

SACRAMENTO AMIGA COMPUTER CLUB

\$1.75

# MIGAZETTE

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**GENERAL  
MEETING**  
April 29



**S A C C**

May 1992

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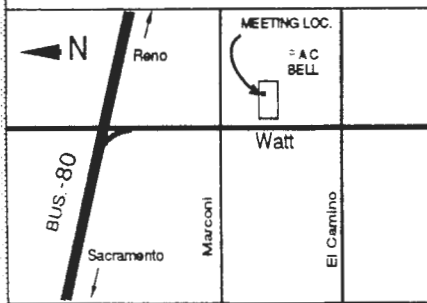
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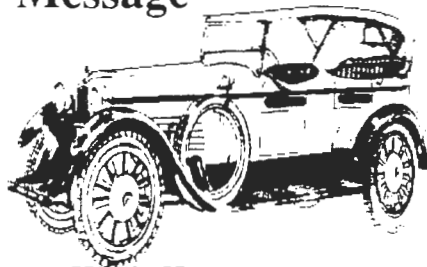
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**GENERAL MEETING**  
April 29, 1992

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



## The President's Message



by: Willie Hunt

A few weeks ago, while doing some mundane chores in the kitchen (like washing the glassware in my china cabinet), I received a telephone call from a perspective new member. The person said that they had picked up a copy of our newsletter from Put's and wanted some information about the club. After giving him the information, they asked another question. It's a question we get asked all the time. What are the benefits of becoming a member of SACC? After giving him the usual list of benefits, he kept asking for more, more, and I couldn't think of anything. After I hungup from the person and continued with my mundane chores, I started to think about the telephone call and the question the caller had asked. The more I thought about it, the more I realized that there are more benefits to being a club member than what we have been telling perspective members. Then, at the last meeting, I over heard one of the Board members do the same thing that I did to a perspective new member. I decided then and there that it was time to take a serious look at what the benefits really are for being a club member and discuss them here and also to add some new ones to the list.

Why Become A Member of SACC? and What Are The Benefits of Being A Member of SACC? When you become a member of SACC, you are entitled to a 5% to 10% discount on purchases from our local computer stores. You must show the

computer store your current membership card to receive the discount. (Note: Some stores offer the discount all the time and other stores only offer the discount in addition to their already discounted prices on special Holidays.) Second, you can come out and see some of the newest Hardware and Software from their manufacturers. Most of the time, you will be able to see and ask questions of one of the manufacturer's representatives about the product while it is being demoed at the meeting. Or, you can come and watch one of the club's members demo a piece of Hardware or Software that has been sent to the club for reviewing by the manufacturer. In fact, the demo at this meeting of SuperBase 4 Professional is one such product. You can look in the next newsletter for a review of SuperBase 4. Next, your membership in the club almost ensures that when you have a problem with a piece of software or that new piece of hardware isn't doing what the manual says it should, you can call one of the Amigo's or any other member for that matter and either get an answer to your problem or they will tell you who to call to get the answer or they will even come over to your house to try an help you fix the problem or find a work around until someone can be found to fix it, like the manufacturer. An most important of all, when you join the Sacramento Amiga Computer Club, it gives you the opportunity to meet, make friends and work with some of the nicest computer people in the world. I know for myself, I have met and made friends with a lot of members. I have had members come over to help me with my computer when I had a system crash and some software problems also. The benefits of being a member of the Sacramento Amiga Computer Club are numerous. Benefits include access to a growing library of Club disks, Public domain, Shareware and past



disk of the months. There are now over 1500 disks in our library just waiting for you to come and check them out. The club also produces a public domain disk of the month that is made available to members at the meetings. The club puts on a raffle where members buy tickets to try an win prizes when their tickets are drawn and the lucky number is called out. The club has a BBS called AmigaLink. The bulletin board has a large number of public domain and shareware files that members can download and members are encouraged to upload files to the bulletin board also. The club also publishes a monthly newsletter called the AmigaZette. Its purpose is to keep the members informed about club functions and happenings in the Amigaworld. The AmigaZette newsletter has gone through a lot of changes since the DeskTop Publishing SIG took over the duties of putting it out. The SIGs are one of SACC main assets because it is here in the SIG that members get to interact with other members that have the same interest. Each SIG is run by a member of the club who has a working knowledge and a great desire to help others learn about the Amiga and of course their special interest. The SIG meetings are held independently of the general membership meeting. And most important of the benefits is that the membership dues are only \$24.00 per year. So come on now, what are you waiting for. JOIN SACC! We will be looking for you!

