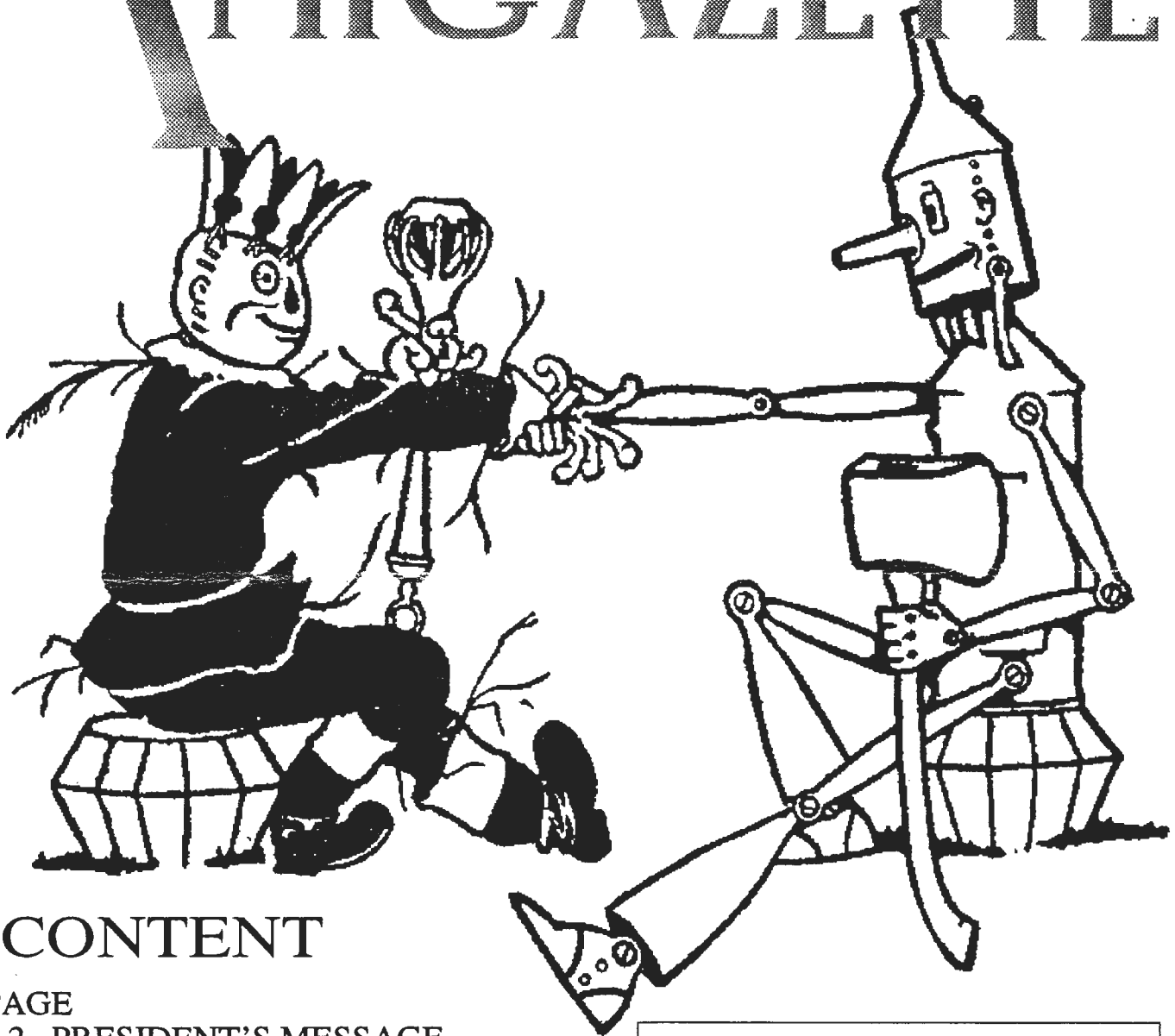


SACRAMENTO AMIGA COMPUTER CLUB

\$1.75

AMIGAZETTE



CONTENT

PAGE

- 2 PRESIDENT'S MESSAGE
- 3 ROUND TABLE
- 5 SIG NOTES
- 8 REFERENCE DESK
- 9 FRED FISH LIBRARY
- 14 TURBO CHARGE YOUR MACHINE
- 15 OPTICAL CHARACTER READER

GENERAL MEETING
February 26
Great Demos
Come meet your new
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MARCH 1992

Founded 1986

Vol. 7 Issue 2

S A C C

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CONTRIBUTORS
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The President's Message

By: Willie Hunt

First of all, I would like to thank all of the members who voted for me and the newly elected officers and board members. The officers and board members that were elected are; James Tysinger as Vice-President, Jan Zacharias as Secretary, Lindsey Fong as Treasurer, with Mark Wilkinson and Ken Krebs as the two new Board of Directors. Congratulations to all. I would now like to thank Woodie Bear, Pete Howard, Rudi Cilibrasi and Andy Wood our last years officers and board members for doing such a good job of running the club and leaving it in such good shape. Thanks guys.

Well, the title of President has had time to sink in now and I have had time to sit back and think about setting some Goals for the club and pointing it in some new directions. For those of you that have not

renewed your membership with SACC, I hope that you will give us, the new KIDS on the block a chance to show you what we can do and tell you what our plans are for SACC. We need all of your support to help keep SACC and the Amiga strong. We have a better chance of getting things done when we have a large number of members. For those of you that have renewed your membership I think that you will be pleased with some of the plans and Goals that we have planned for SACC. Thank you again for showing your support by renewing.

Some of the Goals that I have set for SACC are:

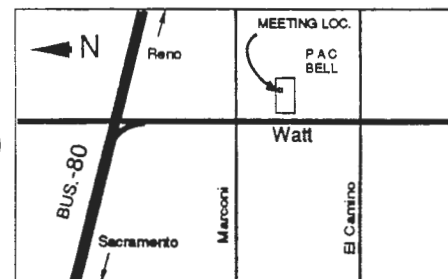
1) Increase membership. At one time, SACC had a membership of

CONTINUE
PAGE 7



GENERAL MEETING
Febraury

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



The Round Table



By: Mark Wilkinson

"The matrix has its roots in primitive arcade games," said the voice-over, "in early graphics programs and military experimentation with cranial jacks....Cyberspace. A consensual hallucination experienced daily by billions of legitimate operators, in every nation, by children being taught mathematical concepts...A graphic representation of data abstracted from the banks of every computer in the human system. Unthinkable complexity. Lines of light ranged in the nonspace of the mind, clusters and constellations of data. Like city lights, receding...."

- excerpt from the novel "Neuromancer", by William Gibson -

Neuromancer. Cyberspace. Artificial Intelligence. William Gibson does indeed know how to write a story. I first became acquainted with his style of writing when I purchased a game for my C-128 computer, coincidentally called "Neuromancer" (from Interplay). I played the game and was enthralled by the concept of going inside the computer; to become connected to it by a very real, very deadly link. Where a mistake could cost you your very life... That concept, albeit borrowed heavily from Mr. Gibson's book, made for a

GREAT game. It was new, exciting and fun to play. The key word there is FUN. What ever happened to those FUN games?

