been gaming for a while may have made another connection with that poem. I'm speaking of a role-playing milestone produced by Interplay several years ago...also called "Wasteland." It was a fantastic game that really smelled of those aromas few games put off: "Conversion" and "Sequel." Unfortunately, so far the odors have remained also in the Wasteland. I have been inquiring of Interplay as to the possibility of Wasteland being converted to

Amiga format or, if not that then maybe this, a sequel being produced and an Amiga conversion to follow. Alas, my questions seem to be trapped in the Wastelands as well. But I'll keep asking and let you know...

I must admit to procrastinating on writing this month's column. (Who Me???) It seems that I've become lackadaisical over the holidays regarding my Amiga. What has put me into these distressful doldrums? I suppose I could try to blame it on the after-Christmas blues, but I believe I could pin the blame elsewhere. WHAT HAPPENED TO ALL THOSE CHRISTMAS RELEASES????!!!!

Did you notice a slight trace of anger and disappointment in that last statement? If not, read it again, but this time picture me pulling out clumps of hair with each hand, my face turning an unusual shade of purple, my eyes bulging out much like Arnold Schwarzenegger's did in Total Recall when he landed unprotected on the surface of Mars, my teeth slicing through my tongue with a soft, squishing noise and spearing my bottom lips as trails of foamy saliva and crimson blood trickle down my chin.... (Nice image, huh?) For instance, SSI hasn't released anything worthy of note; Electronic Arts tempted us at the December meeting, but actually had the nerve to release only Strike Fleet and expect us to be satisfied! Strike Fleet is a very poor excuse for programming. Me thinks they had this one stashed away for several months in some dingy closet and when they began to realize that the Amiga users EXPECTED something for Christmas (silly us), they pulled this piece of poop out and tossed it to us like some dogs getting a milkbone. (Yep! That'll hold ya' till next year...) Lucasfilms released several new products...for IBM! The only company with enough common sense and Amiga respect was

Dynamix.

Dynamix, a subsidiary of Sierra On-Line, has release not one, not two but THREE new games in the past month for the Amiga. And I mean QUALITY games, not Strike...well, you get the idea. They released first Heart of China. A graphic adventure using much the same interface as Rise of the Dragon, which as you may recall I highly recommended in a previous column. It's set in the 1930's and as "Lucky" Jake Masters, you, along with your friendly neighborhood Ninja, must rescue the beautiful Nurse Karen from the evil Chinese Lord! Has a definite Indiana Jonesish quality to it, but that's not a bad point.

next page



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It comes on eleven (11) disks, so a hard drive is definitely recommended, but will run on a floppy-based system with a minimum of 1 meg.

Then, in a very rare move, Dynamix released two high-quality games simultaneously: Red Baron and The Adventures of Willy Beamish. As you might have guessed from the title, Red Baron is about dogfighting airplanes in World War I. The game comes on 3 disks, but packs a pretty powerful punch! You can fly 28 different aircraft for either the Allied Forces or the German Empire. The planes range from the Fokker Eindecker (monoplane) to the Sopwith Camel. The program includes a feature I have found very entertaining: The Mission Recorder. Although it has been used on other flight simulators, this "VCR Tape"-type utility is well put to use in Red Baron. It will record your mission as you fly and save it to disk. You can then replay it and change it as you go. You can alter the views to anywhere outside the plane, from the enemy's standpoint, a chase plane, etc. You can even jump back into the simulation at anytime! No, really! Whoops! Didn't see that bright red Fokker Triplane coming at you with Baron Manfred Freiherr von Richthofen inside obviously looking to make you kill number 81? Well, now you can reenter the simulation and be Snoopy himself! Flame the Red Baron! Comes with a 200-page manual containing a huge history of World War I and the history of flight, basic flying dynamics (as needed for these early planes), and detailed instructions on the simulator itself. Not to mention the 3 big maps of the front line to help you navigate (Remember! It's 1914! No radar here...). Although I'm not usually a simulation mavin, I really enjoy playing this game. Now if I could only get the darn plane off the ground....

The Adventures of Willy Beamish is easily my choice for Best Game of 1991. Yes, even better than Rise of the Dragon or even (gasp!) Eye of the Beholder (sorry SSI...). They say good things come in small packages - but not in this case! The game spans (are you ready for this?) 12 disks and a hard drive is strongly recommended because of the size and scope of the game. It can, however, be played on a floppy-based system, but if you were looking for a reason to buy that hard drive - THIS IS IT! 1 Meg. required as a minimum, and if you have more RAM the game knows it and puts it to good use. The game? Oh, yea. You're Willy Beamish and you're 9. You stole the school principal's toupee and have it stashed along with a forged hall pass and your pet toad "Horny" in your bottomless backpack. You're also stuck in detention with old Ms. Glass. Can you escape detention, get home before your report card does and still have time to practice for the big National Nintari Championships? Maybe.... Dynamix hired animators who worked on The Simpsons and The Little Mermaid and it looks it! The sound is up-beat and hilarious! The game, like most Dynamix offerings (with the exception of Stellar 7), looks like it was written ON and FOR the Amiga, rather than converted to the Amiga - A trend far too many software developers seem to be following. The Adventures of Willy Beamish is definitely a must get piece of software. Take it from your old Uncle Mark...on second thought, if you took it from me then I wouldn't have a copy, so maybe go out and buy it yourself. Give it a go! And if you enjoyed it at all, do what I did and write Jeff Tunnel at Dynamix and let him and Sierra know how much we, The Amiga Users, enjoy, appreciate and support their endeavors for our terrific system!

There have been a few other

notable releases this holiday season, so allow me to note them:

Hare Raising Havoc from Disney Software. Requires a hard drive and 1 meg minimum memory. Help Roger Rabbit rescue Baby Herman in this fun albeit not terribly difficult arcade game. Full of toon gags that make this a fun game for the younger members of the household...like Dad...

Space Ace II: Borf's Revenge from ReadySoft Inc. Much similar to it's predecessor Space Ace and it's brother Dragon's Lair, the game should have been made hard drive-installable for, if any reason, to speed up disk access for those great Sullivan-Bluth animations. Still it's a great game. If you enjoyed the first, you'll love the sequel!

Out Of This World from Interplay. Originally created by Delphine Software in France under the title "Another World", Interplay has done the NTSC and French-to-English conversion quite nicely, thank you. It boasts polygon animation which you might think would detract from it's believability, enjoyability and

### **BBS Numbers**

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Bulletin Board  
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	649-3288
Twin Peaks	992-1781



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playability. But no, my friends, not one of those aforementioned "ilities" suffers in this arcade game. Do you need quick joystick moves? Well, it would help, but not necessary for enjoyment. It took me a little practice but I managed to get myself stuck in the second section. And best of all, the game starts with a well executed introduction that leads directly into game play. The plot and game continues from the intro with no change in quality of graphics or sound! It's a good game that's not priced too high.

All of the previously mentioned titles (from Heart of China to Out Of This World) were purchased by yours truly from Sacramento area stores. So they have been released and are available (much to the chagrin of my checkbook...). The following titles are previews. When they will be released is anyone's guess. I have learned rather quickly that believing the date a company sets for releasing a title is like believing that lightning will hit your dad's old '57 chevy as it's being driven to that car show in Castle Rock, Maine. Hey, it COULD happen, but I wouldn't hold my breath....

\* Guy Spy from ReadySoft Inc. Following the lead of Dragon's Lair and Space Ace, this "control-the-animation" game follows a plot that goes something like this: As Guy Spy you are the government's most trusted and daring counter-espionage agent. Intelligence reports confirm the evil Baron Von Max has located the legendary Crystals of Armageddon. With the power of the crystals in the hands of this madman, Von Max will have everything he needs to fuel his ultimate weapon of destruction...the doomsday machine! By the way, the previous WAS quoted directly from ReadySoft's flyer (I hate to plagiarize and not give credit...).

\* The Godfather from U.S. Gold. A graphic adventure following the

tradition of the now defunct Cinemaware, this game looks to be a fun and frolicking trip into the world of Mafia Mobsters, blood, killing, gore, violence...ahh! Now that's Italian! I can't be sure as to when or how it will hit the U.S. market. Depends on which company will do the NTSC conversion. Odds are it'll be Electronic Arts, but that's a guess. Keep an eye out for it, though.

