

SACRAMENTO AMIGA COMPUTER CLUB

\$1.75

MIGAZETTE

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**GENERAL
MEETING**
March 18

WShell
and
Draw 4-D
Demos

S A C C

APRIL 1992

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GENERAL MEETING
March 18, 1992

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



PRESIDENT'S



MESSAGE

BY: Willie Hunt

Well, now that I have my first Board of Directors meeting and my first General meeting under my belt, the anxiety of doing well has passed. However, I was a little worried when I first walked into the auditorium Wednesday night and there was only a few members present-like 10, including me (smile). The pressure sure seems to be on the shoulders of the President to have a successful first meeting. And we did. For the members present at the meeting, I want to thank a lot of them for coming up after the meeting and giving me positive feedback on some of the goals we have set for SACC. I have also met some of you out at the computer stores and you have given me positive feedback. Thank You.

James Tysinger, the Vice-President and I had a meeting about three weeks ago to discuss club business and to see how close our ideas were for things we wanted for the club. I am happy to report that we are on the same wave length with what we want for SACC. The club has a new SIG Coordinator, Ed Warren. Ed moved up from asst. SIG Coordinator. Tim resigned because of a conflict of his work schedule with club meetings. Thanks for a good job Tim. We are now looking for a new asst. Sig coordinator. Any volunteers? The job isn't hard, just ask Ed.

It seems our Graphics Sig will be starting up again with Pete Howard as it's leader. Pete brought in some really nice pictures that he had done using Imagine and his new A3000 computer and color printer. Thanks for starting up the Graphics Sig again. Also, I was approached by two members of the club who are talking about starting up a Music Sig. Actually, it will be two mini-Sigs combined to form one. One member is into Sound Tracks and the other member is into music. So, they are in the process of putting things together and seeing what each other has, equipment and software wise. Will let you know when they are ready to start. As President, I will try and make it to some of the Sig meetings.

The raffle was held and the winners are as follows. The door prize was: A Green Mouse Pad - Jeff Peterson. Other prizes were: A. M. C. Game, Aquanaut and Shadow of the Beast II - Steven Bear, Print Master II - Ed Warren, Immortal - Harald Pischke and Fighter Bomber - Bryan Davidson. Congratulations to all. Also, thanks Mark for those great demo's.

BBS Numbers

AMIGALINK, SACC Official
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447-3842, 447-3843
or 991-8553
New link for Rio Linda and
Citrus Heights
992-6304

Other local BBS

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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



ROUND



TABLE

BY: Mark wilkinson

"There is another place, a different world, a certain time." said Treguard, peering down from the great chair. "Best to think of the Quest as a living thing, though it does not live as you live - rather it does not die..."

- Excerpt from the documentation to Nightmare, from Mindscape.

Welcome, fellow members, to this month's meeting of the fellowship of The Round Table. First and foremost, I wish to express my sincere thanks for all the compliments I received regarding my previous article. As you may recall, it was a rather abrupt departure from my normal column format - filled with complaints and very negative sentiments aimed toward the current state of Amiga Entertainment Software. I wrote it as I did as a sort of therapy; a chance to vent my anger and frustration with these software developers. I felt that if I didn't say what I had to say, I wouldn't have been able to continue writing this column.

You see, I enjoy The Round Table immensely. And I would be lying if I didn't admit to enjoying the positive comments I have received. But most of all, I feel that I'm

providing a helping hand - a guiding light, if you will, to aid wary adventurers in deciding which games are worth their hard-earned money and which ones are a waste of a floppy disk. I hope, in some small way, I have achieved that goal; and I vow, in some greater way, to continue to do so.

Despite the negative gloom I seemed to have created over my computer, a few positive items crept their way into the sunlight. With your kind indulgence, I would like to relate these bits of pleasantries before delving into this month's column proper.

Sierra has been producing games for the Amiga for quite some time now. Their new subsidiary company, Dynamix, has also created some extremely well-made Amiga games lately. So perhaps I shouldn't have been as surprised as I was when I received their new newsletter, Interaction Magazine, and found several pages devoted to the Amiga. I was ecstatic to find Amiga information amidst an endless ocean of IBM-furple and

Apple-snarf. Sierra mentioned their increasing dedication to the Amiga computer provided we show them the same loyalty. Fair is fair. Please let Sierra know you appreciate their acknowledgement of the Amiga as a mainstream computer by maybe writing a letter to the editor, or even a pleasant phone call would be nice. Perhaps as Sierra increases production for Amiga, other software developers will follow suit. It would be a great day when most software is released for the Amiga first and the other systems would have to sit and wait for sloppy-second ports....

The other positive news is that I actually have games to review this month. And some of them are even worth paying money for. So without further procrastination on my part...on with the column!

The first game on my chopping block is called Nightmare. It's a European import from Mindscape, International, and is really quite

CONTINUE
PAGE 6



Need help? Want to help others learn your favorite programs or assist in your area of expertise. Remember, you were once new. If you would like to add your name to the list of Amigos, please sign up at the general meeting. **SACC HOTLINE IS BACK!** The number is 944-4749

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	862-1390	before 10PM	Video
Lindsey Fong	AmigaLink	(m o d e m)	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



APRIL 1992

SUN	MON	TUES	WEDS	THURS	FRI	SAT
Happy Easter and a reminder to renew your memberships			1	2 C-SIG REZOLUTION BOOKS	3	4 LIBRARY OUTING 9AM-3PM CANDY
5 LIB. OUTING 11AM-3PM COMPUTER TIME	6 BEGINNER SIG	7	8 VIDEO SIG	9	10	11 TELECOM SIG
12	13	14	15 DTP SIG	16	17	18 AMIGA VISION SIG 10 AM
19	20	21 C-SIG REZOLUTION BOOKS	22	23	24	25
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SIG NOTES

Sig Coordinator - Ed Warren



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 the elections, many things have come to pass. We would like to initiate Ed Warren into the SIG Coordinator position, may the force be with you. A welcome back to Pete Howard the returning Graphic SIG leader. A warm welcome and hearty thanks to both for coming back and taking over. Also a new SIG is forming so all you Music Fans can look forward to the Brand New Music SIG soon

AMIGAVISION SIG

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

C PROGRAMMING SIG

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

DESKTOP PUBLISHING SIG

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

GRAPHIC SIG

If you love graphics on the Amiga this SIG is for you. See great graphics and learn how to create them. Learn all the "tricks" to using the latest drawing programs.
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 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!
BRYON DAVIDSON 331-4713