I also remember the first time I played Bard's Tale...and Wasteland...and even Dungeon Master, when my 128 became my brother's and the Amiga became the third true love of my life (third only to my wife and son). Even now I try to recall the feelings I felt when I encountered that first "Magic Mouth." Or when I gambled my money at Fargo's. Or when I figured out that clever Purple-Worm-Side-Step-Turn-And-Hack movement that made every Purple Worm after that a real pleasure to kill. Or most of all the almost-real sensation of "jacking into the Matrix" for the very first time, Cyberspace shifting up into view like a scene from Xanadu...

But you know what? I just can't remember what it felt like. I buy a lot of games. I mean a LOT of games, and each time I put that game in and boot up my computer, I really hope to feel those feelings again. But it just doesn't seem to be happening lately. Oh, don't get

me wrong. I really enjoy some of the games that have come out. And some of them touch on that thrilling sensation. Games like The Adventures of Willy Beamish, Leisure Suit Larry V, Pirates!, and even Jack Nicklaus' Unlimited Golf came close, while some games came VERY close. Most recently Rise of the Dragon and, of course, any SSI "Gold Box" AD&D game. But none, since my first quest in Dungeon Master, has hit that nerve - that funny bone of game elation that I miss oh, so dearly.

Am I the only one who feels this way? If I am, please forgive my breaking away from my usual format and allow me this brief venture into self-pity. But if you feel the same emotions from time to time, you can understand why I mention all this. Nothing ticks me off more than flinging out the money it took me a full day to earn and buying a program that claims

**CONTINUE
PAGE 6**



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

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



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Come in on February 26, 27, 28th, for our great end of the month sale. We are celebrating Valentine's Day and Both of the President's Birthdays. Get 10% off our regular discounted prices on all new software in the store. To receive the 10% discount, you must mention that the AD was seen in the AmigaZette newsletter.



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March 1992

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

SIG NOTES Sig Coordinator - vacant-

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

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

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

AMIGAVISION SIG

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

C PROGRAMMING SIG

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

DESKTOP PUBLISHING SIG

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

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 Bryon 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

to be God's gift to Games and turns out to be pure keyboard lint! Just a few months ago I purchased just such a program: Corporation from Virgin Games. I had heard nothing but rave reviews from over in Europe and finally it was released here in the U.S. I quickly grabbed the very first copy I could acquire and rushed home (literally!) to play this adventure. I loaded it up, sat through the rather well-made intro and... (Add several four letter words of your own choosing here, please. Thank you.)

Last month I made mention of The Adventures of Willy Beamish being my choice of Best Game of 1991. And that still holds true. But allow me to clarify that statement. While I indeed own Willy Beamish and feel it's the best game out, there ARE other games I enjoyed MORE in 1991. Rise of the Dragon comes flooding into view as I type this. But in that same vein, allow me to name the 3 WORST GAMES OF 1991. The number 3 worst game of '91 was, as mentioned before, Corporation. The game play is supposedly good, but the darned player interface is nearly impossible to control. I spent the best part of an evening spinning wildly out of control down some stupid hallway. And you're supposed to be walking! As a human! You know - two feet?! Not pivot like some psychopathic spinning top with 20 pockets and a face!

The number 2 Worst Game of 1991 was easily Life and Death from The Software Toolworks. I spent over an hour probing and prodding 400 idiots with

gastrointestinal pain, praying for one case of appendicitis so I could cut one of these morons open with a scalpel! Now I'm not usually a violent person by nature, but when I finally got the S.O.B. into the operating room, I will admit openly and without remorse that I purposely neglected to use anesthesia before slicing into the dimwit's abdomen! And it was the most fun I had with the whole game!!!

And now we come to the absolutely WORST Game of 1991. And it comes from SSI. I hated to admit that, because they (although not recently) are one of my favorite software companies, but when they make a bad game, they make a real sewage patty! And it's name, which I vow will only pass through this column once, is Renegade Legion Interceptor. It is a foul piece of strategy gunk that just happened to bypass all common sense SSI usually has and actually make it onto our beloved Amiga platform! All I can say is SSI had better quit fiddling around and start releasing some games pretty soon (and quality games, too!) or their generally loyal Amiga patrons will take their Just-As-Good-As-A-IBM-User's Money and spend it elsewhere!

And that goes for all the software developers out there! Why do we, the Amiga Community, have to put up with this "You'll Get It When We Say You'll Get It" bunk that seems to be running rampant lately?! Take for example SSI once again. They said the game "Gateway To The Savage Frontier" would originally be available in September, 1991. Then they released ads in Amiga World, Info and even Computer Gaming World in October saying that it was

available for the Amiga NOW (or rather then). They have continued to push their release dates further and further back until now, in February, they have the audacity to say "Any Day Now" which has been their flippant and blatantly false answer for the last 6 weeks!!!! What the heck ever happened to Truth In Advertising, for Pete's sake?!

I apologize for my anger, which I'm sure is rather apparent in this column this month, but I can't help it. I wanted to write about new games I had received...but I haven't received any. I wanted to review some games I had played recently that I enjoyed, but there haven't been any (at least none worthy of note). I wanted to preview some upcoming titles, but publishing a preview lately is like giving Bigfoot top billing at a Grateful Dead concert: Hey, you can say he's coming, but don't hold your breath waitin'!

And I once again refer you to the first couple of paragraphs of this column. What ever happened to those "Feel Good" games of the past? And will they ever come around again? Boy, gang, I really wish I knew. Perhaps that, of all things, is what makes me most angry. I just don't know what's in store for games on the Amiga. True, there are some good prospects out there: Black Crypt, Nightmare, Elvira II: The Jaws of Cerebus, Indiana Jones and the Fate of Atlantis, Eye of the Beholder 2, Pools of Darkness, Gateway To A Savage Frontier, The Secret of Monkey Island II, and there are others. But they are so far just as they appear here to you. Only words and promises accompanied by occasional screen shots in magazine ads and the very

rare demo disk. If the Amiga were as popular here as it is in Europe, this column would have never been written like it was this month. The software companies would be working FOR us, instead of making crappy, second-hand, third-effort ports of IBM programs like we've been getting lately. The Amiga is talked of amongst game developers as a terrific machine but just not worth their effort because they can make more money by programming lesser programs for IBM users. It's time they all realized that the Amiga and its legions of users DO care and DO matter and DO want quality games made for THEM!

Well, I guess I've spouted off more than I deserved to. If you are upset with me for writing this and not presenting my usual gaming column in it's usual format, than please accept my deepest apologies. Next month, I will return to that format of straightforward reviews, previews and helpful hints that seem to be popular among my readers. But let me say this final thing. I will not accept what we have been getting in the way of entertainment software for the Amiga over the past 18 months as the best there is. I have played games far better than these. And it did not happen that long ago.

And it did not happen on a different computer.

And it most certainly did not happen in Cyberspace.

These games and their programmers wouldn't last a second there....

From page 2

over 325 members. With the mailing of the February 92 issue of the Amigazette newsletter, there were 229 issues mailed to SACC members. Not that far from 300. I think we all know of some friends that have Amigas and are not members. I am asking all SACC members to try and recruit these friends to become members so that we can reach that magic number of 300+ members. This will include asking some of our members that have not renewed as of yet to do so.