The raffle was held at the last meeting and the winners were as follows. The door prize was a club mouse pad that was won by Meyo Blue Cloud. The other prizes and winners were: 1) PrintMaster Plus - W.W. Janssen, Menace, and Gold of the Realm - Steven Bear, The Immortal - M.A., and finally Harmony - S. Pikell.

Congratulations to all winners. At my first meeting, I mentioned that the club would be looking into getting a 9600 baud modem for our BBS. We are looking into a few options and seeing who has the best prices and then we will make the purchase. The purchase will benefit the club in that it will allow the SysOp to access other BBS's to download large files at a faster rate of which saves time and money. It will give those of you with 9600 baud modems faster upload and download times.

Now for a bit of bad news. CSS Computer, located at 5800 Madison Avenue Suite I, had a serious fire in their store a couple of weeks ago. The news report said that it was Arson. Will try and talk to the guys to see if they will reopen their store at the same location or try an find a new location. Will keep you posted. (Note: They were just recovering their loses from a break in only a few months ago.

Important. Don't forget that at the May meeting we will have the DMI Resolver Graphics Co-processor Board and the DMI Floptical Disk Drive demoed by Digital Micronics, Inc. So think of a lot of questions to ask. The representative will be looking for questions.

A lot of you have some good ideas on how to improve the club. You have been telling me some of them and I am looking into them and I will let you know where we are on them. One thing I would like to ask of you, please put these good ideas down on paper and give them to me, that way I don't forget part of the conversation while talking to so many other members on other club business. Will the gentleman that came up and talked to me about going to the schools to get more young people to join the club, please write that idea down

on paper for me and bring it to the club. I will also be interested in knowing what he has found out, because he said that he would check with the schools.

One more thing. The questionnaire that was placed in the April newsletter is important to the club. Please take a few moments and fill it out. For those of you that don't want to tear the page out of your newsletter, I have had some copies printed up and will bring them to the meeting so that you can fill them out and turn them in there.

And finally, KUDO's to Commodore for putting a GOOD AD in the Info World magazine. Granted, it was only one ad in an IBM magazine, the ad was actually good. The joke going around was "Who wrote the ad for them" or Did Commodore's marketing team finally wake up and finally learn how to write ad's? Anyway, good going Commodore, now, lets get busy and put the ads on television, radio and in the newspapers. Commodore! You're getting a wake up call. Well, that's it for now. See you at the meeting.

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

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**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



# MAY 1992

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SUN	MON	TUES	WEDS	THURS	FRI	SAT
Music SIG has been put on hold Kevin Christley will be gone for three months.					1	2 LIB. OUTING 10AM-3PM ACS
3 LIBRARY OUTING 12AM-4PM Computer time	4 BEGINNER SIG	5	6	7 C-SIG REZOLUTION BOOKS	8	9 TELECOM SIG
10	11	12	13 VIDEO SIG	14	15	16 AMIGA VISION SIG 10 AM
17	18	19 C-SIG REZOLUTION BOOKS	20 GENERAL MEETING	21	22	23
24 31	25	26	27 DTP SIG	28	29	30



## 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.

For all of you who were looking forward to more of the Music SIG I have some good news and some bad news. The bad news first Kevin Christley can not do the Music SIG for three months, now for the good news their is yet another person who can do the Music SIG his name is Glen Lawson 485-5043