I just have one little hint for you this month and beware as this ditty hasn't been tested. It was passed on to me by a wandering Cleric from Lithuania...okay, I read it in the latest issue of Amiga Action from Europe, so it may only work on the European release of the game. Let me know if it does or doesn't work. In F-15 Strike Eagle 2, if you run out of missiles or anything else for that matter, press CTRL, ALT and R at the same time to replace everything!

Here's a last minute game suggestion for those of you who have already bought all the games I mentioned. It's called Heimdall and it's from Core Design. I've seen it at a couple of the Sacramento Amiga stores, so it is available. Part RPG, part Arcade - this game transports you to the land of the Vikings and the coming of age of a small Viking boy by the name of Heimdall. The Gods need the help of this young warrior to retrieve three weapons stolen by the evil God, Loki. The graphics look to be extremely well done and I can only imagine the sound would follow suit. I have yet to try the game, only seen scenes and a review from Europe. So if anyone gets this game anytime soon, please let me know what you think of it!

My goal is to review and preview games so that you won't end up spending money on a piece of garbage passing as an Amiga game (did I mention Strike Fleet...oh, sorry). However, I also want to pass along other tidbits of wisdom

to help inform you, my loyal readers, as to other happenings in the world of Amiga Gaming. So allow me to give you this scrap of advice and please, heed it well! BEWARE THE ZOO! (Huh?) No, not the Sacramento Zoo, but rather The Electronic Zoo. They're a software company that has been publishing IBM and Amiga titles for a couple of years now. But in June of this year (or last year actually) they suddenly turned their answering machine on at their offices. They won't respond to any telephone calls. Upon inquiring with local as well as nationwide retailers and distributors, it seems they too cannot get in touch with The Zoo. However, my sources inform me they have been quite active as late in the European marketplace. Hmmm. Might we have a defection taking place? Me smells a rat in The Zoo. So please beware when purchasing titles produced by The Electronic Zoo. One can only surmise that their customer and technical support has flown the coop as well.

And that wraps up another month of tales from The Round Table. As each column passes from my heart to my fingers to my Amiga, I find more and more things to talk about. Hence the seemingly increasing length of each column. But I also have heard nothing but compliments from you, The Readers. If you have any comments, good or bad, please don't hesitate to let me know. The Round Table will only thrive if you will it to do so. And so far you have. I thank you for allowing me to spin my tales, let off a little steam from time to time and, most of all, share in the comradere and fellowship of....

The Round Table.

I bid you peace and prosperity in the coming year.



# LIBRARY NOTES



## NEW FRED FISH DISK

This is disk 571 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

**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 2.12, an update to version 2.06 on disk 567. Binary only.  
Author: Nic Wilson

**CPUSet** A small assembler utility to manipulate the various cache modes of the 68040, 68030 and 68020 processors. The copy-back mode of the 68040 is also supported. The program can operate from the CLI with single or multiple parameters or from Workbench via gadgets. Is compatible with Kickstart 1.3 or V2.04 and requires no external libraries or setpatch commands for the 68040 processor. Binary only.  
Author: Nic Wilson

**Gwin** This is version 2.0 of GWIN restructured as an AMIGA shared library. GWIN or Graphics WINDOW is an integrated collection of graphics routines callable from C. These routines make it easy to create sophisticated graphics programs in the C environment. One-line calls give you a custom screen (ten types available), menu items, requestors, text, circles, polygons, etc. GWIN is a two-dimensional floating point graphics system with conversion between world and screen coordinates. GWIN includes built-in clipping that may be turned off for speed. Use of color and XOR operations are greatly simplified. Many examples of the use of GWIN are included in an examples directory. Examples include line/bar graph program, SPICE 2G.6 graphics post-processor, and others. Extensive documentation is included. This is an update to version 1.1 on disk 433.  
Author: Howard C. Anderson.

**MemClear** Walks through the free memory lists, filling free memory with a user-specified value. Display diagnostic information on CHIP & FAST RAM fragmentation. This is version 1.05, an update to the version on disk 58. Includes source.  
Author: Dallas J. Hodgson

**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 2.53, an update to version 2.51 on disk 565. Binary only.  
Author: Nic Wilson

This is disk 572 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

**CrossFade** Interesting screen hack that smoothly crossfades between screens. Includes source.  
Author: Dallas J. Hodgson

**Multiplot** An intuitive data plotting program featuring flexible input options, arbitrary text addition, automatic scaling, zoom and slide with clipping at boundaries, a range of output

file formats and publication quality printed output. Workbench printers are supported via transparent use of the PLT: device. Postscript and HP Laserjet printers are directly supported. This is version XLNe, an update to version XLNd on disk 467. Includes bug fixes and many new features. Binary only.

Authors: Alan Baxter, Tim Mooney, Rich Champeaux, Jim Miller

**ResetHandler** Installs a handler in the keyboard.device reset handler list that is called when you press CTRL-Amiga-Amiga. It opens a window and counts down from 9 to 0 in ten seconds and then resets the machine. This gives the machine extra time to do vital things like validating disks, and gives you time to reconsider the reboot. Version 1.0, includes source.  
Author: Stefan Becker

**WBStart** WBStart is a package to emulate the WorkBench startup procedure, by loading a program, creating a process for it, and then sending it a WB startup message. Includes a handler process which does the starting of the processes for you and then waits for the startup reply messages. Version 1.0, includes source.  
Author: Stefan Becker

This is disk 573 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

**MathPlot** Another function plotter. With lin/log plot and a complete KS 2.0 interface. Needs Kickstart/Workbench 2.0 (V36 or higher). Needs mtool.library (supplied). Shareware, source available from author.  
Author: Ruediger Dreier

**MToolLibrary** A shared library for the Amiga. Some math functions and a bit of Intuition support. This is V2.20, an update to tool.library V2.06 on disk 376. A special FPU version is included. Freeware, binary only.  
Author: Ruediger Dreier

**MultiPlayer** Music player program which plays Soundtracker/Noisetracker modules, MED modules, and over 15 other types. It contains a simple control panel, and allows creating "programs" to play a list of modules in sequence or in random order. Works well with 1.3 and 2.0. Supports Workbench 2.0's "AppWindow" feature - just drop modules into the MultiPlayer window to play them. Plays modules at the correct speed regardless of video mode (NTSC or PAL). ARexx port and program load/save available in registered version. Version 1.11a, shareware, binary only.  
Author: Bryan Ford

**Plasma** Programs that generate very colorful Plasma Cloud Fractals. Plasma clouds are a special form of fractal which show very smooth color gradations. This is version X.x, an update to version 1.f on disk 285. Includes source.  
Author: Roger Uzun

**Plotter** A program to plot math functions. This is V3.98, an update to version 3.71 on disk 376. Needs mtool.library (supplied). Freeware, binary only.  
Author: Ruediger Dreier

This is disk 574 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

**Chemesthetics** Chemesthetics is a program that draws molecules using the calotte model. This means that atoms are drawn as bowls. Using this model, even extremely dangerous molecules like dioxine look quite nice. Chemesthetics has an Intuition user interface, can save pictures as IFF files, and has many example files. This is version 2.10, an update to version 2.06 on disk 536. Includes source in C.  
Author: Joerg Fenin / Metalworx

**DiskSpeed** A disk speed testing program specifically designed to give the most accurate results of the true disk performance of the disk under test. Automatically updates and maintains an ASCII database of disk results for tested disks. This is version 4.1, an update to version 3.1 on disk 329. Includes source in C.  
Author: Michael Sinz

**MKSLens** This program magnifies a small area surrounding the pointer and displays it in a separate window. The magnification



factor is adjustable from 1 to 16. Works in all supported display modes except for HAM. Binary only.  
Author: Michael Sirz