2)Try to establish contacts with Dealers, Developers and other companies including Commodore. Establish new contacts and have better communications with Dealers, Developers and companies that we are in contact with now both in the U.S.A. and around the world. Establish a contact within other Amiga clubs here on the west coast and then all over the country and then in other parts of the world. The way it is now, we only send newsletters to each other. That isn't good enough.

3)Establish and/or join an Association that will help in furthering the cause of the Amiga and give us the user and dealers some leverage when dealing with big companies that don't listen to our wants and needs.

4)Set-up a Calender of events for the whole year so that members will know what is going on. This will require some feedback from you the membership by letting us know that you like what we are doing.

5)Get members to write articles for the newsletter by offering them an incentive. Article can be on any topic as long as it deals with

computers with a half page being the minimum size on up to whatever. This is still being worked out.

6)Look into the possibility of establishing a user Directory for the club. This directory will contain members names and what they specialize in. An example would be Rudi Cilibrasi who is good at programming in C. This is also still in the planning stage. More on this later.

7)It was brought to my attention that the club needs more Female members and more Younger members. So, that is going to be one of things I will be looking into

next page



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real soon. This will also require some help from you the members.
8)Get 9600 baud modem for SACC's BBS.

9)Have 5 to 6 big raffles per year. That would mean a big prize given away every two months. Instead of purchasing a prize we will give away a gift certificate to a store and the winner will be able to go and redeem it. If the winner wants to add some of his or her own money to it they may do so in order to purchase a larger product. One of the stipulations would be that you could not cash in the certificate and get cash back. This is being set-up now. Will have more details later on this.

These are only a few of the Goals that I have planned for SACC. Some of the other Goals will be outlined during the year. The most important thing for us as members of SACC to do during the year is HAVE FUN. The second thing is for us ,the user, to help the Amiga gain ground and not loose any. More next time from the Prez.

Late addition to President's message.

Meeting date have been schedule from Feb. thru June 1992. The meeting date are as follows: Feb 26th, March 18th, April 29th, May 20th, and June 24th.

Other late addition. One of the clubs two Amiga 500 (the one use for the amigazette) went dead, and we went out and took bids on a price of a new machine. The lowest was from Computertime/Multi-media. All the other store price were close but we had to go for the lowest. I would like to thank all the stores for their bids. And a special thanks to Ron of ComputerTime for offering us such a great deal. Hope to see you all at the February General meeting on the 26th.

The Reference Desk



By: Mark Wilkinson

Hello and welcome to The Reference Desk. Every month I try to bring you all the latest and greatest news regarding our beloved SACC Public Domain Library. Some months are packed with new Library entries and information, while others are slow and I've gotta reach into the deep, darkest abysses to come up with anything to write about.

This is one of those slow months.

A few things I could mention is that, as of the date this was written, the Library has received Fred Fish disks through and including # 590. This, of course, could change at any time as Fred doesn't keep a particular schedule of release dates. So to make sure you the latest information, check with Ken Barton or myself (our numbers are listed inside the front cover under "Librarian Supervisor" and "Librarian", respectively), or check in on Amigalink in the Library room.

New Club Library entries? Not really. We are, however, expecting to add a nice selection of Disk Magazine Demos (PD Only!) to the Library, so watch this space next month for further details, or check with us at the next Library Outings.

When ARE the next Library Outings you ask? Well, allow me to elaborate. In March, we will be at Put's Electronics on

Saturday, March 7th, from 10am to 3pm and at CSS on Sunday, March 8th from Noon to 4pm. See ya' there! And remember to have your Library requests all pre-selected before arriving at the Outings to avoid unnecessary bottlenecks in the line. That's what our catalogs are for. If you don't have a copy or would like it updated, bring your catalog disks along too!

I will do away with my usual pleading for Disk-of-the-Month volunteers this month. Instead, I will simply say one word: HELP!!!!!! That should just about sum up the situation....

Well, I wish I had more, but I really don't. Only that the Library will soon be upgrading the Club computer to the new 2.04 ROM and operating system (as soon as we can find one...). Keep tuned for the latest and greatest! We'll see ya' right here at The Reference Desk...

Same SACC time!
Same SACC channel!

BBS Numbers

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

other local BBS

Another BBS	969-4043
Luck of The Irish	455-9975
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





LIBRARY NOTES

New
Fred Fish
disk

CONTENTS OF DISK 581

- FileLocator** Searches up to 28 mounted devices for specific files using wildcard matches. Version 1.0, binary only.
Author: Joe Ratz, Jr.
- Neuro** A neural network simulator which is able to learn patterns (e.g. letters) and recognize them. The program handles Hopfield and Backpropagation networks. Some examples are included. Version 1.0, binary only.
Author: Berthold Ruf and Ulrich Wisser
- Prism** An ANSI editor that allows animations, and complete color control. It is used on many BBS's to create animated screens. Includes a configuration editor, font control, and variable playback speed. Version 1.4, includes source.
Author: Syd Bolton, Chris Timmerberg, Colin Vernon
- StopWatch** A stop watch application with the precision of one millisecond (variable), which scans the joystick button. Full multitasking capability and intuition interfacing, additional display screen for genlock output, ARexx port for parameter/result handling and screen manipulations. Written in Modula 2 and assembly language. This is version 3.0S, an update to version 2.0 on disk 466. Binary only.
Author: Christian Danner
- StripANSI** Removes all ANSI codes from a text file, so that only the bare text remains. It is useful for editing terminal program capture buffers. Two versions are provided: one for the command line (CLI) and one with a full Intuition interface. The Intuition version includes the ability to selective strip certain ANSI codes, and generates a complete report. This is version 1.0, and includes full source in C.
Author: Syd Bolton

CONTENTS OF DISK 582

- Diplomacy** A classic strategy game loosely based on World War I. Designed for several players but can be played by as few as 2. The computer manages the game, resolving orders and graphically displaying the current status. Also provides map design capabilities for game variants. Version 2.0, shareware, binary only (source available from the author with shareware payment).
Author: Steve Douthat
- Questionartort** A program to create, update, and present multiple choice questionnaires. Version 1.07, shareware, source available from author.
Author: Erik Von Raspator
- VideoDat** A very simple databank to store information about your videos. Version 1.2, binary only.
Author: Sascha Fengel

CONTENTS OF DISK 583

- ARoff** A complete and powerful program for text formatting, much inspired by the "nroff" utility on UNIX systems. This is version 1.12. Includes source, and documentation in both English and French.
Author: Denis GOUNELLE
- ATbl** A program for table formatting, somehow inspired by the "tbl" utility on UNIX systems. Can produce printer output, with IBM graphics characters, or a regular IFF ILBM file which can be read by any decent desktop-publishing or word-processor program. This is version 1.00. Binary only, with English and French documentation.
Author: Denis GOUNELLE