### 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

# APPLIED COMPUTER SYSTEMS

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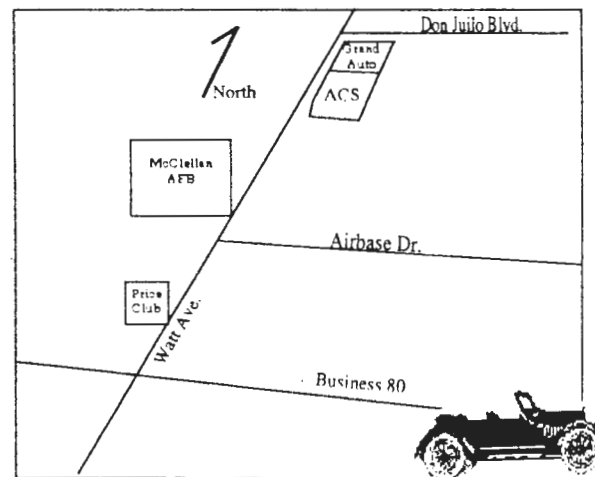
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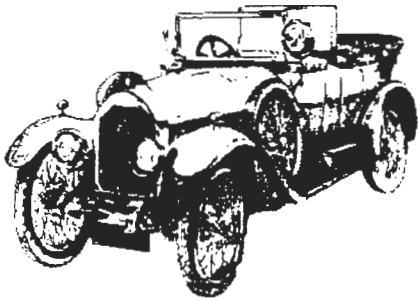
Bring in your SACC Membership Card  
and receive a **10% DISCOUNT** on software

WHAT SUGGESTIONS DO YOU HAVE  
FOR US, SO WE MAY BETTER SERVE  
YOU



PLEASE FILL IN AND SUBMIT BACK TO ACS

## Views of the Veep



by: James Tysinger

### Shorter, More Concise Demos!

In response to lots of suggestions from members, the demos of programs at our meetings will be shorter, yet still high quality. At this month's meeting, presenters will try to give an overview of the program's most important and spectacular features, then open the floor to questions. This should help keep the presentation short enough that no one gets bored, while still making sure that all of the features the members are interested in are addressed.

Superbase 4, SimAnt, and "How to Create a Library Disk" will be the main features of this month's meeting. Superbase 4 is a fantastic relational (you'll find out what "relational" means in the demo!) database program. If you're interested in tracking customers, relatives, your video collection, or just about anything else, Superbase could be just what you're looking for. Come check it out at the meeting!

Following the Superbase 4 demo, Librarian Mark Wilkinson will show us how to put together a SACC disk-of-the-month (DOM). Putting together a DOM is a great way of sharing your favorite PD and shareware programs with the other members of the club.

Finally, Robert DuGauze will show us SimAnt -- Maxis' follow-

up to SimCity. Rob gave me a preview the other day, including some "cheats" and "trapdoors" that he'll be sharing at the meeting.

You might try to make it 15 minutes early to the meeting to buy your raffle tickets! Because we have to leave the auditorium by 9:30, and because we want to be sure to have enough time for all three demos, we plan to start this month's meeting right at 7:00.

While you're standing in line getting your raffle tickets, you can check out the 1st-Prize winning Euro Demo called Odyssey. During the break, we will show the second half of "The Mind's Eye" computer animation video.

### Upcoming Meetings

The meetings over the next few months are going to be great! DMI will be here showing their Resolver Board and 20 meg 3.5" Floptical Drive. Other meetings will feature IVS' Amilink Edit Controller, Inovatronic's Hi-Q Tower, and the new DCTV. A big hand goes to President Willie Hunt for getting and keeping in contact with these companies!

### SACC Directory Project

Last month's newsletter contained a survey to be used in putting together a SACC Directory. So far, out of 200+ members of SACC, well, let's just say, very few have responded. I'm going to try calling as many members as possible before the meeting so that an initial version of the Directory will be ready. Please send me your survey if you haven't yet done so.

### SACC Mentor Program

One SACC member who did respond to the survey was John

Andrade. John wondered why their wasn't a program to give brand-new Amiga users a "crash-course" in how to use their new computer. Well, it sounded like a good idea to me and Beginner SIG leader Bryan Davidson, so Bryan and I are going to set up and coordinate just such a program. What we need are some volunteers who are willing to donate a couple of hours sitting down with a new Amiga user and a cold drink, and explaining the basics of Workbench, CLI, how to copy a disk, etc. I'll be asking for volunteers when I start making phone calls, or if you'd like to be a SACC Mentor, just volunteer on the comment section of your survey from last month's newsletter.

See you all at the meeting!