**NewZAP** 8A third-generation multi-purpose file sector editing utility, from the author of FileZAP. Displays and edits full 512-byte sectors via a 106 character wide internal font. Includes a search feature to find specific strings or hex digits, forwards or backwards. User-customizable, with new printing feature added. This is version 3.3, an update to version 3.18 on disk 164. Now DOS 2.0 compatible. Binary only.  
Author: Dallas J. Hodgson

This is disk 575 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

**AmigaToNTSC** AmigaToNTSC patches graphics.library so it will think you have an NTSC Amiga. AmigaToPAL will patch it to think you have a PAL Amiga. Custom screens will open in the mode selected. Version 1.0, binary only.  
Author: Nico Francois

**DataPlot** A program that plots data and algebraic functions in 2D. The user simply clicks on an option screen to select various options, such as type of marker, log or linear axis, auto vs manual scaling, gridlines. The macro language makes similar, repetitive plots easy to do. Data points can be transformed by an algebraic function prior to plotting. A macro can be automatically executed upon startup-up. Plots in any resolution from 320x200 to 640x400. Plots can be saved as macro commands and IFF ILBM files. Prints directly to Epson compatible printers, or to any Preferences supported graphics printer via the PLT: device. This is version 2.16, which now includes a Legend command, and is now freeware. Fixes several bugs, including the optimizer for DrawFunction. Update to version 2.1 on disk 532. Source available from the author.  
Author: J. Dale Holt

**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 35.256, an update to version 35.255 on disk 561. Includes source.  
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 1.0b, an update to version 1.0a on disk 561. Includes source.  
Author: Nico Francois

This is disk 576 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

**Analyzer** This program allows data stored in one or more files to be examined as representations of electrical signals, either graphically or numerically, in the same manner as with a logic analyzer. Screenshot of the display may be produced. Compatible with NTSC and PAL machines. Tested with Kickstart 1.2 and 1.3. Version 1.00, binary only, shareware.  
Author: Andrew Hackett

**Budget** A program to help with managing personal finances. This is version 1.3.4, an update to version 1.3.3 on disk 546. New features include search, selection, replace, and printer output. Binary only.  
Author: Le Lay Serge Camille

**TermII** A telecommunication program with some nice features, including an AREXX Port, external process communications, XPR support, programmable function keys, postscript downloading to laser printers, phone book, programmable panel buttons, public screen support, etc. Documentation in English and in French. Needs Workbench 2.0. Version 1.1, binary only (some examples in C).  
Author: Eric Gontier

This is disk 577 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

**LhA** A very fast archiver that is compatible with MS-DOS LhArc V1.13 and LHA V2.13, as well as the Amiga LhArc. LhA is

very memory efficient, has been written with stability and reliability in mind, has carefully optimized compression and decompression routines, is multitasking reentrant and pure, handles multiple volume archives (registered version only), and more. Also includes LhASFX, which creates SFX (self-extracting) archives from ordinary LhA archives. Version 1.0, shareware, binary only.  
Author: Stefan Boberg

**OwnDevUnit** This is the initial release of the OwnDevUnit.library programmer's pack. It provides an extended locking mechanism for a device/unit pair that makes using programs like getty much easier. Getty is a program that sits on the serial port waiting for calls to come in. By using OwnDevUnit.library, a program can request that getty temporarily release the serial port. Includes source.  
Author: Christopher Wichura

**PetersQuest** This cute game has you, the intrepid Peter, following a trail of hearts through a world of 20 levels, riddled with porcupines and other hazards, to rescue Daphne, the love of your life that has been kidnapped by the evil Brutus. Includes digitized sound and colorful graphics. Version 1.2, an update to version 1.0 on disk 224. New features include super speed, super jump, rocket pack, and more. Binary only.  
Author: David Meny

**TurboQuantum** A SCSI bit twiddler program that will set or clear the "Disable Disconnection" bit in a Quantum drive's "Control Parameters Mode Page". Disabling disconnection during data transfers can result in a large performance boost on some systems. Binary only.  
Author: Ben Fuller

This is disk 578 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

**Spice3** A version of the SPICE3e2 circuit analysis program which has been modified to run on the Amiga. This version is written in C, as opposed to the FORTRAN version on disk 278, and includes dynamically allocated memory, interactive post-processing and graphical plots. Requires a minimum of 1 MB of memory. Version 3e2. Binary only.  
Author: Many at UC Berkeley, amiga port by Brett Larson

This is disk 579 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

**BinToHunk** A utility to convert a raw data file (text, bitmapped image, etc.) into an Amiga Hunk format object file that can be linked using Blink. This is version 1.0, includes source.  
Author: Ray Burr

**Cass** Cassette Cover Printer V1.1 is a program to make cassette labels. It produces either the usual ASCII-character-labels or a source-text that can be fed to LaTeX. Written in Maxon's Kick-Pascal, source included.  
Author: Jörn Clausen

**OctaMED** A music editor which was originally designed for making music for programs (demos, games, etc), but works well as a stand-alone music program as well. OctaMED is the 8-channel version of MED. This is version 1.00b, released as a demo for the new version 2.0, which is a commercial product. Binary only.  
Author: Teijo Kinnunen and AmigaNuts United

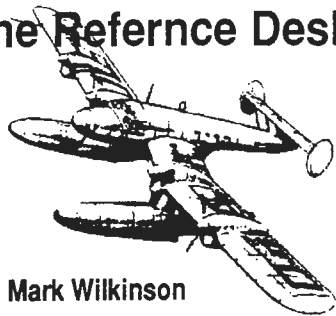
This is disk 580 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

**WorldDataBank** Using a database of coordinates compiled by the CIA and made available under the Freedom of Information Act, this program plots world maps in cylindrical or spherical projections, with various degrees of magnification. This is version 2.2, an update to version 2.0 on disk 262, and now includes the largest available data file, for detailed mapping of even small sections of the globe. Includes source.  
Author: The CIA, Bob Dufford, Mike Groshart



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## The Reference Desk



by. Mark Wilkinson

So it's January heading towards February in the year 1992. The decade continues on its merry trek toward a new century and the SACC Library does the same. I've got lots a new additions to tell you about, so let's go to it!

First and foremost, we have a problem. One that **MUST** be solved by you, the members of SACC. In one acronym: D.O.M. The Disks-of-the-Month have been around for a few years and very few if any months were ever skipped. But without volunteers to compile these disks, that may just happen. We have January covered, but no other months for 1992. Why? Well, that's the puzzling part. I have a real hard time believing that the people who enjoy the DOMs every month and purchase them gladly to help support the Library and Club would just let them die. But we haven't had one volunteer since Dean Ogden for January. Folks, without your support, the DOMs may cease to exist. And that's a shame because they're a lot of fun to do! Everyone has talent! Make a disk full of your favorite Public Domain software. Just grab a theme and run with it! The Olympics, maybe, or the coming of Spring. Valentine's Day for February or Graduation for June. It doesn't matter. Do you write your own music? Do you draw a little bit? Do you have a few animations that you've put together but were waiting for just the right time to show everyone. **NOW IS THE TIME!** Okay, okay. That's it for my begging for this month. I just hope I don't have to keep doing it from month to month. Don't let me down, fellow SACCians!

Fred Fish has shipped through 570 at the time this column was written, but as always, check with myself or Ken Barton for the latest information on Freddie's Fishies.

The Club Library has added 20 new disks since last month! Here is a brief run down on what's new!

#364 - The UHS Hint Disk. As I'm sure many of you are aware, I also write The Round Table gaming column found in the Amigazette you're holding in your hands. And I do get a few questions regarding hints about various games. While I greatly enjoy helping people out, sometimes you might need a hint and just don't want to call anyone. Well, here is the Universal Hint System! This disk contains the UHS Reader, Writer (for making your own) and several UHS hint modules. These modules and their reader is unique in that the modules may be viewed on any UHS hint reader, and they are also available for the IBM, Macintosh and Atari ST. But perhaps the nicest thing about this system is that, by using a unique "eraser" concept, you only see the hints that you want to see. Just enough to get you past that sticky part.