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

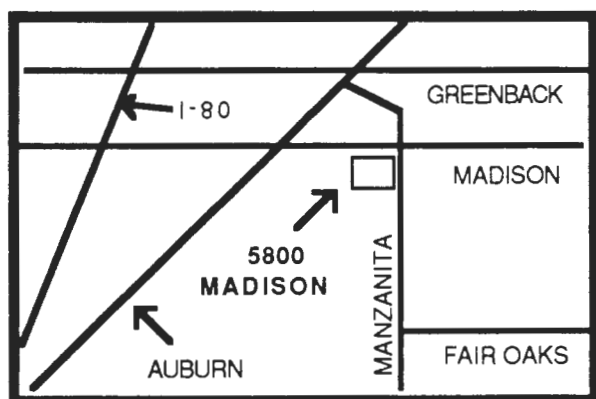
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good. Based on the English television show of the same name, Knightmare is the second game created by Tony Crowther. His first was Captive, a superb adventure game. Knightmare is very reminiscent of Dungeon Master in respect to the player interface. 8 icons give you motion control of your party of 4 stalwart heroes. The standard Move Right, Turn Right, Forward, Backward, Move Left, Turn Left movements are joined by Up and Down, which are very rarely used. The rest of the interface is a very simplistic point-and-click/drag-and-drop affair that takes mere moments to master. A save game feature is available anywhere (not just at an Inn or a Tavern, which, by the way, there aren't any) and the game comes packed onto two disks. The manual is small and poorly written, Mindscape's Customer Service really sucks snail sweat and the game does NOT install to a hard drive, but it will use any and all available memory to speed disk access AND it recognizes up to two additional external disk drives. I run a three-drive system and hardly notice the disk access at all (only at the end of a quest when an animated "reward" sequence loads must you sit and wait a little bit). Speaking of quests, that's what the purpose of this game is. To complete the different quests the Dungeon Master sends you on. You'll travel through a forest filled with Guardian Trees and Killer Rabbits, ride on rail cars and transport through Elf Portals into the dungeons themselves. Your journeys will take you in search of The Shield of Justice, The Cup of Life and others. You'll slash and hack at Goblins and Trolls, cast

spells at Evil Knights and Ferocious Fish, and generally have a great time playing this welcome addition to the Amiga software scene. Definitely worth the price of admission.

Some people have made the comment that I don't review any non-adventure types of games, like sport simulations or shoot-em-ups. Well, they're right, I usually don't. I like to stick with the genre of games I know best. And that just happens to be Adventure games. But occasionally I will drop my sword or laser or whatever I happen to be killing the bad guys with this week, and venture into those other gaming territories. And guess what? I got a review for ya' right now to back up my claim.

4-D Boxing is distributed by Electronic Arts and was created by Distinctive Software Inc. (DSI), located in Vancouver, British Columbia, Canada. The game is labeled to be a production of EASN - Electronic Arts Sports Network, a slightly cheesy attempt at humor. The game boasts "Tru-Motion", which allows it's polygonic, three-dimensional fighters to bob and sway, jab and block, etc and etc.

To be quite frank, the game just doesn't cut it on my 500. Why? Well, it was created, it seems, to run on an accelerated Amiga. The 7.5 MHz of the 500 and 2000 doesn't seem to be fast enough to make this program work right. Don't get me wrong - it WILL run on a 500 or 2000, but it's sloooooow. The graphics are polygonic, so don't expect super-duper colors or details. Where it actually excels is in it's "Tru-Motion." When a fighter gets punched, he reacts as if he was a real human getting punched. The head arches back and then snaps

forward as the muscles in the neck suddenly realize if they don't do something, the head in question is going to continue it's merry way into the first row. A jab isn't a mechanical jab, but rather the arm moving backwards to gain momentum, then sailing forward, the gloved hand turning ever so slightly to obtain maximum exposure of the knuckles against the target's flesh. You feel a well-executed uppercut thrust into your fighter's abdomen as he lifts several inches above the mat, his head slumping forward as if to look to see what just robbed him of that precious commodity called oxygen.

Okay, so how about features? Well, the fact that the animation is polygonic and therefore mathematical in nature (rather than drawn frame-by-frame) allows the program to incorporate many different views, much like a flight simulator. Except that since we're dealing with a sports event, supposedly being televised by EASN, we have instead "Camera Angles" - Close-ups, overhead views, right-angle, left-angle...you get the "picture", so to speak. Also, you don't have to fight with the same half-dozen athletes most other boxing games provide. No, sir! Here the computer opponent, if selected, has 50 different pugilists to "pugil" your poor boxer. And you? Well, only 2 pre-made fighters to start with. But a quick trip to The Gym allows you to create a Boxer Extraordinaire!

Is it a good game? Yes. Is it worth the money? If you have an accelerated machine, yes. If not, buy an accelerator or spend your money elsewhere. The power of this game will be lost on a stock 500. It was certainly lost on mine...



I'm sure by now you know that Electronic Arts released Populous II during the last week of December. I must admit, however, that I never really got tired of Populous 1. I may not have played it lately, but the game still intrigues me. The ability to play God over a race of people is quite an interesting concept, and is rather well suited for the computer. Perhaps the reason I stopped playing it so much was that the landscapes started to get boring. The characters acted the same way every time. The mountains, the water, the castles, all the same. (What a set-up for a review I got going here, huh?)

Bullfrog to the rescue! The creators of Populous have just released the Populous World Editor. It allows you to alter the sprite sets of the existing Populous worlds (water, grass, buildings, etc) or create brand new ones. And, of course, play them. The program is small and very easy to operate. It allows import of IFF pictures created by other programs, like D-Paint IV or the like, so it's extremely versatile. And because it's not a full-fledged game, it's not very expensive. If you enjoyed Populous and wanted to play even more, here's your chance. If you didn't like Populous, then...uh, well... never mind.

If I said Infocom, what would be the first word into your mind? Perhaps "Zork" or maybe "Text" or even "Leather". But I'm sure you would know what I was talking about. Back in my youth, I owned the first Commodore 128 to come into Lodi. And since it played all C-64 games, well, I had quite a pack to choose from. But one company always seemed to catch my attention, despite not having any graphics or sound to speak of.

That company was Infocom, and their fortay was quite simply text adventures. They didn't spend their energies revolutionizing computer animation or trying to break the SID-sound barrier. Instead, they just made great text games. Games with tons of thought and feeling; games that turned and twisted when you least expected it. They brought The Hitchhiker's Guide To The Galaxy onto your computer screen. They created and perfected that wacky world called Zork. They intrigued you with mysteries like Deadline. And they even made you feel like you were doing something evil behind your parents' backs by playing Leather Goddesses of Phobos (One of my favorites...).

Okay, okay, so why the heck am I reminiscing so much about a company whose games are long dead? Well, they ain't dead! As that sweet little blonde girl said so matter-of-factly in Poltergeist, "They're Back!" Infocom has just released The Lost Treasures of Infocom. I'm talking about 20 Infocom classics, packaged on 6 disks and accompanied by all the manuals, maps AND hint books you'll need. YES, it's hard drive installable and YES it's definitely worth the money. Because the huge box holds 20 games and their documentation, the price is a little higher than most games, generally set in the \$50 to \$60 range, depending on where you get it. But let me tell you, my dear friends and colleagues in adventuring, if you were looking to find some of those lost feelings I mentioned last month, here's a chance to get back a few. I will admit that these adventures have NOT been changed in any way, so most avid gamers will remember the plots and solutions from their early years. But pardon me for being a

sentimentalist, because I just plain like this collection. And I'm gonna replay every game in there. It may take me a while, but these are worth it...