## REZOLUTION TECHNICAL BOOKS

(916) 362-0240-voice  
(916) 362-0325-fax  
Mon-Fri 10-8  
Sat 10-5

Computer Books & Mags  
O'Reilly Nutshell Books  
Electronics & Engineering

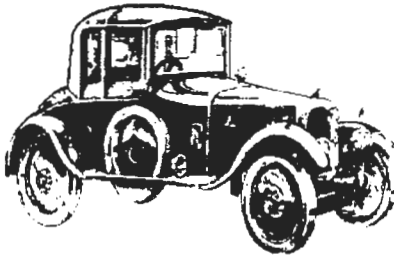
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# The Round Table



by: Mark Wilkinson

"His outlook hadn't always been so pessimistic. There'd been a time - not all that long ago - when he'd felt the burden of his mental anguish lifting. There'd been fewer psychotic episodes, fewer days when he felt like slitting his wrists rather than enduring the hours... There'd seemed to be a chance for happiness."

-Excerpt from Cabal, by Clive Barker.

As you take your seats around the mighty Round Table, please reread the above excerpt from Mr. Barker's book. Only this time, take into account the dismal shape of Amiga gaming in the last few months.....

Well, fellow Adventurers, the storm has passed on and the sky's looking pretty bright! Amiga Software Developers have apparently been awakened from their "Release Coma" and started sending us some quality products. And quite frankly, my friends, it's about time! Allow me to extend my thanks to all of the Amiga Software Developers who may read this column, in one form or another, for not abandoning the Amiga Universe. And it is exactly that: A Universe. A huge, ever-expanding Galaxy of Graphics and Sounds, with potential so strong in its physical make-up, that the Big Bang pales in comparison! The

Amiga is unsurpassed in it's ability to perform and provide the power to producers of all software genres to create products other computer systems can only have wet dreams about! And to those of you weaving the magic and committed to continuing the divination of such Software Gold, on behalf of the 3 million-plus Amiga Users and especially those charter members of the Fellowship of The Round Table, I once again thank you!

So what exactly has made me so ecstatic, when just 2 months ago I was ready to strangle anyone who said, "Oh, it'll be out any day now..."? Well, those releases have been released! The promises, though abnormally and irritatingly delayed, have been fulfilled. Now that in itself would not be enough to excite me so. Nay, my friends, let us not forget that The Round Table stands for quality and excellence as well as Adventure! If these companies had kept us waiting so long and then given us crap, I would have personally sent them death threats and not-so-funny insults about their mothers and the milkman!

But what I have been seeing...no, rather "experiencing" these past few weeks is very, very close to that "lost feeling" I talked about last month. It's not quite there yet, but the ride towards it is sure a lot of fun! So without further delay, let's get into The Round Table discussion of the software that has found its way onto the Proving Grounds of Gaming! (Or rather my Amiga computer, though the other description sounds much more adventurous, don't you think?)

SSI has released two AD&D games in as many weeks and I'm in Heaven! Any loyal member of The Round Table who has been with me since that first stormy night at my Inn, will know all too well how much I enjoy SSI's games. And at the same time, know how critical I am of their releases for that same reason. But they have made me a very happy Amigan with two "Gold Box" adventures to drool over. The first to arrive, Gateway To The Savage Frontier, I'll address this month,

next page 

**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	(modem)	Anything
Fred Sakai	488-4343	reas.hrs.	Desktop Publ.
Steve Goodrich	361-7566	6PM-10PM	Beg, Maxiplan, WP, CLI
Ken Krebs	366-3458	reas. hrs.	CLI, Anything
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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while the second, Pools Of Darkness, I'll save for next time. Also, for those of you who enjoy these games as much as I, keep in mind Matrix Cubed (Part 2 in the Buck Rogers series) and Eye Of The Beholder II is due out from SSI soon! So budget your bucks accordingly, because these will undoubtedly be "Must Get" adventures!

SSI has had two very popular AD&D series of "Gold Box" games to cut their teeth on and perfect the interface and gaming system I enjoy oh, so much. They, of course, being the Pools of Radiance series (starting with Pools of Radiance, then Curse of the Azure Bonds, Secret of the Silver Blades and ending with Pools of Darkness) and the Krynn series (first Champions of Krynn, next Death Knights of Krynn, and soon the just-announced Dark Queen of Krynn). So it seemed only natural evolution for a new series to be introduced: The Savage Frontier!