#365 - Merry Christmas Lemmings. Many of you recall this demo as being a special disk selection at the December Club Meeting. Well, now it's part of the SACC Library and is freely distributable. It contains 4 playable Lemmings levels: 2 from the new "Oh, No! More Lemmings!" Data Disk and 2 Christmas levels designed just for this demo. With appropriate Christmas music playing and little Lemmings dressed up in Santa suits, this is a fun demo to play any time of the year! And of course, it's from Psygnosis.

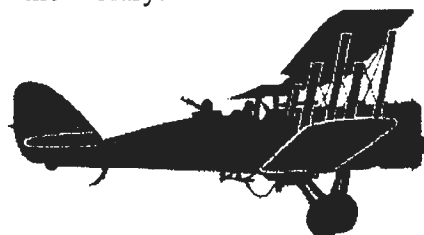
#366 - Fighter Duel Demo. From Jaeger software, comes this non-playable demo of their new flight simulator. Features some very

smooth graphics! Check it out before buying the game.

#367 through #383. The Eric Schwartz Collection. I compiled this fairly complete collection of Mr. Schwartz's animations because I'm such a big fan! His animations, whether featuring Amy the Squirrel or being one of his extremely popular "Aerotoons," are witty and full of fantastic graphics and sound effects. Some of these animations may be found elsewhere in the Club Library, but I thought it would be nice to have them all located in one group for easy access. All disks have icons and players on them and all will run under DOS 1.2, 1.3 AND 2.04!!! Check the latest disk version of the Club Library Catalog for memory requirements for each animation.

What's due up next for the Library? Well, check your calendar in this issue of the Amigazette to see where and when the next outings will be. And, if you can, keep your eyes open on Amigalink BBS for any new news regarding Fred Fish releases and Library information. You can find Ken Barton or myself in the Library Room, so just leave us a message there if you have ANY questions at all. Or if you need to talk to the Librarian, I'm usually available at home from 5:30pm to 9:00pm weekdays and from 10:00am to 9:00pm on weekends. The number is located inside this issue's front page. If the line is busy, keep trying; if no one's home, leave a message.

Until next month when we'll have new Fred Fish disks (hopefully) and more surprises, see you all at the Library!



# Candy Computer

We are celebrating the start of our 10th year with a tournament of flight aces!

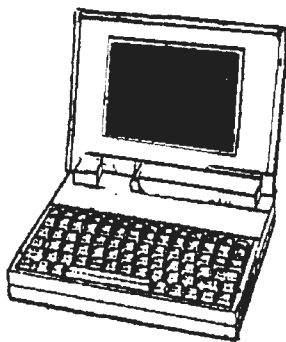
Celebrating the start of our 10th year with a tournament of flight aces! We are having, on the 15, a Fighter Duel competition via 2 Amiga 500's and a null modem connect. Come in and test your skill against another person who is as intent on bringing you down as you are on them! The winner will receive his or her own copy of fighter duel. There will of course be refreshments. Bring your favorite joystick or use one of our's. We are located in Elk Grove at 9744 Elk Grove-Florin Road. Call Candy Computer, at (916) 685-7247 or (916) 447-4445 for more information! Don't miss out, on this free and exciting challenge!



We will also be having a sale of 10% off all our software (Special orders and reserves not include). In addition all of our plan 1 club members will receive an additional 10% off of that!

So come join us for the bargains, games, and fun  
On February 15th!

## AMIGA PORTABLE!



WICHITA, Kan. --11/13/91-- Newer Technology announced the development of a new, true portable, Amiga computer. Based on the Motorola 68000 processor running at 7.16MHz, the Model 10 is 100% software compatible and available with the 1.3 or 2.0 Commodore ROMs. A monochrome LCD display is standard and a color LCD will be available soon. The model 10 will be officially announced and on

display at the next World of Commodore show in Toronto, Canada December 6-7-8, 1991. A second 24MHz 68030 portable -- the Model 30 -- with an optional 68882 math co-processor, is currently under development but will not be officially announced until January 1992.

The Model 30 Amiga portable is the ideal platform for the software developers, graphics applications, video, animation, CD-TV, audio/MIDI users and AmigaVision users.

The completely new design of Model 10 is compact: 2" tall, 11.7" wide and 8.3" deep when closed and weighs from three to six pounds depending upon configuration. It features 2MB of internal memory soldered onto the motherboard with expansion to up to 8MB total. An 86-pin expansion bus is available. One 3.5" 880K floppy drive is also

standard. Battery power is completely dependent upon configuration and attached peripherals.

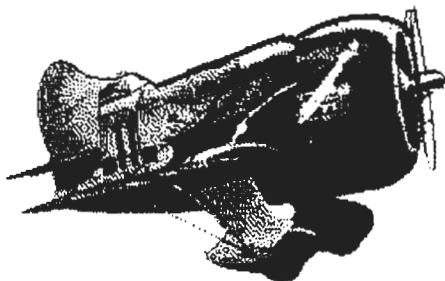
Available peripherals from Newer Technology will include and external 40MB hard disk, and internal 20MB hard disk, RAM upgrades to 8MB, battery charger and a PC hardware upgrade. Projected peripherals include a CD-ROM drive, sound output interface, SCSI II Dart RAM drive, external tape drive and an external color display.

Pricing and availability will be announced at the Toronto show.

\*\* (as of press time Newer Technology has not debut the laptop. The computer is said to be ready to go but they are experiencing some difficulties. Personally I think the problem comes from Commodore not wanting others to sell Amigas)\*\*



## HIGH DENSITY FLOPPIES



CompuServe user Pat Beaulieu is reporting that the floppy disk drive in his Amiga 3000 will format high-density disks out to 1.6 Mb under OFS and 1.74 Mb under FFS.

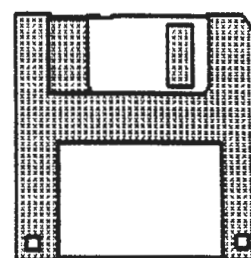
He reports that an "info" command reports the drives with double the normal space free and that Quarterback recognizes the disks as 2 Mb floppies.

Pat reports that his A3000 was purchased few months ago and that nothing special is required to format the larger disks, except the larger disks themselves. ommodore, of course, denies the existence of any such drive.

The following explanation for the technology was given by a [CIS] resident developer: "Yes, the technology does exist. Since there appears to be at least one such unit out there, I will tell you that it works by slowing down the drive to half the speed. In this manner the custom chips are able to handle the transfer rate of the larger amount of data stored on the track (twice the amount in this case). It looks at the HD hole to decide when to do this operation so... IF

you have been using some HD diskettes and formatted them on the normal drives and then attempt to read it on one of these new technology drives you will not be able to do so. BTW, this will certainly break any software out there that ASSUMED that a floppy was only 880K instead of querying the drive as it is supposed to."

[Ed. -- Okay, everybody. Get out them high priced floppies and check it out!]



# Computer Time & MultiMedia

Authorized Amiga and Amiga/Unix Dealers

Art Dept. Pro ver. 2.0  
Battle Isle  
Birds of Prey  
Celtic Legends  
ChessMaster 2100  
Cisco Heat  
Copyist Apprentice  
Double Dragon III  
Fighter Duel  
Gauntlet III  
Genesis  
Great Napoleonic Battles  
Hare Raising Havoc  
Harpoon Battle Set 2  
Harpoon Challenger Pk

Heart of China  
Home Alone  
Knightmare  
Leander  
Lord of the Rings  
Media Station  
MicroProse Golf  
Midi Connector  
Moonstone  
Out of this World  
Over the Net  
Populous II  
PowerMonger World War  
Quest and Glory  
Recipe - Fax

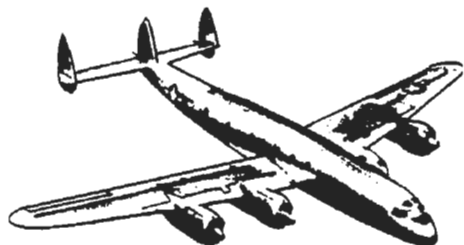
Red Baron  
Second Front  
Sex Olympics  
Shadow Sorcerer  
Space Ace II  
Strip Poker 3  
Strip Poker Data #4  
SuperBase IV ver. 1.0  
Vengeance of Excalibur  
Wayne Gretzky II  
WrestleMania  
Supra 500XP 120mb w/2mb  
Wix 7.5 x 7.5 Tablet

8040 GREENBACK LN.  
Citrus Heights, Ca.  
(916) 969-4111-2  
(Three blocks east of Sunrise Mall)

We at ComputerTime&MultiMedia have the experience to provide you with Professional Solutions such as Toaster Sys, DeskTop Video, etc.