So after all that, this must be the end of the reviews, right? Oh, no, happy campers! I got one more for ya' and I saved one of the best new games for last! From Sierra comes Leisure Suit Larry V! (Trumpet blast goes here, followed by familiar Larry theme.) Now some people don't like the Larry series, so if you're one of them, please skip down a few paragraphs and the rest of us will catch up in a

next page 

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minute. For those of us who secretly wish to be as "unlucky" as Larry seems to be, on we go!

This installment is number 5 in a series of 4. (Huh?) Well, the story around the old monitor goes somethin' like this. Al Lowe, the creator behind the Leisure Suit Larry series, said after Larry 3, no more. He didn't want to fall into the same trap with King's Quest, Space Quest, Police Quest, etc. and find in 20 years he was working on Larry 15. So he vowed there wouldn't be a Larry 4.... And he kept his word. Larry 4 was never made - Larry 5 was! The game itself boasts enhanced graphics that are actually a pleasure to look at on the Amiga. The game was not just ported over, but rewritten for the Amiga's graphics AND sound capabilities. The music is still a little tinny, but then so is Larry. And the game play is now completely point-and-click. The only typing you gotta do is the name of a save game or two.

The story picks up several months after Larry and his girl, Passionate Patty, retreated to Lake Tahoe for a romantic get away. Now Larry is a video tape rewinder for a Hollywood studio and Patty is in Washington D.C. about to become a secret agent for the government! That's all I'm gonna tell you about the plot, because any more would ruin it. So there. The game play is not very difficult. In fact, overall, I completed it in a weekend. So why was it so good if it was so easy? Because it was a VERY enjoyable weekend. And a weekend for me playing a game means starting at 8AM Saturday and finishing at 7PM Sunday night. Worth the purchase price? Yea, I think so, but only if you've enjoyed either Larry or other Sierra games in the past. The sexual content is low, despite

what other people may tell you. If you don't like good, old-fashioned, dirty-old-man fun, then perhaps this game isn't for you. But it sure was for me! (Heh, heh....)

Okay, those of you who passed up the above review can take your hands away from over your eyes and can go to bed feeling pure and untarnished. (Jeesh...) Well, overall, my time this month is about up, but before I go, I'm gonna throw a couple of previews at ya' for good measure. But please keep in mind that they are just what I claim them to be: PREVIEWS. Nothing more; nothing less. When they're coming out, I just don't know. But they should be ones to watch for.

SimAnt from Maxis. The same people who brought the IBMers SimEarth, are scheduled to bring us SimAnt, which is exactly how it sounds. You'll be in control of your very own ant colony, but on a much larger scale than in those thin, plastic ones you usually get as a Christmas present when you're 12. The game supposedly allows you to fully interact with all phases of a colony - from food gathering to fighting off the evil Red Army ants (I guess they didn't hear about Glasnost, huh?). Keep an antennae peeled for this one.

Bat 2 from UBI Soft. BAT was a phenomenal game that I could never finish. But that doesn't mean I didn't enjoy it. On the contrary; I loved it. The graphic interface was clean and not too terribly difficult to learn. And the ability to program your arm was a neat addition. (Program your what??? I'll explain some other time...) So UBI Soft has announced the sequel, set on Roma 2. And yes, as you might have guessed, Roma 2 looks just like Rome 2000 years ago. The

interface will be pretty much the same with some small tweaking done to speed up the game play. The adventure is supposed to be 5-times the size of it's predecessor. Another one to keep a look out for. If you can't look out for it, program your arm to...

So another meeting of The Round Table draws to a close. I hope you enjoyed my ramblings. The Table learns and grows as I do, based solely upon your positive and negative comments. If you have any, pass them along. By phone, letter, or Amigalink, I welcome all input. Special thanks to CSS Computers for providing several of the games reviewed this month. Their support is greatly appreciated. See their ad in this newsletter or call Scott, John or Mick at 338-7246. Odds are if I reviewed it, CSS has it! Thanks again, guys.

Until next month, may the guiding light provided aid you in your quest for that which generally seems so hard to obtain these days....a good game! We will meet again soon to share more tales of adventure and pleasure. Your chair is always waiting, the fire is always glowing and warm, and you, my friend, are always welcome at...



VIEW OF THE VEEP



by James Tysinger

This Vice President's column is the beginning of what will hopefully be a new SACC tradition. You might ask yourself just what it is that the Vice President might have to say that isn't already said by the President. My goal in these columns will be to at least add another perspective to what's going on in the club. At best, I hope to bring up interesting things that haven't been heard by the general membership of the club yet. One of the main things I plan to do in this column is to let you in on what to expect from upcoming meetings -- it's the V.P.'s job to schedule what you see at the meetings, after all, so it only makes sense for me to let you know as soon as I do what will be happening at the meetings.

Several members came up to me after the last meeting and gave me some great ideas (and criticism) that will immediately affect what happens at our meetings. For the second half of our February meeting, we had lined up a demo of several new games as well as a videotape showing the new features of Draw4D-Pro. Well, by the time the games demo -- which was great, by the way -- was finished, there was no time for the Draw4D video. Two committed members who drive all the way from Auburn reminded me that most adult Amiga users are more interested in applications than in games, and that if anything needs to be cut short, it should be game demos, not application demos. (Not to mention that many users are dependant on applications for

their livelihood.) In future meetings (other than our semi-traditional all-games night), any game demos will be scheduled for the end of the meeting to make sure that all application demos are seen.

Members also suggested that we do more to let them know what to expect at the meetings so that members can adjust their schedules to make sure they make it to the demos that are important to them. As you know if you attended the last meeting, Willie agrees. We are both working to get events firmly scheduled so that you will be better able to plan. For my part, I pledge to give updates on Amigalink, in this column, and at the meetings.

So what's can you expect at upcoming meetings? At the March meeting, Ken Krebs has volunteered to demo Wshell. Wshell is a high-powered replacement for the standard Amiga shell, and this new version takes full advantage of new Workbench and Kickstart 2.04 features. This is a program that could enhance the way we all use our Amigas -- you won't want to miss this demo. Also at this meeting, we WILL show the Draw4D-Pro video. During the break, instead of dead air, we will show a portion of a great computer animation video called "The Mind's Eye." At the April meeting, I will be demoing Superbase 4 -- the premier relational database for the Amiga. Also in April, Mark Wilkinson will be showing us all how to put together a SACC disk of the month -- and thereby show your genius to the rest of the club. For May, we have a tentative agreement for a representative of GENie to come and show us what that service has to offer to Amiga users. Also over the next few months, we hope to show the new versions of Quarterback and Art Department Professional. If you're interested in doing a demo of these or other programs, please let me know!

In order to do the best for you members, I need to know what you want to see at the meetings. Some

demo suggestions I've received are: the new 9600 baud Supra modems, how to digitize sound, video equipment such as the Amilink edit controller, and how to compose music on the Amiga. Please feel free to give me further suggestions so that the meeting will have something of interest to all members.