The Gateway To The Savage Frontier is Volume 1 in the series. Volume 2, Adventures In The Savage Frontier, has just been released for the IBM and SHOULD be available late August for Amiga. (That's an educated guess...) The story line is based on the AD&D gaming world Forgotten Realms and uses 2nd Edition rules. Not only does the game boast the usual towns and various structures to explore, but one of the largest wilderness areas in any of SSI's adventures. Since it is the first Volume in the series, your characters will have to be created from scratch and will start the game at level 1. Their advancement is limited to approx. 5th level, but that's plenty for this entry level game.

The story line? Well, your Party, or group of characters, has just completed the commissioned task of escorting a caravan from Citadel Adbar to the town of Yartar, your home base for much of the game. As your adventures begin, you awake in the local Inn to find only your spell books and a hidden bag of coins remains. It seems you had a bit too much celebration the night before and a thief...well, you get the picture. After that? No way, my friends! The game is too much fun for me to say any more regarding the plot. Suffice it to say, if what I've already said hasn't peaked your interest, then this game isn't for you. If it HAS got your adventurer's blood boiling, then grab a copy post-haste!

Now for the technical info.: It does require 1 meg. of memory, but doesn't require a hard drive. Actually this part is the only thing that kind of ticked me off about the game. The Amiga Reference Card inside the box gives full instructions on how to install the game on your hard drive. But also in the box is a small, lime-green card with the heading, "ATTENTION!" It goes on to say that due to the "size and scope" of the game, Gateway CANNOT be played on a hard drive. Huh? This leads me to believe one of two things happened. First, the game really IS so large in size and dimension that it just couldn't possibly fit on a hard drive - despite the fact it comes on only three disks. I myself tend to subscribe to the second possibility that the development team hit a snag, whether financial or technical I don't know, and were forced to release the game with this problem unresolved. Well, it isn't that big of a deal, although the disk accesses would be a lot less noticeable. But it isn't all that

painful so far and, as long as they resolve it on Volume 2, this omission can be overlooked...for now. The graphics are nice, but keep in mind they are of the SSI variety and not of Dungeon Master quality. The sound is tinny and not terribly impressive. In other words, if you're looking for a breakthrough game to show off your Amiga, try Elvira II (see below). But if you're looking for a well-written SSI "Gold Box" adventure, the Savage Frontier awaits....

Uh, wait a second. Did he just say Elvira II? Yep! And she..er, rather it is a gorgeous piece of art. The sound is fantastic and always appropriate. The graphics are very well done! This game was written FOR the Amiga, without a doubt! (Got your interest yet?) Released by Accolade and written by HorrorSoft, this sequel's full title is "Elvira II: The Jaws of Cerberus". It's reported to be 5 times the size of it's predecessor and from what I've seen so far, I have no problem believing this claim. Did I mention the sounds and graphics?

The plot goes a little somethin' like this. Elvira is your girlfriend. (Oh, this is gettin' good fast, huh?) And she just happens to be the President, CEO and Chairman of the Board of a little place in Hollywood called Black Widow Productions. Yea, you guessed it: A film studio. And she's got a little problem. You see, this Cerberus creature has got her all tied up. And you get to rescue her. All by yourself. Just you. ALONE. Oh, you'll occasionally get little messages from the Bodacious One, like "Hurry up, you little nose-pickin' twit and save me!" But proceed with the utmost caution, my friends, as this Cerberus is one mean doggie. As Elvira herself



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puts it: Lassie meets Leatherface. Son of Beyond the Valley of Cujo. Get the idea?

You DO have the ability to cast spells with the aid of Elvira's Spell Cookbook and the occasional, not-so-obvious ingredients you have to find around the Studio. The combat is a lot easier than in Elvira I and the point-&-scream...er, uh, rather point-&-CLICK interface is simplicity itself. The graphics are as gorgeous as Elvira's....uh, eyes. (SURE that's what I meant!) The eerie hues and lighting are straight out of Hollywood, and the background music is unobtrusive and VERY appropriate. And, of course, the game is GORY!!! If you are offended by the occasional bloody nose, chipped fingernail or disemboweled corpse with it's entrails hanging from the nearby spotlight and the phrase "Cerberus Kicks Ass!" scrawled in blood across the nearest wall, then perhaps this game isn't for you....

The adventure requires a minimum of 1 meg, 1-and-a-half if you're going to install it on your hard drive. (Yes, that means it's hard drive installable. You're a genius...) This method of operation is HIGHLY recommended, as the game sprawls across 7 disks and takes up every sector on them! The copy protection is via a code wheel and fits very nicely into the game play as to be almost enjoyable to use. Especially after the guard's body falls out of the closet on top of you. Wheeee! What fun! All-in-all a great game, but as I said before, it may be offensive to some. You've been warned. Now go buy it!