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## DISKMASTER II AND AREXX



### Part I. Extracting Archived Files

by John F. Zacharias

Recently Progressive Peripherals announced an upgrade to their popular program DiskMaster. The upgrade is fairly inexpensive (\$25.00) and DiskMaster II, as it is called, promises to be a very worthwhile improvement over the original with user-definable windows, the ability to add any number of user defined menus and commands, and an AREXX interface.

For those of you that are unfamiliar with DiskMaster, it's a great program for displaying and manipulating files. From simple menus and file lists you can perform many of the functions normally only available through CLI. For someone that likes to use the workbench exclusively and shies away from CLI at all costs, DiskMaster is a "must" buy. It is especially useful for manipulating files when you have a hard disk.

AREXX is an Amiga implementation of a IBM developed scripting and interprocess communication language called REXX. Programs that have developed an AREXX interface can provide the user with the ability to customize the menus and commands of the program that provided the interface, and to also use that program to control and execute other processes (or programs).

AREXX is provided as a standard feature of Amiga DOS 2.0; however, those of you with 1.2 or 1.3 can purchase the AREXX program separately for a nominal

fee (under \$50). Since AREXX is becoming a standard in the Amiga community, more and more programs are providing an AREXX interface. In fact, Commodore strongly recommends that any new projects include an AREXX interface as part of their implementation.

When I first got DiskMaster II, I was very excited about its potential. The standard product that you receive from Progressive Peripherals comes configured to look and feel very much like the old DiskMaster with, presumably, all the capability of the old product. This, of course, is without any modification or additional customization.

I quickly found, however, one feature that did not work the same as the old DiskMaster, and, as a result, I was very unhappy. DiskMaster allows you to extract archived files using three of the more popular archiving utilities: Arc, Zoo, and Lharc. With the old DiskMaster, when you extracted an archive, it would ask you what directory you wanted to put the extracted files into.

Since I normally download several archives at once, I place the archives in RAM and create directories (in RAM) with the root name of the archive (the archive extension is removed). I would then extract to this directory. This technique avoided such problems as having two files with the same name (such as read.me files) interfering with each other. I also kept the archived directory structure as sub-directories in the extraction directory. This had the added advantage that I could move all of the extracted files for any particular archive to another location with one command without getting files from different archives mixed up.

With DiskMaster II I found that I could no longer do this. When you used the archive extract menu

item, it did not ask you for a directory into which to place the extracted files. Lharc, but not Arc or Zoo, provides the ability to specify a separate directory in which to place your extracted files. The normal Lharc syntax for extracting files into a directory is as follows:

```
lharc x <source-file>
<destination>/
```

If the destination directory is present, it must be followed with a slash (/). The normal DiskMaster syntax for specifying archive extraction is:

```
lharc x %s
```

The %s will place the name of the highlighted source file into the command line. This will extract the files to the current directory. Since you have both a source and destination window in DiskMaster II, and the destination directory is specified with a %d, it would appear that you could use %d as follows:

```
lharc x %s %d
```

There is only one problem with this. DiskMaster will not append a slash to the destination directory name. I tried

```
lharc x %s %d/
```

but that did not work either. It seems that DiskMaster likes the %d isolated by itself.

Arc and Zoo present even greater problems. To extract files to a different directory, you must be in that directory when you do the extraction. Unfortunately, it appears that DiskMaster II's current directory is always the directory you executed DiskMaster II from. When you specify %s, DiskMaster II always uses the full path name so that the archive program can find the appropriate archive.



At about this time, I was soundly cussing DiskMaster II. But then I paused and thought a bit. AREXX to the rescue!

Getting AREXX to work with DiskMaster II was not all that easy, however. As is the case with most documentation, the very things you need to know aren't there! The DiskMaster II documentation does not have too much to say about AREXX and how you use it with the product - the pitfalls you might run into, etc. And THAT is the purpose of this article.

The script that I present below automatically creates a directory named with the root name of the archive in the same directory which contains the archive. This could be in RAM: or in a directory of your choosing on your hard disk, or on a floppy. It then extracts to this directory. When the operation is complete, the directory with all of the extracted files will be displayed in the DiskMaster source window. By automatically creating the directory, this is actually an improvement over the way the original DiskMaster worked.

First, here's the AREXX script, called `lharcx.dm`, that I developed for extracting Lharc files. I placed this script in a directory that I assigned to REXX:

```
/* Arexx lharc extract program
*/
parse arg source
if pos("'",source) == 1 then
  parse arg "' ' source '"
  parse var source dest '.lzh'
  if source == dest then
    parse var source dest '.LZH'
  say source
  say dest
  if source == dest then
  do
    say "File not a LZH File"
    'Wait'
    'StdIO CLOSE'
    exit
  end
  cmd1 = 'MakeDir "'dest'"'
```

```
cmd1
cmd2 = 'NewDir "'dest'"'
cmd2
cmd3 = 'c:lharc x "'source"'
"'dest'/'"
say cmd3
address command cmd3
'StdIO CLOSE'
```

And here is the line that was added to the `startup.dm` configuration file for calling the Lharc extraction function:

```
AddMenu Archives, Lharc
Extract,
          S t d I O
"CON:0/12/640/100/Extract
Window";
  REXX lharcx.dm %s
```

In the line above, `AddMenu` is used to add a menu item to DiskMaster II. "Archives" is the name of the main menu and "Lharc Extract" is the name of the menu item. The statement "StdIO "CON:0/12/640/100/Extract Window" indicates that a window will be opened to display output from the Lharc command. This is referred to as the "output console". 0/12/640/100 refers to the dimensions of the window. "0/12" indicates that the window starts in left position 0, down 12 pixel lines from the top. 640/100 refers to the size of the window: 640 pixels across and 100 pixels down, and "Extract Window" is the title of the window.

The statement `REXX lharcx.dm %s` indicates that an AREXX script called "lharcx.dm" should be called and passed the parameter `%s`. `%s` always refers to the file that is selected in the source window.

In order to run an AREXX script, you must have run the `rexxmast` program at some time prior to executing the script. The `rexxmast` program is normally run from the Startup-Sequence when the Amiga is initially booted. You must also have the appropriate library routine (`rexxsyslib.library`) in your LIBS: directory. (Other

AREXX libraries, such as `rexxarplib.library`, `rexxmathlib.library`, and `rexxsupport.library` may also be required depending on which AREXX functions you call. The scripts shown here only require `rexxsyslib.library`.)

The AREXX script you will execute must be in a directory assigned to REXX:. This is where the system will look for the script.

You might ask, "what is this `startup.dm` file?" that I mentioned earlier. This is a special file that DiskMaster II uses to configure itself. DiskMaster looks for the file in either the s: directory or the current directory. When you first run DiskMaster II, this file is not present on your disk. DiskMaster will use internal defaults for configuring itself. You can create your own `startup.dm` file that you can edit to customize your configuration by selecting the `Save Config` item in the `Project` menu on DiskMaster II (see page 29 of the DiskMaster II manual). This `startup.dm` file describes, among other items, all of the menus that will be used with DiskMaster. See the description of the "AddMenuCmd" command on page 58 of your manual. (NOTE: The manual describes this command as `AddMenuCmd`. However, when I created my initial `startup.dm` file, the DiskMaster program called the command `AddMenu` which I used for my own menus. After I did some testing, it appears that `AddMenuCmd` works the same as `AddMenu`.)

The REXX command *must* be the last command on the command line. If you need to execute additional DiskMaster commands, they must be executed from within the AREXX script. Our sample script shows examples of this.

Now, let's look at the AREXX script, `lharcx.dm`.