See you at the meeting!

ANNOUNCEMENTS



By Willie Hunt

As you can see, the newsletter is starting to look different. Now it is totally changed thanks to Braden Lee and Meyo Blue Cloud for all their hard work and effort. The newsletter will continue to evolve and get better and better.

Don't forget to fill out the survey form, it will help to give us an idea of what you the members would like to see. Also the survey will give us information on what the members do with their computers and what kind of hardware they have. This will enable us to figure out what kind of demos you want and what would be informative to your field.

We hope that everyone will want their names in the club directory.

The directory will only be available club's GeneralMeeting and only with your consent



I'M A



BEGINNER

BY: Matthew Monsoor

I would like to thank John Dublirer for the letter! It's nice to hear from a reader like John and to know that my efforts are appreciated. John had a very good idea too....at least I perceived an idea from John's letter!

Now that I have your attention, here's the idea! I would like to entertain "Guest Articles" for the "I'm a Beginner" column. Not that I will quit writing this column at this time, although my business is taking a lot of my time (to be honest I want to spend more time with my business).

Anyway, if I receive articles from you, the readers, then you could appear under "I'm a Beginner", as a "Guest writer" for the column! This would allow me to take some breaks from time to time and not have to write an article every month! I would then not have to entertain the possibility of dropping this column in the future.

Anyway think about it, ok? Well we left off with the DOS command DATE the last time, so the next command in order to discuss is DELETE.

DELETE <name> [<name>*]
[ALL] [Q|QUIET]
One note about DELETE that is different than any of the other commands I have written about in this series. This is the first "<name>" in the format guide could be a list of names. Here's what the template looks like as

provided in the Amiga DOS manual (version 1.1 DOS):

DELETE
+,,,,,,ALL/S,Q=QUIET/S"

Anyway, DELETE attempts to delete each file you specify. If it cannot delete a file, the screen displays a message, and AmigaDOS attempts to delete the next file in the list. You may not delete a directory if it contains any files.

(I have not been giving the templates for the commands because it is described in the AmigaDOS manual and my purpose is to get you started. I have only included it here so you can see that the comma is used as a delimiter for each file in the list, as mention in the previous paragraph.)

You can also use a pattern to specify the filename. Patterns will be shown when we get to the command, LIST. One note here is that a pattern may specify directory levels, as well as filenames and all files that match the pattern will be deleted.

If you specify ALL, with a directory name, DELETE will delete that directory and all subdirectories and files within that directory and it's subdirectory.

Unless you specify the switch QUIET (or use the alternative, Q), the name of the file being deleted appears on the screen as it happens.

In the AmigaDOS manual I see a note at the bottom of the page which reads; "See also: DIR (I-DEL option)" That's interesting...., I didn't know about that option in DIR....., and it's the next command to talk about!

Using the 1.3 DOS format:

DIR [<name>] [OPT A|I|A|I|D]

[ALL] [DIRS] [INTER] [FILES]

DIR alone shows the files in the current directory. DIR followed by a directory provides the files in that directory. The form of the display is first any subdirectories, followed by a sorted list of the files in two columns.

To pass options to DIR, use the OPT keyword. Use the A option to include any subdirectories below the specified one in the list. Each sublist of files is indented.

To list only the directory names use the D option.

The I option specifies that DIR is to run in interactive mode. In this case, the files and directories are displayed with a question mark following each name.

Press RETURN to display the next name in the list. To quit the program, type Q. To go back to the previous directory level or to stop (if at the level of the initial directory), type B.

If the name displayed is that of a directory, type E to enter that directory and display the files and subdirectories. Typing the command DEL can be used to delete a directory, but this only works if the directory is empty.

If the name is that of a file, typing DEL deletes the file, or typing T displays, ("Types"), the file to the screen. In the last case, press CTRL-C to stop it from "typing" and return to interactive mode.

ALL, DIRS, and INTER are synonyms for A, D, and I options respectively. When you do want to enter a command in interactive mode enter a C (or COM) at the question mark prompt. You will then be prompted for the command, type the command, and press RETURN.

Since most users don't have the



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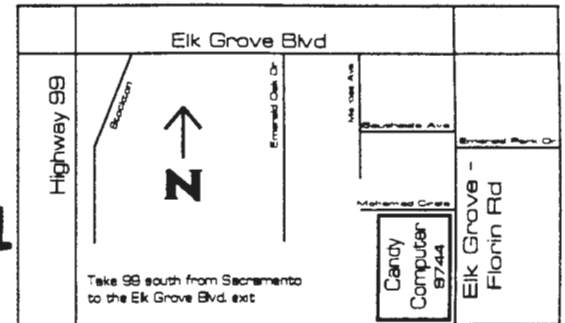
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Commodore 5 1/4 disk drive I am skipping the DISKCHANGE command.

The next command is DISKDOCTOR...all I can say about DISKDOCTOR is:

DON'T USE DISKDOCTOR.....
IT WILL NOT HELP IN 99 % OF
THE DISK PROBLEMS....MOST
OF THE TIMES IT MAKES THE
PROBLEM WORSE.

The next command is DISKCOPY
and the format is:

DISKCOPY [FROM] <disk> TO
<disk> [NAME <name>]

FROM, and TO are optional and
you can copy using one disk drive
by giving the same device for both
source and destination. Also
DISKCOPY will format as it
copies.

Next we have the command

ECHO:

ECHO <string>

What can I say here....ECHO
displays to the screen the stringed
argument. It can be used to print a
message like wait!, because the
script is doing something.

The next command in alphabetical
order would be ED but since it is
an editor and I have covered ED a
few months ago I am skipping this
command. The same with EDIT,
which is also next in line!

Ok on to the next DOS command,
ENDCLI:

ENDCLI

This one has no argument! It is
used to end an interactive CLI
process or a SHELL process!

Not much more to say about this
one, so on to ENDSKIP:

ENDSKIP

Again another command which
also has no argument but it is
needed to terminate a SKIP block
in a script file. More about SKIP
later in the series.

When an ENDSKIP is encountered
during a SKIP, execution of the
script file resumes at the line
following the ENDSKIP. (The
condition flag is also set to
WARN.)

I know that this article is short this
month but the next command is
EVAL and since I have not used it
I need to study it in the next few
months.





The Sacramento Amiga Computer Club Member Directory Project

SACC is putting together a Member Directory. The Directory will help us all get to know each other better. You'll be able to find people to help you with Amiga hardware and software. You'll be able to see what the members of SACC do for a living, as well as what they do with their Amigas. Please take a few moments to fill out this questionnaire, then bring it to the March meeting or mail it to: James Tysinger, Vice President, SACC, 1994 Benita Drive #2, Rancho Cordova CA 95670-2667. If all goes well, the Directory will be available at the April meeting. Thanks for your help!

Name: _____ Age: _____ Phone: _____
Street: _____ City: _____ State: _____ Zip: _____
Occupation: _____ Place of Employment: _____

Type(s) of Amiga owned: _____

Hardware owned (includes monitor, drives, modems, etc.): _____

Software owned: _____

I mostly use my Amiga for: _____

(Of the above hardware, software, and uses, please circle those which you know well enough to help another user out with.)