- 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. This is version 1.5, an update to version 1.1 on disk 571. Includes source.
Author: Nic Wilson
- FullView** A text viewer that uses gadgets at the bottom of the screen (thus can display text 80 columns wide), opens up to the full size of the Workbench screen, displays ANSI color sequences and can load files compressed by PowerPacker. Also shows IFF pictures (which can also be compressed). This is version 3.04, an update to version 2.02 on disk 412, binary only.
Author: Jonathan Potter
- StopWatch** A program to time events, including intermediate events, with an overall accuracy of about 250 milliseconds (since the timing events are registered by human interaction). Version 1.0, binary only.
Author: Joe Ratz, Jr.
- SuperLock** A very flexible security program that can lock any or all of the devices present in the system, making access to them impossible. It can also optionally lock the keyboard and the mouse. Version 1.01. Requires arp.library. Binary only.
Author: Jonathan Potter
- SuperSpell** A global spelling checker that checks your spelling no matter what program you are typing under. Can be used to check spelling when typing on a BBS, in a text editor, or anywhere else. Comes with a 9000 word dictionary, which you can edit, add to or replace completely. Version 1.1, binary only.
Author: Jonathan Potter
- 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 and has been fully updated to include many new functions. This is version 2.56, an update to version 2.53 on disk 571. Binary only.
Author: Nic Wilson
- TplEdit** A gadtools template editor that is able to generate standalone C source code and does generate its own surface. This is version 2.00 beta, an update to 1.00 on disk 480. Requires Amiga-DOS 2.0. Includes source.
Author: Matt Dillon, enhancements by Koessi
- WorldTime** A clock that has two states. In the first state, it has a small window which shows the current time and also the current time in another city in the world. In the second state, a large window shows the time in 84 cities throughout the world. The list of cities is configurable. Version 1.31, includes source.
Author: Jonathan Potter

CONTENTS OF DISK 584

- DataPlot** DataPlot is a very special function "plotter". It does not really plot the data, but it creates a ".dat" file containing the function which you typed in and the corresponding values that have been calculated. The ".dat" file can then be read in by "MultiPlot" (from AmigaLibDisk 467), so that you can manipulate the data with much more powerful functions than most normal function plotter programs offer. This is version 1.00. Public Domain. Source in C included.
Author: Stefan Zeiger
- ElectronElectron** World is a cellular automation described in "Spektrum der Wissenschaft" ("Scientific American") March 1990. This is version 2.01, an update to version 1.20 from WizardWorks1. Shareware US\$ 10. Binary only.
Author: Stefan Zeiger
- EnvPrint** EnvPrint is a handy tool for printing envelopes for letters. Just type in the addresses or load them from disk, and EnvPrint will organize the printing job for you. Version 1.20. Shareware US\$ 10. Binary only.
Author: Stefan Zeiger
- ExecC** ExecC is a small utility for executing CLI/Shell-Commands from the Workbench. This is version 1.10. Freeware. Binary only.
Author: Carsten Raufu_
- IFFWizard** IFFWizard shows all chunks of an IFF file together with a short description and the chunk length. It knows over 170 Chunk- and Type-IDs and descends recursively into FORM-



LIST-, CAT- and PROP-chunks. This distribution also contains a companion file with a list of all chunk- and type-IDs known by IFFWizard. This is version 1.10. Freeware. Source in C included.
Author: Stefan Zeiger

RevHead REVHEAD is a program for generating info files for your existing sourcecodes/executables. The info data is stored in a separate file. Features Kick/WB 2.0 environment. Version 1.05. Freeware. Binary only.
Author: Carsten Raufu_

SpLi A program for generating spheric lissajous figures. Algorithm taken from 'Spektrum der Wissenschaft'. Version 1.00. Public Domain. Includes C sourcecode.
Author: Carsten Raufu_

TextStatAn extended "wc" (word count) program. It has all features of the SAS/C "wc" plus the ability to count the frequency of ASCII characters, alphabetical characters and many other things in a text. Version 1.10. Freeware. Sourcecode included.
Author: Stefan Zeiger

TurboLife A quite comfortable implementation of the cellular automation "Life". Version 2.01. Update to version 0.60 from Wizard-Works1. Shareware US\$ 10. Binary only.
Author: Stefan Zeiger

WizardClock The ultimate workbench clock. Features a nice WB2.0 design, an easy-to-use intuition interface, 3 languages, analog clock, digital clock, calendar, alarm, and the ability to "read" the date and time with the "SPEAK:" device. Version 1.20. Public Domain. Source in C included.
Author: Stefan Zeiger

WizardFiler This nice file requester is an enhanced version of Anders Bjerin's "FileWindow" from disk 337. It is very comfortable and has a nice WB2.0 design. Version 1.01. Source code in C included. Public Domain.
Author: Stefan Zeiger, Anders Bjerin

CONTENTS OF DISK 585

RayDance Demo version of the RayDance raytracer. This is a fully functional version except that it requires clicking on a continuation prompt after every 15 minutes of rendering time and the total number of polygons and spheres in a scene is limited to approximately 1400. Includes both software and hardware floating point versions. Requires a minimum of 1Mb of ram. Version 1.0, binary only.
Author: Charles Comstock

CONTENTS OF DISK 586

AzMake A work environment for Aztec C. You can compile, assemble, link, print, etc your programs by clicking a gadget. Typing in the Shell is out. Version 1.1, shareware, binary only.
Author: Christian Friedel

BlackHole A little utility that acts like a "super-trashcan" and adds an appicon to the Workbench backdrop window. As such, Black-Hole requires AmigaDOS 2.0. You can drag file or drawer icons onto the Black Hole and you will then be asked if you really want to delete the items. Version 1.0, binary only.
Author: Parsec Soft Systems

Contour4D Creates colored, altitude mapped objects for Sculpt 4D. Two IFF brushes are used; one to supply the color for the object and a second which, by its color intensity, gives an altitude for the object at that point. Objects are optimised so that large areas of one color and height become a single larger set of faces. Objects are output in Sculpt 'scene' format. Works with ordinary, HAM or Extra-Halfbrite brushes. Any palette colors can be omitted from conversion and all palette colors can be of different textures. Full Intuition interface. Version 1.5, shareware, binary only.
Author: Bruce Thomson

LSlabel A simple label printing utility. Very powerful as the user can/must do a lot of settings by himself. Features include variable linefeeds (in 1/216 inch steps) between 21 independent lines and freely configurable printer codes. Version 1.1.2, an update to version 1.0 on disk 478, binary only.
Author: Stefan Berendes

Opus8 A program to convert MacIntosh 8-bit sounds to Amiga 8SVX format. Includes source in PCQ Pascal.
Author: John A. Safranek

TheGallows A hangman type game with over 3000 words. The objective of the game is to fill in the blanks and guess the word before the prisoner is hung, after the seventh miss. New words can

be added to the list of words to guess, up to a maximum of over 9450 words. Version 1.0, shareware, binary only.
Author: Joe Rattz, Jr.