This first line is a comment which



is required as the first line of any AREXX script. The second line is used to obtain the argument (source file name) passed by DiskMaster. When DiskMaster passes the filename, it will pass the full path name. If the path name has embedded spaces, the name will be enclosed in quotes. If it does not have any embedded spaces it will *not* be enclosed in quotes. As an example, "Ram Disk:file.lzh" will be enclosed in quotes, but RAM:file.lzh will not.

Any quotes will have to be stripped in order to isolate the root file name. This is what the sequence:

```
parse arg source
if pos("'",source) == 1 then
  parse arg "' source '"
```

does. The first parse command, *parse arg source*, will place the argument in *source*. The parse command, unless told otherwise, will separate the argument by "words" separated by spaces and place the result in the variables given (in this case, *source*). If there are more words than there are variables, the remainder of the argument will be placed in the last variable.

The next line, *if pos("'",source) == 1*, checks to see if the first position of *source* is a quote (") and, if it is, the line, *parse arg "' source '"* strips off the quotes. This form of the parse command says: locate the first character in the argument that is a quote ("), place the characters that follow in the variable *source* until another quote is found ("). Spaces within the argument are not considered in this format.

The sequence:

```
parse var source dest '.lzh'
if source == dest then
  parse var source dest '.LZH'
```

is used to isolate the root name. Note that both lower and upper case *.lzh* are checked. The first

parse command above will strip off any ending *.lzh* extension and place the result in *dest*. If lower case *.lzh* is not found, then the entire *source* variable will be placed in *dest*. That's what *if source == dest* then checks for. If a lower case *.lzh* is not stripped, the next parse statement will attempt to strip the upper case *.LZH*.

The next two statements, *say source* and *say dest* are used for debugging purposes. They are used to display the parsed variables *source* and *dest* to insure that the previous operations were performed correctly. They can be eliminated if the user so desires.

The sequence:

```
if source == dest then
do
  say "File not a LZH File"
  'Wait'
  'StdIO CLOSE'
  exit
end
```

insures that the filename ended with either *.lzh* or *.LZH*. If it did not, the message "File not a LZH File" is displayed in the console window. The 'Wait' and 'StdIO CLOSE' are DiskMaster commands passed back to DiskMaster II. The *Wait* command places a message in the window which asks the user to press [Return] to continue. It is used to insure that the user reads the message. The 'StdIO CLOSE' is used to close the console window and *exit* terminates the AREXX script.

The following statements:

```
cmd1 = 'MakeDir "'dest'"'
cmd1
cmd2 = 'NewDir "'dest'"'
cmd2
```

are executed if everything is all right. The first statement assigns the variable called *cmd1* to the DiskMaster II command *MakeDir*

with an operand that points to the destination directory path name. Note that the variable *dest* is always enclosed in quotes. This is in case embedded spaces are in the path name. The second statement sends the DiskMaster command (*cmd1*) to DiskMaster II. This command will create a new directory at the full path name given in *dest*. The DiskMaster command *NewDir* sets the source window to this directory.

The statements:

```
cmd3 = 'c:lharc x "'source'"
"'dest'/'"
say cmd3
address command cmd3
```

builds and executes a command that will be passed to AmigaDOS to actually execute *lharc* to extract the files. The command is built as *cmd3*. The *say cmd3* statement is again used as a debugging aid and can actually be removed from the script if desired. The statement *address command cmd3* is the syntax that sends *cmd3* to AmigaDOS to execute. Some items to note:

(1) *lharc* is in the *c:* directory and should have the full path indicated. If your version of *lharc* is in another directory, you can indicate where it is by giving its full path name. Also, if you use *lz* instead of *lharc*, just substitute that program name for *lharc*.

(2) The destination variable (*dest*) has a slash (/) appended to it to indicate that it refers to a directory.

(3) Both the *source* and *dest* variables are enclosed in quotes. This is to protect the names if there are any embedded spaces.

The progress of the extraction operation will be displayed in the console window. When the extraction is complete, the last statement in the script, 'StdIO CLOSE', is used to close the console window. The AREXX



script will end and the normal DiskMaster II screens will be displayed. As I indicated before, the source window will display the directory with the extracted files.

One interesting aspect of AREXX is that it executes as another task in the system. This means that multiple AREXX scripts can execute simultaneously. This will happen if you click on multiple .lzh files before you select the Lharc Extract menu item. This may be desirable, or it may not, depending on your preference. One problem would be that you would not see the Lharc process as it is progressing. Another is that the display of errors in the extraction process would be ignored. To prevent this, you can add the DiskMaster command *Single* to the *AddMenu* statement:

```
AddMenu Archives, Lharc Extract, Single;  
StdIO "CON:0/12/640/100/Extract Window";  
REXX lharcx.dm %s
```

You might also want to change the "Auto Execute" command at the end of the script which automatically recognizes .lzh files. This command should read:

```
AddAutoCmd ??-lh,  
StdIO "CON:0/12/640/100/Extract Window";  
REXX lharcx.dm %s
```

The *AddAutoCmd* command actually checks the data at the beginning of the file you double click on and then executes the command if the specific data is present. What follows the command, *??-lh*, is the data that activates the command. The *?* in the data mask means allow any character for that position.

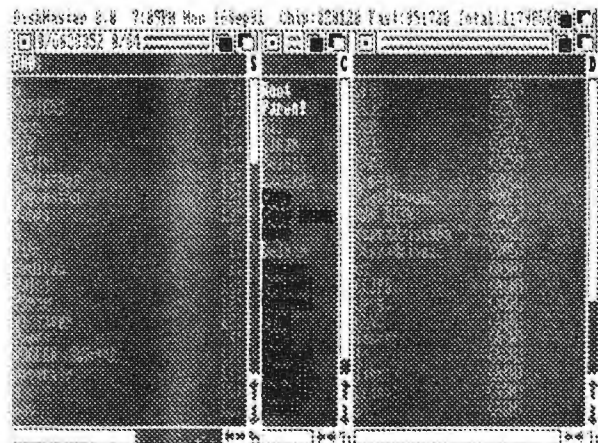
One warning, though: this command will also automatically recognize .lha archives that can only be extracted with lz. Unfortunately, the script I've shown above will not allow .lha as a legitimate extension name. If you are using lz and would like to also extract .lha files, you will need to modify the script. I will leave the specific modifications up to the reader. The above information should provide you with enough background to make these modifications on your own.

The Arc Extract and the Zoo Extract scripts are a bit different since you must be sure that AmigaDOS has positioned itself to the destination (*dest*) directory. The statement to do this is:

```
call pragma 'Directory',dest
```

The above statement should be placed just before the *address command cmd3* statement. Of course, *cmd3* must be constructed correctly for the particular archive extraction utility that you are using and an appropriate name must be assigned to the AREXX script. Also, *AddMenu* and *AddAutoCmd* statements must be added/modified for each of the extraction processes.

I hope this has given you some idea how to use AREXX with DiskMaster II, and the power of this combination. In a future article we will explore further uses of AREXX and DiskMaster II along with the use of AmigaDOS execute scripts with the AREXX/DiskMaster partnership.



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\$425.00
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\$175.00
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Video/Audio Mixer  
\$800.00
- 4) Sony VO-6800 3/4" Field  
Recorder with Porta-Brace  
Case \$800.00

For information call  
Skip Beck 272-6789

# SECRETARY NOTE'S



by: Willie Hunt

SACC General Membership Meeting December 18, 1991

The meeting was called to order at 7:00 p.m. by President Woodie Bear. Woodie welcomed any new members present to the meeting and also a big welcome to our regular members. Woodie has been researching his background heritage and is awaiting conformation on what his heritage is. Woodie's background is Souix Indian. Once verified, he will be registered with the Reservation in Iowa. Woodie and his family have been helping out the Chapa-De Indian Health Counsel in Auburn, Ca. The 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, of which meant that some of the children would not receive a present from Santa. Woodie asked if the club would like to make a donation to help make the Indian children's Christmas a little brighter. After some discussion, the board made a decision to make a donation. The Treasurer gave Woodie a check for \$200.00 for the Indian children. Woodie reported that everything went well at the Christmas party, all children had a gift and a big thank you was sent to the club by the Indian Counsel. Also, a big thank you went out to Jan Zacharias for donating a box of clothes.