I would like my name and information used in the directory. yes no

To improve SACC, I suggest: _____

What I'd really like to see at a SACC meeting is: _____

Any other comments: _____

Thanks for helping to make SACC a better club!



LIBRARY NOTES NEW FRED FISH DISK

This is disk 594 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents. It is added on this month listing cause it missing from last.

AnalyRimSrc An integration of the AnalytCalc 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.

Cube4 A 3-dimensional version of "zeros and crosses" on a 4x4x4 board which can be inspected from all sides. It is possible to change the skill of the computer game, take back moves, change sides and abandon. Version 1.2.1, binary only.
Author: Joachim Tuckmantel

This is disk 601 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

APipe An "Amiga pipe" device. If opened for read, it will run the file name as an Amiga CLI command, with the output going to the opening process. If opened for output, it will run the file name as an Amiga CLI command, with output to the opened file sent to the command as input.
Author: Per Bojsen

Intuisup A shared library with support routines for using texts, menus, borders, gadgets, requesters, and more, under AmigaDOS 1.3. Includes a template editor and source to library and test programs. This is version 3.0, an update to version 2.0 on disk 562.
Author: Torsten Jurgeleit

PP Patches AmigaDOS and makes dechunking of powerpacked files completely transparent to any program attempting to read such files. This means that any program may work directly on powerpacked datafiles, without any need to dechunk these first with PowerPacker. A must for Powerpacker fans. This is version 1.4, an update to version 1.3 on disk 542. Full source is included.
Author: Michael Berg

This is disk 602 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

JM Job Manager is a utility which extends the AmigaDos multi-tasking environment by providing features such as: allocation of CPU cycles in any ratio to multiple CPU bound processes, default task priorities based on task name, task logging, system uptime reports, task CPU use and CPU % reports, task invocation times, and more. JM has very little impact on the system itself. Requires AmigaDOS 2.04 or later. Includes 68000/20 and 68030/40 versions. Version 1.0, binary only.
Author: Steve Koren

MathsAdv A simple game where you, the young adventurer, must try to escape the king's Maths Adventure. To do this you must pass through a series of rooms. In each room you are given a math problem to solve, after which you can proceed to the next room if you answer correctly. The problems become more involved and more difficult in each room. Includes source.
Author: Jason Lowe

MBPress A command that will detect which mouse buttons (including middle) are currently being pressed. The result can then be used to decide a course of action in a script file. Handy for your startup-sequence. Requires 2.04. Includes source.
Author: Steve Anderson

PlotLib Another function plotter library with different display options in 2D, 3D or Niveau. Easy to use functions allow you to write your own plot program. Output functions for screen and HPGL plotter. Demo program included. Works on Amiga and MSDOS. Includes source in C.
Author: Silvano Oesch

This is disk 603 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

DungeonMap A little tool that creates maps of dungeons (and eventually towns) which can be used by a Dungeon Master (DM's) for use in a Dungeons & Dragons (D&D) game. These maps can be saved, edited, and printed. This is version 1.0. Binary only.
Author: Bill Elliot

DynaCADD Part 1 of a four part demo distribution of DynaCADD from Ditek International. DynaCADD is a professional 2D and 3D CAD package. This demo is fully functional except for disabled save and export functions. DynaCADD requires at minimum an Amiga with 1Mb of RAM and a hard drive, or two floppy drives. A de-interlacer of some kind is highly recommended. This disk contains all the files necessary to recreate the DynaCADD demo disk number 1. The files for demo disk number 2 can be found on library disk number 604 and the files for demo disks 3 and 4 can be found on library disk number 605. This is version 2.04, an update to version 1.84 on disks 434 and 435, and now includes both 68000 and 68020/030 versions. Binary only.
Author: Ditek International

ICONtrol An easy to use CLI command that gives you control over Workbench icons. It's main purpose is to update the look of your icons for AmigaDOS 2.0, which can be done by swapping the colors in an icon or giving new images to them. Moreover, it can be used to clear an icon's absolute position in a drawer or on Workbench. So it is also a helpful tool if you are not yet using AmigaDOS 2.0. Version 1.0, binary only.
Author: Stefan Winterstein

Notify A suite of Rexx programs that can be used to issue messages or run commands automatically on certain days and/or at certain times of day. Facilities are provided for the adding, editing and deleting of messages, and for displaying the times and texts of pending messages. A chime program is included to enable the time to be announced at regular intervals. Version 1.01.
Author: Michael Tanzer

This is disk 604 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

ArpRequest A demonstration of how to use the ARP filerequester from AmigaBasic.
Author: Andreas Ackermann

DynaCADD Part 2 of a four part demo distribution of DynaCADD from Ditek International. DynaCADD is a professional 2D and 3D CAD package. This demo is fully functional except for disabled save and export functions. DynaCADD requires at minimum an Amiga with 1Mb of RAM and a hard drive, or two floppy drives. A de-interlacer of some kind is highly recommended. This disk contains all the files necessary to recreate the DynaCADD demo disk number 2. The files for demo disk number 1 can be found on library disk number 603 and the files for demo disks 3 and 4 can be found on library disk number 605. This is version 2.04, an update to version 1.84 on disks 434 and 435, and now includes both 68000 and 68020/030 versions. Binary only.
Author: Ditek International

MIDIstuff A package of 8 tools that use midi.library so that they can use MIDI at the same time and can easily be combined in a modular way. Release 2 prerelease version, binary only.
Author: Bill Barton and Carl Loesch

RingWar A classic arcade game of reflexes. The graphics are based on the vector style of the old arcade games such as Asteroids and Tempest. The goal of the game is to penetrate through the three rotating rings and hit the five pointed star in the



ringship at the center of the rings, while avoiding randomly appearing mines, and the ringship firing back at you. Binary only.

Author: Eric Bazan

This is disk 605 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

DynaCADD Parts 3 & 4 of a four part demo distribution of DynaCADD from Ditek International. DynaCADD is a professional 2D and 3D CAD package. This demo is fully functional except for disabled save and export functions. DynaCADD requires at minimum an Amiga with 1Mb of RAM and a hard drive, or two floppy drives. A de-interlacer of some kind is highly recommended. This disk contains all the files necessary to recreate the DynaCADD demo disk numbers 3 & 4. The files for demo disk number 1 can be found on library disk number 603 and the files for demo disk 2 can be found on library disk number 604. This is version 2.04, an update to version 1.84 on disks 434 and 435, and now includes both 68000 and 68020/030 versions. Binary only.
Author: Ditek International

HDClick A program selector / Harddisk-menu. Programs can be started easily by clicking on gadgets which can be defined by the user. This is version 2.0, an update to version 1.21 on disk 439. This version includes sub-menus, functions to edit the gadgets, preferences to change colors, a "Small"-window, Hotkey-iconify and more. Includes PAL and NTSC versions. Comes with Config_Tool 1.62 by Manfred Gillert, a tool to edit HDClick-configfiles easily, and with other useful functions. Binary only, shareware.
Author: Claude Mueller