Tree4D Creates 3D branching trees for Sculpt 4D complete with leaves. Many aspects of the shape and design of the trees are modifiable, including color and detail level. Objects are output in Sculpt 'scene' format. Full Intuition interface. This is version 1.5, shareware, binary only.
Author: Bruce Thomson

CONTENTS OF DISK 587

ConLib A run time reentrant library, developed with the purpose of making life easier for application programmers. It contains functions to format and display text, accept keys/messages, strings, or numbers, and to handle cursor and screen control, among other things. Version 2.00, includes source in asm.
Author: Bjorn Reese

GMC A console handler with command line editing and function key support. GMC provides extended command line editing, function key assignment in four levels, extended command line history, online help for functions in the handler, and an iconify function. Also includes an output buffer (dump to printer and window), filename completer, script function, undo function, prompt beeper, pathname in window title, close gadget for KS 2.0, etc. This is version 9.11, an update to version 9.8 on disk 434, with some new features and some bug fixes. Shareware, binary only.
Author: Goetz Mueller

TMKBP The Multi-Kickstart Board Project lets you build a Kickstart ROM switcher compatible with the Amiga 500 and Amiga 2000. It will hold up to 3 versions of Kickstart, and can be switched between via an external switch. If software does not work under kickstart 2.0, simply flip the switch and reboot under 1.3. It includes full step-by-step documentation, as well as schematics, and diagrams. This is revision 3.1.
Author: Neil Coito and Michael Cianflone

CONTENTS OF DISK 588

FifoLib FIFO: is like PIPE: but is based on fifo.library rather than its own implementation. Fifo.library is a general fifo library implementation that supports named fifos, writing to a fifo from a hardware exception, multiple readers on a fifo with each getting the same data stream, efficient reading, and automatic or manual flow control. Programs that require non-blocking IO can access one side of a FIFO: connection via the fifo.library instead of the FIFO: device. Version 3.4, an update to version 3.1 on disk 519. Includes some source.
Author: Matt Dillon

FracBlank A commodities screen blanker written for AmigaOS release 2.x. When running will blank the screen and start to draw real plane fractals such as described in the September 1986 issue of Scientific American. The resulting images may remind you of spiders' webs, lace or even the Chladnian patterns formed by grains of sand strewn across a vibrating surface. This is version 1.8, an update to version 1.4 on disk 535, and includes numerous bug fixes and enhancements (such as multicolor mode). Includes source in 'C' and assembly language.
Author: Olaf 'Olsen' Barthel

MandelSquare Yet another program to generate images from the Mandelbrot set, different from most implementations in that it runs only under AmigaOS 2.x, requires an '020/'030/'040 CPU and a numerical coprocessor. The calculation routines were written in '881 assembly language for maximum speed and precision. Also included is a 'movie mode' which allows generation of long camera zooms to spots in the Mandelbrot set. The resulting animations can be saved in ANIM-opt-5 format, allowing to replay them using 'MandelSquare' or standard animation software. Version 1.3, includes source in 'C' and assembly language.
Author: Olaf 'Olsen' Barthel

CONTENTS OF DISK 589

Term A gift-ware telecommunications program written for AmigaOS release 2.x (Kickstart 37.175 and Workbench 37.67 or higher required). Features include total configurability, full ARexx control, Xpr-transfer support, filetype-identification after download, cut & paste/point-and-click on screen, auto upload and download, scrollable review buffer of unlimited size, solid and fully-featured VT100/VT220/ANSI emulation, optional fast atomic terminal emulation, hotkey support, powerful phonebook and dialing functions, ability to save and print the contents of the screen as IFF-ILBM or ASCII file,



full overscan and screen resolution support (new ECS screen modes included), asynchronous operation and a lot more. Comes with seven Xpr-transfer libraries (ascii, jmodem, kermit, quickb, xmodem, ymodem & zmodem) and documentation both in German and in English. This is version 1.9c, an update to version 1.8a on disk 534. Includes full source in 'C' and assembly language.
Author: Olaf 'Olsen' Barthel

CONTENTS OF DISK 590

- Crystals** A computer simulation of three-dimensional crystal lattices which permit you to observe stereoscopic views of any of the fourteen Bravais lattices with a variety of orientations, while rotating and positioning them in real time. The frame rate is between 10 and 30 frames per second, depending upon the options selected and the Amiga being used. It is primarily intended for educators and students in physics, chemistry, and geology. It is most suitable for use in conjunction with a course in solid state physics, or a course in crystallography. Version 2.15, shareware, binary only.
Author: David McKinstry
- EquiLog** A Master-Mind type game. Version 1.36, binary only.
Author: Pierre-Louis Manguard
- MICE** My Image Code Editor. MICE generates source code from standard IFF pictures. Can generate either assembly or C source. Version 1.2, binary only.
Author: Pierre-Louis Manguard
- Seeker** A 'find file' type utility for AmigaDOS 2.0 with more features than most such programs. Intuition interface supports AmigaDOS and unix-like wildcards. Several operations can be performed on found files. Version 1.2, shareware, binary only.
Author: Donald Lloyd
- SuperDuper** A very fast disk copier and formatter. Can make up to four unverified copies from a ram buffer in 36 seconds. Verified copies from a ram buffer take 67 seconds for one destination drive, plus 34 seconds for each additional destination. This is version 2.01, an update to version 2.0 on disk 561. Now includes a program to fine tune some fields in the trackdisk device, and a "no click" type program. Binary only.
Author: Sebastiano Vigna
- This is disk 591 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.
- Flyspeck** A very tiny font, which is more of a gimmick than a useful font. Perhaps the tiniest font available for the Amiga.
Author: Sascha Wildner
- MonopolySrc** Source to the immensely popular Monopoly game distributed in binary form on disk 251.
Author: Ed Musgrove
- Vim** Vi Imitation. A clone of the UNIX text editor "vi". Very useful for editing programs and other plain ASCII text. Based on Stevie (disk 256) with many enhancements such as multilevel undo, command line history, improved command line editing, full vi compatibility (except Q and zn commands), command typeahead display, command to display yank buffers, unlimited line length, ability to edit binary files, file name stack, support for Manx QuickFix, shows current file name in window title, etc. Internal storage structures have been redesigned for optimal speed and memory usage. Version 1.14, includes source.
Author: Bram Moolenaar, et al.
- This is disk 592 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.
- CirclesUp** A simple little two player game where circles fly into the playing area from both sides of the screen. When each player presses his corresponding ALT key they fly to the top of the screen and stop moving when they hit another circle or the border. The object of the game is to connect a specified number of circles of the same color. Version 1.0, includes source.
Author: Jason Lowe
- EZAasm** Combines parts of "C" with 68000 assembly language. Produces highly optimized code. Supports all 2.0 functions and more. Comes bundled with A68k and Blink, for a complete programming environment. This is version 1.6, an update to version 1.5 on disk 484. Includes example source and executable files. Binary only.
Author: Joe Siebenmann
- LAZI** A graphic interface for the archive utilities Lharc, Arc, and

Zoo. LAZI will add, delete, extract, and update single or multiple files, list and test archives, allow you to read extracted readmes/docs or any other ascii file, save a configuration file that holds the locations of your work directories, archive utilities, and its position when iconified. At least 1Mb of RAM is recommended. Version 1.0, binary only.
Author: Mark W. Davis

- NumbersUp** A simple little game where numbers fly into the playing area from both sides of the screen. When you click the mouse button, they fly to the top of the screen and stick there. The score is determined by what numbers the current number lands near, and the game ends when the same numbers end up adjacent to each other. Version 1.2, includes source.
Author: Jason Lowe
- PublicService** A screen clock intended for those whose day revolves around a series of breaks; this one counts down the minutes to each break, and complains if you're at the Amiga outside working hours! All break times are contained in a small text file (example given). Times are expressed in words rather than numbers. Includes source.
Author: Michael Warner
- QuickTrans** Freely redistributable replacement for mathtrans.library, containing faster versions of all 17 functions, with almost the same accuracy. Trigonometric functions are 2 to 2.5 times as fast. Logarithmic, exponential and hyperbolic functions are about 3 times as fast. Version 1.0, binary only.
Author: Martin Combs
- Star** Three C functions, that you can easily incorporate into your programs to draw stars. Includes source.
Author: Jason Lowe