In your chairs, you will find a form that Electronic Arts would like for you to fill out with comments or requests of what you would like to see in DPaint V, be sure to put

your name on the form because one will be drawn later and that person will be given a free copy of Deluxe Paint.

The January business meeting will be held on the 29th. The Board of Directors meeting will be held on January 2nd. There are no changes to be made to the Constitution and By-Laws this year. Just elections and renewals at this meeting along with some demos. From now on, all changes to the Constitution and By Laws will be made during the year. Bryan Davidson has volunteered to be the new Beginner's SIG leader. Bryan taking over from Matthew Monsoor. Meetings to be the second Friday of the month. The first meeting to be held on January 10th. Call 483-0153 for details.

The Candidates running for offices were called up front and introduced and asked to say a few words. The Candidates running for office are: President-Willie Hunt, Vice-President-James Tysinger, Treasurer-Lindsey Fong, Board of Directors-Mark Wilkinson and Ken Krebs, and for Secretary-Jan zacharias.

## SIG REPORTS:

Telecomm SIG meets the second Saturday of the month at Woodie's house. Bring some blank disks. Call Woodie Bear at 723-1710 for directions.

Video SIG meets the second Wednesday of the month at John an Jan Zacharias's house. There was no Video SIG in December. The Video SIG will meet on January 8th at 7:00 p.m. Will be showing the Video made at Access Sacramento Cable at both the Video SIG and at the January 29th meeting. Will prove to be an exciting nite.

Call John for information at 363-9153.

AmigaVision SIG meets the third Saturday of the month. Jan is

asking everyone to let her know if Saturday is a good day for the SIG? If it is not, she says she can change it. The SIG will meet on January 18th at 10:00 a.m. at Jan's house. You can contact Jan Zacharias at 363-9153.

Mark Wilkinson the club Librarian came up and gave EA a big thank you for the Lemming's demo. they were sold out in no time. Mark also corrected the calender for time and places of where the library will be meeting.

Robert DuGaué our raffle chairperson came up and told everyone that the 9600 baud modem had been bought and will be given away at the January 29th meeting. Thank you's went to Dan WoJack for software and to George Leone for a book on Digital Communications with Amateur Radio.

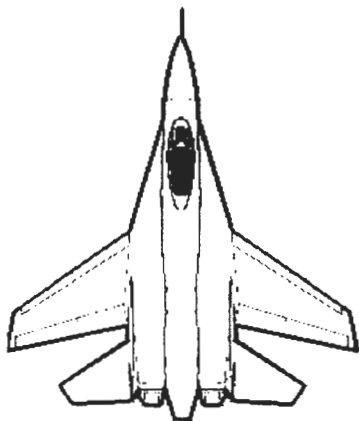
**RAFFLE:** The raffle was held and the winners are as follows. The door prize was: Chambers of the Sci-Fi Mutant Princess - Ron Kinker. Other prizes were: Amiga World DOS 2 Companion - John Neil, Wings - Gary Long, T.V. Sports and Shanghai - Chris Bales, Nuclear War - Ray Rusconi, Zany Golf - Steven Bear, Puffy's Saga - John Barba, PageSetter - Leo Hamel, Xenon 2 Megablast - Terry Watters, CliMate - Johnny Green, Digital Communications with Amateur Radio - Woodie Bear. Congratulations to all the winners. In all the excitement, I forgot to get the name of the winner of the Deluxe Paint 4. Will try and get it for you for the next issue.

Finally, the moment everyone was waiting for, the introduction of the team from Electronic Arts and their star product Deluxe Paint IV. The members of the EA team were; Abby Scott, Gary Gettys, Orlando Guzman and Daaaaa Hmmmmmmmm. The best news of all was that Electronic Arts is re-committing itself to producing

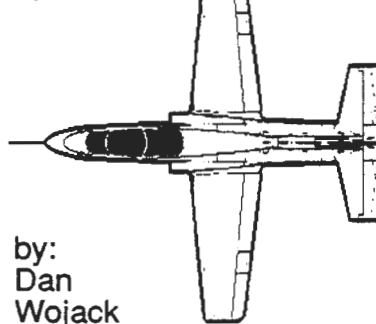


both productivity software and games for the Amiga computer. That brought a big sigh of relief from everyone and a big hand. Electronic Arts team read off a long list of new games that are out in the stores now or will be coming out the first part of this year. Also, while the list was being read, there were some samples of some of the games being shown on the big screen. The graphics looked real good and the game play looks like it will be something really good. There was also good news for the people that use DPaint IV. The news is that Electronic Arts has started on DPaint V and asked us to let them know what we would like to see in DPaint V. We did just that on the forms that were passed out and during the question and answer period that was held after the great DPaint IV demo. Thank you first and most importantly for your re-committing your efforts to produce quality software both productivity and games. Secondly, thank you for coming up to our meeting and giving us a great time and third, thank you for bringing up the extra prizes that you gave away including the copy of DPaint IV that one lucky member of our club received. Thank you again.

**REMEMBER! MOST MEMBERS NEED TO RENEW THEIR MEMBERSHIP THIS MONTH. TO CHECK LOOK AT YOUR MAILING LABEL.**



## System Two Software



by:  
Dan  
Wojack

System Two Software has finally been released for the Amiga 500 and 2000. You may know it as Amiga Dos 2.0. It does more than just operate the disks. I think that everyone should call it SYSTEM 2. which is more accurate and sounds professional. I won't get into what it can do or what has changed. There has been other publications that have already done that. What I want to do here is start a list of hints for people who are working with it. Hopefully everyone will add to this list as they discover things. The following may help people with hard drives.

### EDITING THE STARTUP-SEQUENCE

On page 7-62 of the System 2 software manual there is a warning. "IN MOST CASES, IT IS STRONGLY SUGGESTED THAT YOU DO NOT ALTER THE ORIGINAL STARTUP-SEQUENCE FILE. INSTEAD, CREATE A NEW FILE CALLED USER-STARTUP THAT CONTAINS ANY ADDITIONAL COMMANDS YOU WANT TO ADD TO THE STARTUP PROCESS."

1. Do not name the file User-Startup-Sequence. I got in the habit of seeing Startup and Sequence together. The Startup-Sequence is looking for just User-Startup.

2. If you have a program, such as WordPerfect, which adds a line to your startup-sequence such as: "run s:wpassigns". Do not Add the

line "run s:wpassigns" to your s:user-startup. For some reason it will not work in user-startup Nor will "Mount" work in user. startup.

To fix the problem

Edit the hard drive copy of your User-Startup and copy the lines from wpassigns or edit the hard drive copy of your s:startup-sequence and add the missing line: "run s:wpassigns". You can find your old Startup-Sequence in a directory called OLD which is created when you Update WorkBench. Check it and compare it to the new Startup-Sequence, look for keywords "run" and "assign" then edit s:startup-sequence and add the missing lines to your new s:Startup-Sequence

A safe way of updating your Startup-Sequence would be to re-run the install programs for the "Tools" (programs) you would like to have on your hard drive Such as WordPerfect:Install

3. This will be really obvious Update WorkBench copies all of the printer files back to your hard drive you can save some time and space by deleting the unneeded printer drivers.