This is disk 606 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

AlgoRhythms An algorithmic composition program that improvises music over a MIDI interface connected to the serial port. A MIDI interface and synthesizer are needed. The music is simple but can be pretty. Now on its own 8 color screen, with 20 voices and more scales, AlgoRhythms saves its own output to standard MIDI files, and can play 330 notes/sec on a 68000 at 7MHz. Does not use Amiga audio. Version 2.0, an update to version 1.0 on disk 356. Includes source and sample data files.
Author: Thomas E. Janzen

AutoGraf Collects and graphically displays information on auto mileage. Features miles per gallon, cost per mile, miles driven, highs, lows, averages, etc. Includes a couple of sample data files. This is version 2.0, an update to version 1.0 on disk 166. Binary only.
Author: Joel Swank

FileMinder Utility for maintaining files and directories on a hard disk. Allows you to graphically see your directory structure, to move quickly to any directory, and to perform operations on the files and other directories there. This is version 1.0, shareware, binary only.
Author: Joel Swank

PrFont Prints a sample of each font from the fonts: directory. Draws one line of each font on a custom hires screen, which can be printed. This is version 1.4, an update to version 1.3 on disk 305. Binary only.
Author: Joel Swank

SpellCheck A program which aids you in learning foreign words. You enter the words and their translations, and then the computer quizzes you later. Version 1.2, binary only.
Author: Torgeir Dingsøy, Pantheon Softworks.

This is disk 607 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

AnimFader A small utility to fade screens in and out. Useful for softly fading things like animations recorded on video tape. This is version 1.0, binary only.
Author: Andreas Ackermann

DosControl A new directory tool that combines the functionality of many separate tools, allowing you to control the operation of your Amiga with a single program. Version 3.1, binary only.
Author: Uwe Brosch

FishCat A program designed to allow searching the entire library. Features very fast searches and the built-in ability to easily add new disks to the database. Supports many 2.0 features such as AppWindow and public screens. Iconifies. This is version 1.1. Binary only.
Author: Matt Brown

This is disk 608 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

CloneCmdKeys A commodity that maps the AmigaDOS 2.04 Shell's CUT and PASTE commands to any keys. By default, CloneCommandKeys will make LEFT-amiga-c act as COPY, and LEFT-amiga-v will act as PASTE. Alternately, you can specify any key-mapping you like by using ToolTypes. Requires AmigaDOS 2.04. Version 1.0, includes source.
Author: John Lindwall

FastLifeA fast life program featuring an intuition interface, four screen sizes, 35 generations per second on Amiga 3000/25, 19 generations per second on Amiga 2000/500/1000, and 153 patterns in text file format. Runs with Kickstart 1.3 and 2.0. This is version 1.1, an update to version 1.0 on disk 469. Changes include better Intuition interface, easy selection of calculation mode, speed control, task priority control, and tooltypes support. Binary only.
Author: Ron Charlton

Vertex A 3D object editor that differs from other 3D editors in many ways. You can choose any view, including perspective, to select points and examine objects. The view can be rotated, positioned and scaled at will by either typed in values or using the mouse, which makes the editor fast and responsive. This is version 1.28b, shareware, binary only.
Author: Alexander D. Deburie

This is disk 609 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

AutoPort A software switch that makes it possible to use a trackball or mouse plugged into the first mouseport, together with another trackball or mouse in the second port, as if they were two input devices plugged into the same first port. Version 1.1, includes source.
Author: Bernd (Koessi) Koessing

bBaseII A simple database program using an intuition interface. Stores, sorts and searches for information. Limited to 9 fields in each record. Features include fast sorting, search in any field, and best of all, it's really easy to use. This is version 5.3, an update to version 5 on disk 563. Changes include improved print-outs, and now supports mailing labels. Binary only.
Author: Robert Bromley

BootPic BootPic allows you to install nearly any IFF picture that you like in place of the WorkBench hand that appears after a reset. Version 1.2, an update to version 1.1 on disk 532. Binary only.
Author: Andreas Ackermann

CryptoKing A game for those who like to solve Cryptograms, (those coded sentences that have to be decoded to be read). Operate with keyboard or mouse. Version 1.0, binary only, shareware.
Author: Robert Bromley

STScan A utility program for using a Siemens ST 400 SCSI flatbed scanner with the Amiga. Can be adapted to other scanners and serves as an example of scsi-direct access to scsi devices. Version 2.0, an update to version 1.0 on disk 560. New features include image processing and vectorization functions that can be used without any scanner. Includes source in C.
Author: Frank-Christian Kruegel

This is disk 610 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

ATCopy A program to copy files from the Amiga side of a system equipped with a PC/AT bridgeboard, to the PC side, using wildcards. Copies directly through the shared memory. Supports CLI and WorkBench usage. This is an update to version 2.2 on disk 458. Now includes an AREXX port. Shareware, binary only.
Author: Peter Vorwerk

Graffiti Demo version of an art program, with a feature set somewhat less than DPaint but more than many other such programs. Has a few special functions included like autoscrolling, converting screens to other resolutions, changing RGB values of the whole screen, fast autoscrolling magnifier and many others. This is version 1.5, an update to version 1.01 on disk 531. Shareware demo, binary only.
Author: Marcus Schiesser

PCExecute A little program that allows you to execute programs on a bridge-board without opening a PC window. Includes source.
Author: Peter Vorwerk



REFERENCE



DESK

BY: Mark Wilkinson

Another month rolls merrily along and with it comes rain, rain and more beautiful rain. That water which we need so badly comes pouring down even as I speak. Funny. I can remember just a few months ago when we were in desperate need of the rain. And now it's here. Mind you, it's not all the rain we desire, but it's a good, healthy start.

And I can also remember a month ago when the Library had nearly nothing new to speak of. Yes, my friends, we were in a Library Drought. A dry, sand-blasted, gritty void of no new taxes...er, I mean new software. (Sorry. I start talking about "dry" and "sand-blasted" and I just can't help but think of our President. Ahem. Where was I? Oh, yes...) Well, the drought is over and the Library again flows with the cool, refreshing, thirst-quenching liquid-esque New Additions. Shall I elaborate? Oooh, I'd be delighted!

Coming to a Library Outing near you! It's the Return of the Fred Fishies! How many new ones? Well, we gots up ta' #610! Of course, as always, more may have swam up stream since this was written, so check with your jolly Fred Fish Fishermen, Ken Barton or myself, for the latest Fishin' report. Our numbers are inside the front cover of this here Amigazette. And if we ain't home...well, shoot! We've Gone Fishin'! (Why do I suddenly feel

like sticking straw between my front teeth and sing a Garth Brooks tune?....)

Anything else? Why, but of course, Monsieur! Let me show you to your table. Tonight's dinner starts with a cup of tea...TBAG to be exact!

We now have TBAGs through #58. Check your latest SACC Disk Catalog for contents.