This is disk 593 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

- AnalyRim** An integration of the AnalytiCalc spreadsheet (disk 495) and the RIM-5 relational database management system (disk 143). Integrates a spreadsheet with hundreds of functions and 18000 by 18000 cell address space, with a complete disk based DBMS, and functions permitting one to move relations or selections of relations in either direction between spreadsheet and database. In this way, large relations can be stored on disk, yet accessed as needed in the spreadsheet, from whence they can be computed with or plotted. The command language of RIM is fairly close to SQL and documents for it are included. Also supports GnuPlot to provide flexible plotting. A minimum of 2Mb of memory is recommended, of which 750K must be contiguous. Because the full distribution would not fit on a single disk, it has been split onto two disks, with disk 593 containing the executable and needed "keypad" command files, and disk 594 containing the source and documentation.
Author: Glenn C. Everhart et al.
- Elements** Very nice interactive display of the the Periodic Table of Elements. Includes general row and column information, plus a test mode where the program asks specific questions about the selected element or row/column. This is version 2.3b, an update to version 2.3 on disk 384, with some minor AmigaDOS 2.0 fixes, a new icon, and Swedish and German data files. Binary only, shareware.
Author: Paul Thomas Miller
- 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. Version 1.11, an update to version 1.0 on disk 377. Shareware, binary only.
Author: Stefan Boberg
- PicPak** A package of general purpose picture loading and manipulation functions, including IFF ILBM loading, ViewPort color control (including fades and color cycling), and frames. Will also load and display SHAM images. Version 1.3c, includes source.
Author: Paul Miller
- PictSaver** A small utility that allows you cut rectangular portions of any screen and store them on disk as IFF-ILBM files. Also allows easy saving of windows and entire screens to disk. This is version 2.4, an update to version 2.0 on disk 543. Binary only.
Author: Preben Nielsen
- WindowTiler** A WB2.0 commodity similar to ihelp that cascades, tiles, etc workbench windows. Contains 7 ways to arrange the windows. Does not affect non-sizeable windows (so dock windows, etc don't get shifted). This is version 1.1, binary only.
Author: Doug Dyer

Disk 594 not received at this time....
we will include it when we get it.

This is disk 595 of the freely distributable AMIGA software library.
Below is a listing of the significant directories and their contents.

- ClibSave** A small hack for saving the actual contents of the clipboard (unit 0) to a file. It may only be used from shell. This is version 0.1, includes source.
Author: Uwe Röhms
- HOW** A game where the aim is to get a ball from the start square to the exit square, while trying to turn all squares to the same color. As the ball moves across a square, the color of the square changes in a cyclic order of four colors. Also includes a level editor program. Freeware, binary only.
Author: Peter Handel
- IconSwap** A small utility, which allows you to quickly and easily swap the colors of your icons between the older 1.3 and the new 2.0-style. Version 0.14, includes source.
Author: Uwe Röhms
- P-Compress** A gimmick-free and very easy to use program for most compression requirements. Uses the latest LZH compression algorithms. Can handle single files, whole drawers, disks, or selected files or types of file within drawers and disks. In PACK mode it can consolidate files into less space than whole-disk compression tools or archivers. This is version 2.1, an update to version 1.2 on disk 565. Freeware, binary only.
Author: Chas A. Wyndham, LZH code by Barthel/Krekel
- P-Reader** An all purpose reader that displays texts, pictures, animations and sounds, which may be uncompressed or compressed with P-Compress. Texts can include embedded static or animated illustrations and sounds. This is version 5.2, an update to version 5.1 on disk 543. Freeware, binary only.
Author: Chas A. Wyndham
- P-Writer** A text editor with special facilities for inserting text color and style changes and for preparing illustrated texts for P-Reader. Version 3.2, freeware, binary only.
Author: Chas A. Wyndham

This is disk 596 of the freely distributable AMIGA software library.
Below is a listing of the significant directories and their contents.

- RayShade** Rayshade is a ray tracing program ported to the Amiga from UNIX. Rayshade's features include nine types of primitives (box, cone cylinder, height field, plane, polygon, sphere, superquadric, flat triangle and phong-shaded triangle); composite objects; point, directional, and extended (area) light sources; solid procedural texturing and bump mapping of primitives; antialiasing through adaptive supersampling; arbitrary linear transformations on primitives; and more. This is version 3.0 patchlevel 5 and includes sources in C. The modifications for Amiga & SAS/C are distributed as diff files. Some example input files are also included.
Author: Craig E. Kolb, Amiga Port by Martin Hohl

ToolTypeWatch Helps you if you are searching for ToolType-keywords of a certain application. It patches the FindToolType() and the MatchToolValue() functions of the icon.library and records all calls to these functions along with the given arguments. This allows you to discover all keywords supported by an application as ToolTypes. Version 0.7, includes source.
Author: Uwe Röhms

This is disk 597 of the freely distributable AMIGA software library.
Below is a listing of the significant directories and their contents.

- GoLD** Game of Life - Duo. A "Game of Life" extension. This one uses TWO strains of cells, allows free redefinition of the rules, and contains the original game as a subset. This is version 1.0, includes source in C and assembly.
Author: Andreas Neubacher
- IconTools** Four programs to manage some aspects of icons using the Intuition interface and allowing one operate on many icons at once by shift-clicking. FloatIcon 1.05 sets an icon so that the Workbench can freely place an icon in a drawer window. ReplaceTool 2.04 sets a new default tool for project icons using the Workbench icons or a file requester. ReplaceImage 1.01 changes the image of icons to that of another. SwapColors 1.01 swaps colors 1 and 2 in icon images. The last two programs will be useful for converting to the "new look" of Workbench 2.0. Includes source in JForth Professional 2.0. Not related to IconTools on disk 284.
Author: Richard Mazzarisi
- NewList** A very fast and powerful 'list' and 'ls' utility. It features fast algorithms, custom print and date formatting, 3 different

types of recursion, a hunt mode, character filters, a pager, ansi, ENV: support, and tons of sorts and options. This is version 6.0, an update to version 5.0a on disk 513. New features include complete WB2.0 support and compatibility, including full link handling, and some bug fixes. Binary only.
Author: Phil Dietz

- ScudBuster** A Scuds vs. Patriots missile game. This game is a combination of the old Missile Command, Battleship, and Stratego games rolled into one. Set up your strategy and launch missiles at your enemy, while he launches missiles at you. Version 0.8, binary only.
Author: Howard Dortch
- ShadowMaster** A modular screen saver system for AmigaDOS 2.0. It allows you to choose a saver module to be used at blank time, and to build utility modules that may (or may not) choose the actual saver. Version 37.7, includes partial source.
Author: Mike Meyer
- ThinFonts** Seven fixed width fonts in two designs to get more characters on your screen. Made for usage on hires interlaced screens and A2024 modes.
Author: Dirk W. Reisig

This is disk 598 of the freely distributable AMIGA software library.
Below is a listing of the significant directories and their contents.