4. If You Back up a hard drive using HDBackup LABEL THE DISKS with the DATE the NAME of the hard drive partition and the VOLUME of the disk. You will not be able to read the disks when you are done. See the example in USING THE SYSTEM SOFTWARE on page 6-25

5. MicroBotics HardFrame Users

If you are using the MicroBotics HardFrame and have upgraded to 1.9 rom on your HardFrame. RDPrep will not work to fix the problem

a. Using Shell delete the arp.library from your HardFrame Installation Diskette (Diskette Edition: 1.9) "DELETE HardFrame:libs/arp.library"

b. using Shell Copy Asl.library from WorkBench 2.04 to your

HardFrame Installation Diskette  
" C O P Y  
WORKBENCH2.0:libs/asl.library  
to HardFrame:libs/asl.library" you  
should now be able to boot  
HardFrame Installation Diskette  
and run RDPprep without any  
problems if you are going to  
change the partitions To use the  
new System 2.04 FastFileSystem

- a. BACK UP YOUR HARD DRIVE FIRST!!!
- b. run RDPprep from HardFrame Installation Diskette
- c. select "READ RDB"
- d. select "COMPLEX MODE"
- e. select "SCREEN TWO" and select a partition you wish to change
- f. select "SCREEN THREE"
- g. change the last digit in the dos type requester to a 1 (one)

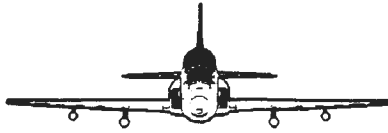
YOU MUST REPEAT STEPS E.  
F. AND G. FOR EACH  
PARTITION THAT YOU WANT  
TO CHANGE TO THE  
FASTFILESYSTEM

- h. save your changes when you are done. You can then
- i. restore your partitions if needed (you may not have to restore if you did not change the size of your partitions)

It would be nice if someone would make a list of what programs that will NOT work with System 2 . I understand that most of the older games from Europe will NOT work with System 2. Most people don't play games with their Amiga anyway. I have used System 2 on my A2000 for a few weeks now and I have not had any problems. I see no reason not to upgrade. It is like a new computer. Even my wife thought it was totally different.

1. DISKMASTER 1.0 FROM PROGRESSIVE PERIPHERALS AND SOFTWARE, INC WILL NOT WORK ON SYSTEM 2.04

## QUARTERBACK UPGRADE



Central Coast Software is pleased to announce a new version of Quarterback, the best selling hard disk backup program for the Amiga. Quarterback 5.0 adds several new features and enhancements, including:

Integrated streaming tape support. Quarterback has built-in support for streaming tape drives, no additional software or device drivers are necessary. Compression. Quarterback can optionally compress the data being backed up, requiring fewer floppies (or smaller tapes) for the backup.

Backup and restore to a file. Rather than doing direct-access to floppy or tape drives, Quarterback can optionally backup to an AmigaDOS file, so you can use Quarterback as a general-purpose archiving tool.

Password protection and encryption. You can optionally protect your backups with a password -- the data will be encrypted and unusable by anyone but the password owner.

New "3-D" user interface. Quarterback has a completely revamped 3-D user interface, and now is even easier to use than before.

Increased performance. Unbelievably, Quarterback is now even faster!

AREXX and Workbench 2.0 support. Quarterback now has an AREXX port and can be fully controlled through the AREXX system. Additionally, Quarterback supports a number of new features

in Workbench 2.0.

Several other improvements have been made to Quarterback, such as support for up to four floppy drives, increased file selection versatility, and more.

Quarterback 5.0 will be available in January 1992, and will have a suggested retail price of \$75.00. Upgrades from previous versions will be made available at a reasonable cost, details on upgrading will be made available at a later date.

James Bayless  
Central Coast Software  
A division of New Horizons  
Software, Inc.

# 3million

COMMODORE SELLS 3  
MILLIONTH AMIGA

~~~~~  
~~~~~  
Commodore International Limited has announced that during the month of November, unit sales of the Amiga computer line has reached the three million mark.

Shipments of the Amiga computer product line began in September, 1985. Sales reached the one million mark in March, 1989, three and one-half years after introduction. The two million mark was reached one and one-half years later in November, 1990. With increasing unit sales, Commodore has now reached the three million mark in twelve months.



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### Deadlines

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

### Commercial Ad Sizes/Prices

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

If you have any questions about placing an ad, please call the Editor. Full payment should accompany your order made payable to SACC. Unless otherwise arranged, your ad and payment should be sent to: AMIGAZette Editor

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Sacramento, CA 95819-0784

## GUIDE TO SUBMITTING ARTICLES

### DEADLINE: 5th of the month

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

### Sacramento Amiga Computer Club Expense/Income Summary December 31, 1991

#### EXPENSES

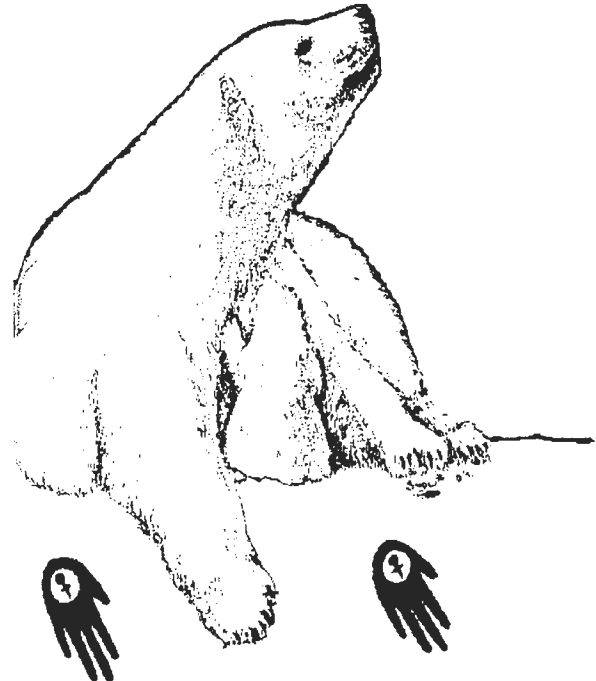
	Jan - Mar	Apr - Jun	Jul - Sep	Oct - Dec	Yr-to-Dt
Printing-NL	793.58	558.75	639.23	816.94	\$2808.50
Postage-NL	354.70	146.99	270.00	150.00	\$921.69
Postage	-	29.63	-	17.77	\$47.40
Printing	-	-	-	133.62	\$133.62
Phone-BBS	136.02	126.46	150.55	130.05	\$543.08
Phone-Info	25.42	27.56	18.40	-	\$71.38
Office Sup	-	-	53.92	4.79	\$58.71
Software	-	-	-	50.00	\$50.00
Hardware	150.00	-	150.00	-	\$300.00
PO Box	39.00	-	-	-	\$39.00
Ami-Expo	-	-	240.00	-	\$240.00
BBS Dues Reimb	-	-	-	196.00	\$196.00
Refunds	78.00	-	29.00	-	\$107.00
Expan Misc	6.24	-	-	2279.14	\$2285.38
Petty Cash	-	-	-	-	\$50.00
Petty Cash (contra)	-	-	-	-	(\$50.00)
<b>TOTAL</b>	<b>1582.96</b>	<b>889.39</b>	<b>1551.10</b>	<b>3778.31</b>	<b>\$7901.76</b>

#### 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	1352.00	\$1890.00
Interest	22.18	28.65	23.29	6.80	\$80.92
BBS Dues	24.00	36.00	100.00	36.00	\$196.00
Ads	548.75	96.25	169.00	609.00	\$1423.00
T-Shirts	12.00	6.75	-	-	\$18.75
Lib Disks	-	61.30	163.70	32.00	\$257.00
Overpaymnt	70.00	-	20.00	-	\$90.00
Ami Expo	-	-	240.00	-	\$240.00
Incom Misc	34.07	-	-	2079.14	\$2113.21
<b>TOTAL</b>	<b>3857.00</b>	<b>522.95</b>	<b>1439.99</b>	<b>4154.94</b>	<b>\$9974.88</b>
Cash Flow	2274.04	-366.44	-111.11	376.63	\$2173.12
Plus carry over from 1990					\$535.31
Checking Account Balance as of 12/31/91					\$2708.43

Submitted by: Lindsey Fong, Treasurer  
January 11, 1992

A Chapa-De Indian Health Center  
Thank you Card. A great  
Christmas was had by all  
the children.  
THANK YOU MEMBERS OF SACC



# 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

NAME- First / Last: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

CITY: \_\_\_\_\_ STATE: \_\_\_\_\_ ZIP: \_\_\_\_\_

PHONE: \_\_\_\_\_ DATE: \_\_\_\_\_



**CHECK AREAS OF INTEREST:**

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

**HARDWARE OWNED:**

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

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

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SACC  
P.O. Box 19784  
Sacramento, CA 95819-0784



12/31/92

Dan Hood  
2741 San Luis Court  
Sacramento CA 95818