Next for our main course. We have Roast Duck, Prime Rib, or the ever popular Club Library Additions! What is in that? Well, our Chef Supreme (yours truly) has imported the services of culinary artist Ken Christley and his Public Domain Software collection to bring together 13 new Club Library disk to tempt your palate! From Bart Simpson to Robocop, Light Cycles to The Golden Fleece, Vangellis to Boris Vallejo, we have a varitable smorgasbord of software to tempt your tummy! And, as always, check your SACC Disk Catalog for details to contents, RDA percentages, calories, etc.

What?! You want dessert? After all that? Well, you're just gonna have to come and get it yourself. Where? Why at the next Library Outings, of course! And in April, here's where we're going to be. On Saturday, April 4th, I'll be at Candy Computer in Elk Grove from 9AM to 3PM. And if that wasn't enough, Ken and I will be at Computertime the very next day, Sunday, April 5th, from 11AM to 3PM. Be there or be octagonal! (Octagonal? Yea, you know. Like a square, but two - Two - TWO times more fun!)

Okay, so that wraps up another edition of The Reference Desk. Funny how a little rain and gloom can brighten a guy right up, huh? Well, I must admit I like the rain. No better excuse to stay inside and work with on my Amiga....

What can I say? I'm an Amiga kind of guy! See ya' soon!



WSHELL

With 2.0 now available in ROM, Wishful Thinking Development Corporation has released a version of WShell designed to work with 2.0 in much the same way that earlier versions of WShell worked with earlier versions of AmigaDOS. To quote the manual, "WShell is a command shell designed as a much-enhanced but highly compatible alternative to the Amiga's built-in Shell."

Alternative?

AmigaDOS 2.0 supports the concept of a "user shell", that defaults to the shell provided in ROM. WShell fully supports those features, and can be installed as a user shell. It is possible - even simple - to arrange things so that every shell started is a WShell, and you never have to type at anything but a WShell. It is also possible to use WShell as another application that must be started when you wish to use it, with everything normally going to the ROM shell.

In additions, WShell comes with DisplayHandler, a replacement for the AmigaDOS con: handlers. As with WShell proper, you can either arrange that everything that opens a con: device (among others) gets a displayhandler device, or that only programs that specifically request a displayhandler device get one. WShell can be used with or without displayhandler.

Compatible?

WShell tracks the Commodore ROM shells closely. Even during the test phases of the ROM version, WShell had new features soon after the ROM shell had them. In using WShell for nearly



three years, through various versions, I've as yet to encounter a compatibility problem that can be attributed to WShell.

There are, of course, obscure things that can be done that would cause WShell to behave differently than the ROM shell. After all, it does add more functionality to the command line. However, even these cases are tailored so that common usage gets the proper action, and there are usually switches to turn them off.

For example, the "&" character is used in WShell to start a background task. &'s in quoted arguments aren't recognized. Whether an & in the middle of a command line terminates a command and causes it to be started in the background is a user-configurable option. Such things will be mentioned along with the features in question.

In general, if a script works with the ROM shell, it will almost certainly work with WShell. However, it is easy to write WShell scripts that will fail if run with the ROM shell.

Enhancements?

There are a long list of enhancements that WShell provides the AmigaDOS user. DisplayHandlers adds more, FComp (a file name completer) adds even more, and PathHandler adds still more. I'm just going to list many of them.

First, WShell improves how the shell starts. Unlike the AmigaDOS shells, WShell lets you put many of the things one wants to do for every shell - typically aliases and options - in the Config-WShell file that is read when the first WShell starts.

To help with controlling aliases, WShell has two different alias namespaces, "local" and "global". Global aliases are global to all WShells. Local aliases are only visible to the WShell they were

entered in. All aliases in Config-WShell are global, and aliases other aliases default to local. This allows you to set up all the aliases you always want in Config-WShell, and have project-specific aliases in each WShell.

Now, the things that all Unix users tend to ask for - '!' for anonymous pipes and '&' to run a process in the background. WShell provides both of those. Further, the two characters are user-selectable, so you don't have to follow the Unix conventions. As mentioned, & may or may not work if used to separate commands, depending on a user-selectable option. ! must be preceded by a space, to discriminate the pipe usage from the pattern-matching usage.

Another feature Unix users will like is that the I/O redirection characters may appear anywhere on the command line. Further, they have been enhanced with '<>' to redirect both input and output to a console device (i.e. "sci <>con:11/0/100/100/Sci-window &" to start a CLI utility in it's own window). WShell permits you to define the NOCLOBBER environment variable, which will cause the file redirection operators to not overwrite existing files. !> or !>> override the NOCLOBBER variable.

As another boon to Unix uses, the character used for escaping other characters in quoted strings (normally '*') can be changed to whatever you want, including backslash. Further, unlike the standard AmigaDOS shell, that escape character can be used to quote some characters (only <, >, !, &, [, ', ; and *) outside of quoted strings. Since those are nonsense pairs in AmigaDOS, no ROM Shell scripts should fail because of this feature.

On the other hand, most Unix users will probably be annoyed by the addition of backticked commands in the 2.0 ROM shell. This is a feature copied from Unix after Unix has decided the chosen

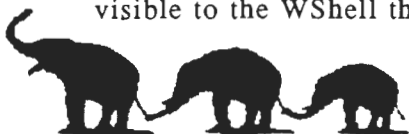
syntax was a bad idea, and is dropping it. If a portion of a command line is surrounded by backticks ('), then that portion is sent to the user shell as a command, and the output of that command replaces the backticked string in the command line, after all newlines in the output have been turned into spaces. The 2.0 shell only allows one backticked command per command line; WShell allows many. The 2.0 shell does not allow nesting of backticked command (which is why Unix dropped that syntax). WShell allows nesting by doubling the backticks inside the command. Once again, no scripts meant for the ROM shell should have troubles with this extension to the 2.0 shell.

As a boon to Rexx users, WShell supports Rexx scripts directly. The extension is "rex", and the default host is the WShell that started the script. You can send commands back to the WShell that change it's state, which isn't possible with the 2.0 ROM shell. The execio command can be used WShell Rexx macro to directly import the output of commands into the macro without going through an intermediate file, and do it noticeably faster than reading the file in with Rexx I/O.

WShell allows those who dislike the implicit CD to turn it off.

WShell uses an environment variable to hold a "global path". This is a list of directories that are locked and searched on each command search, as opposed to the local path or the ROM shell path, where the directories are locked when the path is set up, and that lock is searched on command searches. This means you can use "df1:c" for common commands, and the disk in drive df1: will be searched, not the disk that was in drive c when the path was set.

On startup, WShell can "take over" an existing shell. This is intended for startup sequences, but I haven't tried it (I start my initial WShell



via an icon in WBstartup).

WShell lets you select the number of consecutive EOF (control-\) characters you need to use to log out. If this is set large enough, you get a warning added to the prompt.

As with previous versions of WShell, there is a utility that fixes Execute() to use WShell instead of the ROM shell.

WShell includes an extensive set of built-in commands, including commands for manipulating a stack of directories that you have visited, and one that runs its standard input as a batch file.