- ANSI** A small CLI utility to convert C source between ANSI and Kernighan and Ritchie function definition formats. Also allows generation of prototypes. No Amiga extensions and should be portable. Version 1.0, includes C source.
Author: Andrew Martin, SciTech Software
- DX100** Editor/Librarian for the Yamaha DX100, DX21, and DX27 synthesizers. Provides voice editing and librarian features similar to the FB-01 Editor/Librarian. Version 1.25.
Author: James M. Smith
- FB-01** Edit all parameters for FB-01 Voices and Configurations. Has graphical display of voice envelopes to improve the editing process. The librarian provides the means to organize and store a bank of voices or configurations on disk. Send customized banks to a Yamaha FB-01 or receive banks from this instrument. Print hardcopy of voice and configuration banks. Version 1.25.
Author: James M. Smith
- Parse** A simple keyword command line parsing routine. Supports mixed case and unambiguous abbreviations in the command line. The parse routine can be used to add keyword control to any program in an easy manner. Version 1.2, includes C source.
Author: Andrew Martin, SciTech Software
- TX81Z** Editor/Librarian for the Yamaha TX81Z and DX11 synthesizers. Provides voice and librarian features similar to the FB-01 Editor/Librarian. Includes a Performance Editor and a Librarian. Version 1.23.
Author: James M. Smith

This is disk 599 of the freely distributable AMIGA software library.
Below is a listing of the significant directories and their contents.

- DBuff** Source code with a small demo. To implement double buffering by adding a second ViewPort to an Intuition screen. Version 1.0, includes C source.
Author: Andrew Martin, SciTech Software
- InputView** A small tool for AmigaDOS 1.3 to record the input stream at a given time and then insert the recorded events again later, instead of the user input. Version 0.24, includes source.
Author: Uwe Röhms
- MailMerge** A utility to perform simple mail merge using the LaTeX letter style. Simply requires a letter in .tex format and a file of addresses. Each of these is inserted, in turn, into the .tex file which is run through LaTeX and then through the printer driver. Version 1.0, includes C source.
Author: Andrew Martin, SciTech Software
- MoG** A demonstration version of a commercial molecular graphics program. Stick representations of molecules may be rotated, translated and scaled on screen and changes may be made to structures. 'Space filling' pictures may also be generated using quick preview, shading, or ray-tracing. The demonstration version allows only one of two structures to be displayed and does not allow space filling, though some sample space-filled structures are included. Version 1.03D, binary only.
Author: SciTech Software
- PrLabel** A utility to print laser printer labels. Support 3x8, 2x8



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and 2x7 A4 label sheets. The program may easily be modified for other formats. Also serves as a demonstration of using STSLib for gadgets and menus. Version 1.1, includes C source. Author: Andrew Martin, SciTech Software

RxilShell A set of routines to form an additional layer between the programmer and AREXX. Rxil_shell sits on top of rxil on disk 299 and contains a few changes and bug fixes to the rxil routines. Using these routines, adding AREXX support to a program becomes completely trivial. Version 1.0, includes C source. Author: Andrew Martin, SciTech Software

STSLib Blink compatible library required to recompile PrLabel. This library supplies gadtools-like 3D look gadgets (including check boxes, radio buttons and cycle gadgets) and menus whose layout will be adjusted for different default screen text fonts under AmigaDOS V2.0. Version 1.0, link library only. Source and documentation available from the author for a fee. Author: Andrew Martin, SciTech Software

This is disk 600 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

Env A user friendly tool to edit your "environments". You can change, add, copy, rename and delete them with an intuition GUI, instead of using DOS SetEnv/GetEnv. Features include keyboard shortcuts, font-sensitive windows, and shell command line support. Version 2.08, binary only. Author: Stefan Otto

Memcheck An antivirus package designed to be used for detection and analysis of new and old viruses. It includes a very powerful bootblock detector, a CLI detector and a Vectors program. The programs check for any virus in RAM and are able to kill all viruses in RAM. All libraries, devices, interrupts, reset vectors, etc are completely checked by the programs. This is version 5.0, binary only. Source code is available from the author. Author: Koen Peetermans

Multi_Player A music player that loads and plays a large variety of the "tracker" type sound modules. With an intuition interface,

allows you to load formats like Intuitracker, NoisePlayer, Soundtracker, FutureComposer and 7 others including power-packed modules! Includes many sample modules in several of these formats. This is version 1.5, an update to version 1.2 on disk 509. Binary only. Author: Thomas Landsburg

NCode A fast MC68000/10/20/30 conditional macro assembler for the Amiga. Supports both the old and the new Motorola syntax for operands and allows you to put standard parameters in an argument file. NCode can be used for any of the four CPU's and will check whether your code matches the specified target CPU. Version 1.2, binary only. Author: Edgar Visser

Paragon A two player game where the object is to build a given crown (a pattern of 5 stones) on the playboard. Includes source in AMOS. Author: Volker Stepprath

Rothello Reversi/Othello like game that features the option to shift complete rows or columns of the playfield. Play a human or computer opponent. Version 1.0, shareware, binary only. Author: Michael Koepke and Rolf Herrmann





An Advanced Technology 68030 Accelerator for the Amiga 500 with Optional Hardware Floating Point and 32-bit Wide, Burst-Mode Memory.

The MicroBotics VXL 30 Accelerator is offered to Amiga 500 owners as a cost-effective, high-quality upgrade solution to convert their 7mhz 68000-based Amiga 500's into high speed, 32-bit systems utilizing Motorola's advanced 68030 or 680EC30 microprocessor and its companion math chip, the 68882. To further increase performance, the VXL system accepts an optional 32-bit RAM board carrying two or eight megabytes of Fast Page Mode RAM designed to permit the processor to operate in its high speed burst mode. Both the processor board and its companion memory board install internally on the Amiga 500 (and can be installed in an Amiga 2000 as well).

VXL 30 Specifications

CPU: Motorola 68030 or 68EC030; PGA (Pin Grid Array) component. (the EC version of the processor is identical to the standard 030 except that the PMMU [Programmed Memory Management Unit] on the EC is not available).

CPU Clock Speeds Supported: 16mhz; 25mhz; 33mhz; 40mhz, and 50mhz

Co-Processor (optional, socketed PLCC [Plastic Leaded Chip Carrier] component): Motorola 68882 or 68881 at speeds up to 60mhz. The math coprocessor can be clocked via the cpu or independently (slower or faster) via a separately installed oscillator.

Target System: Amiga 500 Personal Computer (may optionally be fitted to Amiga 2000 Personal Computer).

Installation: Internal to Amiga 500; replaces native 68000; repositions native 68000 to reside on VXL-30 board.

Compatibility: Designed for general compatibility with all Amiga system software including AmigaDOS system 2.0 and later versions. Native 68000 may be activated via software switch and warm reboot. VXL 30 may be jumpered to cold boot into 030 mode or 68000 mode as desired.

Memory Support: Supports the addition of optional two or eight megabyte, 32 bit wide, Fast Page Mode memory operating in 030 burst mode (see VXL RAM-32).

Power Consumption: 650 milliamps (approximate).

VXL RAM-32 Specifications:
Memory Size Supported: Two megabytes or eight megabytes.

Memory Chip Types: Sixteen 256kbit-by-4, 60ns Fast Page Mode DRAMs or sixteen 1mbit-by-4, 60ns Fast Page Mode DRAMs. Optionally, slower (ordinary Page Mode) DRAM (80ns) may be installed at the

sacrifice of burst mode operations. All memory chips are CMOS, Dual-inline packages (DIPs). Memory sizes may not be mixed and the VXL RAM-32 must be fully populated.