Among the most interesting of the builtin commands is the prompt command. Like its AmigaDOS counterpart, it lets you set the prompt. However, you can include any of the current directory, the date, time of day, elapsed time, the current command failure level, the task ID, available memory - either chip, fast or public, task number, stack size, and the return code and error codes from the last command. Further, you can insert commands to be run in either a subshell or the current shell when the prompt is generated, and environment variables can be expanded. You also get to change text colors inside the prompt, should you wish to.

Finally, there's potentially much information, and you may not feel you have enough room in your prompt string for everything you want, the env:titlebar variable can be set to put this information in the screen titlebar after commands. You can get the original window titlebar into your prompt if you need that.

DisplayHandler.

DisplayHandler is a replacement for the console handler supplied with AmigaDOS. It can be used solely with WShell, or with any program that opens a CON: window. It allows menus to be attached to device names, which

can be used to insert commands into the window. It supports the 2.0 CON: switches, and a selection of others as well.

The most interesting new feature of DisplayHandler is the "session history". This is the text output to the window. If a device has session history enabled, then each window will have a scroll bar for scrolling through the session history. The session history can be logged to a file for later perusal.

Session history should not be confused with command history, which is a list of commands entered into the window. DisplayHandler provides this facility as well. It is similar to the command history provided by the AmigaDOS shell, with some enhancements. Most notable are the ability to control search wraparound, the length of the short line that will be added to the history list, and whether unmodified commands will be added to the list.

Other option allow specifying a window/screen to use, borderless windows, simple or smart refresh windows, forcing the screen it opens on to the front, opening inactive, controlling propagation of break characters, pen colors, font and size and keymap used by the window.

Using menus is straightforward. When a DisplayHandler device is mounted, a menu can be added to all windows that open using that by providing the name of a menu description file to the "MENU" keyword. The menu file allows you to specify menu entries (or submenu entries), including separator bars, and the text that is inserted into the input stream when they are selected. This allows you to put common commands in the menu, complete with Right-Amiga keyboard shortcuts.

The line/history editing facilities are compatible with, and more extensive than, the similar AmigaDOS facilities. Deleting

forwards/backwards by words, by chars and by path elements (a "name") are all possible. Cutting text from one history line and inserting it in another is possible.

FComp.

FComp was intended to be a filename completion facility. Users of other operating systems may recognize this, as in its raw form it works as other such facilities - you type a partial file name, and hit the appropriate magic character, and extra text is added to the line to complete the file name, or part of it. If the file name isn't unique, it beeps at you, and you hit the magic character again to cycle through the possible completions.

However, FComp carries this much further than other such facilities I've seen. You can control how completion is done - the string displayed when a completion or partial completion happens, and a "search path" to be checked for files. This control can be done based on the completion key used or the command being entered. The shell and FComp cooperate so that completions that will be read by a running command use the rules for that command. For example, I have FComp configured so that doing filename completion for names to be used by a LISP interpreter look in source:lisp as well as the current directory.

Since it's already got hooks into the input stream, FComp also provides a keymap facility. This can be used to provide "hotkeys" for various things, or to change the actions of keys to something you prefer. For example, I use FComp to create an Emacs-like editing environment, and to let me use the arrow keys to control scroll through the session history as well as the command history.

Finally, FComp registers the windows it is dealing with as AppWindows, so you can drop icons into a WShell window and have various actions taken on



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2. Length should be approximately 500 - 800 words.
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them. The WSHAPP tooltype specifies a string to be inserted - with some substitutions - into the input stream for a window when the icon is dropped on the window. The FILETYPE tooltype causes FComp to check for a string for the named filetype, so that you could cause all files of type ILBM to have "view" run on them if they are dropped on a WShell. If neither is specified, the name of the icon is inserted into the input stream.

To make sure things don't get too slow, FComp runs asynchronously. If you decide you know the name and don't want to wait for a directory scan, you can type more characters. FComp won't insert text in that case. FComp also caches directory entries so that searches don't have to happen often. The user is given much control over that cache to trade off performance vs. memory use, but I've found the defaults work rather well.

PathHandler.

PathHandler is a device driver that provides the same functionality as the multiple assigns in 2.0, on (as usual) with more facilities thrown in.

A pathhandler path takes the form path:dir1,dir2,dir3 where the dir?s may be arbitrary AmigaDOS directories, including other path: directories. An alias facility exists so that long path lists can be referenced by a short name. The device tao: can be listed to see what paths and aliases are currently defined.

The protection attributes on the directories in a pathhandler path can be used as expected. If a directory would disallow the action being attempted, that directory will be skipped during the search. The meaning of the E bit is changed slightly. If it is off, then a list operation on that directory will get back only the directory name, not the files contained in it. These

attributes are those of the pathhandler entries, not the directories themselves. This allows for creating different versions of a path with different protections.

Summary.

I'm a convert. My Amiga would be much less useful, and I would be much less productive, without the features and abilities that WShell brings to the Amiga. Other have said that various features are "worth the purchase price by themselves." I can only concur. The cost of WShell is low enough that I'd be willing to pay that for part of the functionality it provides. That all these pieces come in the package for one low price makes it an incredible bargain.

Administrative Details.

For the record, WShell 2.0 is hard drive installable, has no copy protection, and works with 1.3, 2.0, accelerated processors, and the Amiga 3000.

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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.
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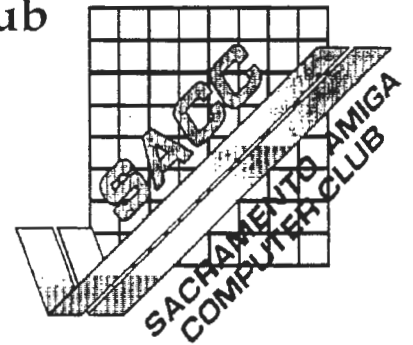
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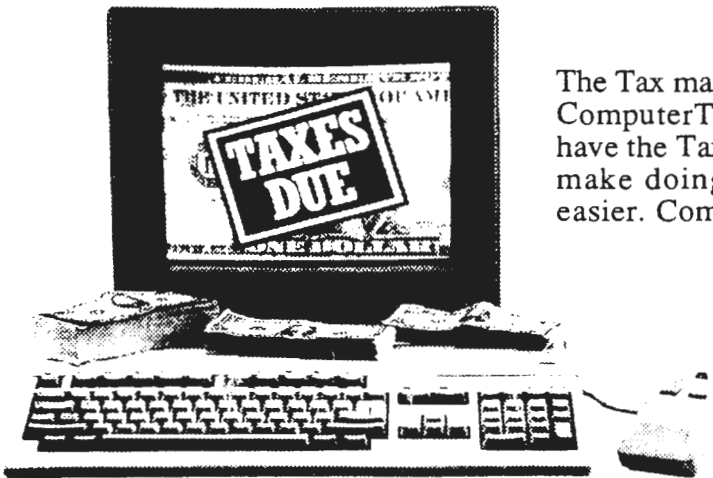
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