Memory Organization and Operation: 32-bits wide in 68030 burst mode with zero wait-states when 60ns Fast Page Mode DRAM is installed and the processor clock is 25mhz. Burst mode may be defeated by jumper selection or via software selection.

System Compatibility and Mapping: VXL RAM-32 memory appears as the first autoconfiguring PIC in the Amiga's main 8 megabyte FastRAM space at address \$0020 0000 or (by jumper selection option) as memory residing above the first 16 megabytes of the Amiga memory map at address \$0800 0000. When mapped into FastRAM system space, 32-bit wide memory directly supports DMA transfers. The system ROM may be copied into a write protected 512k block of VXL RAM and be executed out of 32-bit wide RAM for increased performance. This technique does NOT require an MMU on VXL-30.

68000 Support: Memory space is still available (sixteen bits wide) with 68000 enabled and 030 disabled. Via software and a warm-reboot, the memory may be mapped above the 68000's address range in order to hide it from ill-behaved software (mostly gameware) which does not properly deal with FastRAM. **Lower Cost Memory Option:** Standard, Page Mode 80ns DRAMs may be substituted for Fast Page Mode DRAMs at the sacrifice of burst mode operation and consequent reduction in the



and consequent reduction in the speed of memory access. Note that even with slower DRAM installed, VXL RAM-32 will perform DRAM operations at several multiples of the speed of normal Amiga-bus expansion FastRAM. It is highly recommended that 32-bit wide memory be incorporated into the VXL installation in order to optimize performance.

Installation: Attaches to VXL 30 circuit board via header connector.

Manufacturer's Suggested List Prices:

VXL-30 with 25mhz

680EC30: \$399

VXL-30 with 40mhz

680EC30: \$629

VXL-30 with regular 68030 at 25, 33, and 50 mhz will be available; prices on request.

VXL RAM-32 with 2 megabytes of 60ns, Fast Page Mode DRAM installed: \$379.

Non-burst, two megabyte, 32-bit version of VXL RAM-32 : \$299.
25mhz 68882 Math Co-Processor and Oscillator kit: \$200.

PRODUCT AVAILABILITY:

VXL-30 is shipping as of 15 August 1991

VXL RAM-32 is shipping as of 30 September 1991



O.C.R.

MIGRAPH ANNOUNCES INTELLIGENT OPTICAL CHARACTER RECOGNITION APPLICATION FOR AMIGA SYSTEMS

"Since the release of the Migraph Hand Scanner, we have been searching for an OCR Solution that would meet Migraph's high quality and performance standards", state Migraph president Kevin Mitchell. "Migraph OCR is the result of a joint development effort between Migraph and a top developer of OCR software on UNIX based systems. The combination of the OCR engine and Migraph's interface provides a powerful, yet easy to use program."

"Perhaps a better indication of our commitment to the ST market can be measured by the emergence of Migraph OCR, The Omnifont based OCR product. You will not find any of the leading PC Software giants rushing to spend thousands of dollars, and several man-years to port a \$500 OCR package to the Atari. Nor has any developer for the ST made the large upfront cash investment necessary to bring Omnifont technology to the ST.

Well, just like you, we at Migraph got tired of waiting. So we forged a strategic alliance with an OCR Omnifont engine

developer. Together, we are bringing their mature UNIX OCR engine coupled with our intuitive interface to the ST market. The cost to Migraph has been substantial. We have focused our complete financial and manpower resources on this project. We've done this knowing that your satisfaction and word of mouth recommendation would generate years of sales as we continue to support and improve the product."

Optical Character Recognition is the process of using software to recognize text characters that have been scanned into the computer. The end result is an ASCII file which can be loaded into a word processor or desktop publishing programs.

OMNIFONT TECHNOLOGY

Migraph OCR uses Omnifont Technology, widely recognized as the leading technology for OCR products. Omnifont technology enables the program to recognize characters based on mathematical definitions rather than a set pattern. This greatly increases the speed of the application as well as its accuracy.

"Having the Omnifont engine makes this a quality product. Adding 'Intelligence' makes it a superior product" states Kevin Mitchell. "Trainable OCR programs have the capacity to learn new symbols aided by the user. Migraph OCR uses lexicons and linguistic dictionaries to help recognize characters, so that fewer characters are presented for identification by the user. The end result is quicker and better character recognition and a more satisfied user."

NEXT PAGE



AMIGAZette, the Official Publication of the Sacramento Amiga Computer Club

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Deadlines

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

Commercial Ad Sizes/Prices

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

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

GUIDE TO SUBMITTING ARTICLES

DEADLINE: 5th of the month

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

Migraph OCR includes these additional features:

= Directly supports the Migraph and Golden Image Hand Scanners

= Loads IMG and TIFF files

= Defines text and graphic areas; saves out text as ASCII files and saves graphics in TIFF or IMG format.

= Includes four different linguistic databases: English, French, German and Dutch.

= Allows the user to create dictionaries for multipage documents that have the same type of characters (mathematical, Greek, etc.)

= Easy to use interface.

REQUIREMENTS



Migraph OCR will run on any Atari ST, Mega, STe or TT system with 2mb ram and a hard disk drive.

AVAILABILITY

Migraph OCR will be available this December through normal distribution channels as well as direct from Migraph. The suggested retail price is \$299.00

For additional information:

MIGRAPH INC.
200 South 333rd Street
Suite 220
Federal Way, WA 98003
1-206-838-4637 voice
1-206-838-4702 Fax



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.

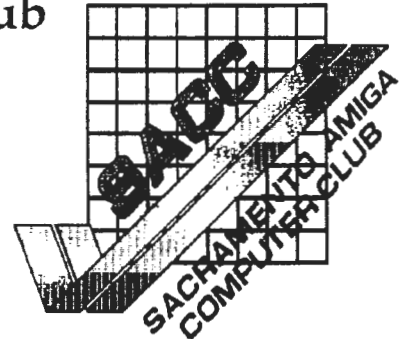
SPECIAL NOTE: For those not wishing to join SACC at this time, but would like to obtain member priviledges on the club board, we now offer an AmigaLink BBS Membership for \$12.00 per year. This membership entitles you to online yakking and unlimited download priviledges to it's extensive file bases. 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: _____

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PHONE: _____ DATE: _____

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 Club Dues are \$24.00 a year. Send check or M.O. to SACC, No Cash PLease

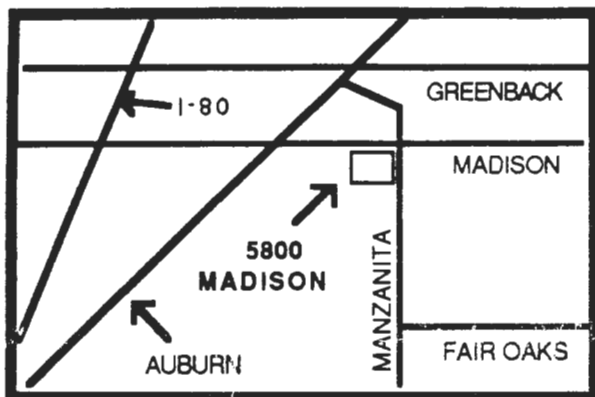
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