So all the games coming out lately are terrific, right? We should be so lucky... One game to avoid is Merchant Colony from a company

called Merit Software. The actual producing software group is called Impressions, although "Impressive" it's not. The game was obviously created on and for the IBM (or perhaps even Apple). This is a perfect example of a bad port of an even worse game. The subject matter is trading and colonization in the 18th and 19th centuries, which is perhaps where this game belongs. I'll admit I never was a fan of this type of historical simulation, but I HAVE seen it done well. A good example would be Pirates. Another example would be Pirates. And of course there's Pirates. I won't even stoop to give you the technical specs on this thing, as this company obviously didn't read the technical specs for the Amiga. Unless you've got \$30+ to throw away, are extremely bored and are thick-headed as all get out, leave this one on the shelf!

Next up is Castles from Interplay. This program is a fresh new concept developed by one of the best software companies around (They're right up there with SSI, Lucasfilms and Sierra/Dynamix!). The game...well, that's not quite right, now is it? It's actually a castle construction kit...no, perhaps a medieval strategy simulation... Aw, heck, it's all those and more! You assume the role of the King of Albion and must build a mighty Castle to protect your kingdom. You'll have to recruit the workers, budget your treasury, design the castle layout, build it and build it fast to defend your lands against invading armies! The scope if this program is awesome, yet very easy to master. The graphics and sound, though not super-spectacular, are still impressive and respectable for the Amiga. The program requires 1 meg. of RAM, and yes, it is hard drive installable, but will run on a

floppy drive-based system adequately. Should you buy this one? Well, if what I've mentioned so far seems intriguing, then yes. This is a game that will appeal to most individuals, but not everyone. If you're looking for a cross between Robin Hood, SimCity and Populous, well, I guess this is it!

Oh, I have so much more! But The Round Table shifts and sways and the wood creaks and groans, telling me the weight of another adventure would be too much indeed. So I shall save my tales for our next gathering. And instead of my usual previews, allow me to mention some of those titles I intend to review in the coming months. NOTE: These games I'm about to mention should be available now, but I hope you'll wait until you read my reviews to make your final decision. Here they are.

SimAnt from Maxis. The same people who brought you SimCity, SimEarth and coming soon: SimFarm, have produced a simulation that is simplistic in theory but huge in scope and depth. An ant farm. Just an ordinary ant farm. But oh, how surprised you'll be at how unordinary that ordinary ant farm is....

Pools of Darkness from SSI. You already heard me mention this. So I'll just leave it at that. So there.

Black Crypt from Electronic Arts. You mean it's actually shipping??? Yep! And it looks awesome! But can the game play compete with other releases like Nightmare or even Dungeon Master? We shall see.

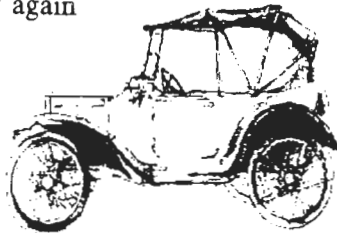
next page 



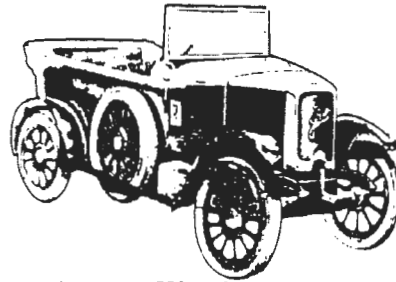
Might & Magic III from New World Computing. I've played the first 2 in this series and was enthralled by these adventures, but only after forcing myself to learn and absorb the rather complex game mechanics. Will this one improve on the old system, introduce a new-&-improved one, or bury itself under even more complex spells and procedures?

These are the proposed game reviews for next month, but of course I reserve the right to change the plan anytime for any reason. After all, it IS my column. So neener-neener-neener! Actually, something else better may come along that I might throw in. Won't know till then. Much thanks to the new Official Home of The Round Table, CSS Computers and Scott, Mick and John, your cordial hosts. Odds are if I reviewed it, they have it and at pretty competitive prices, too! See their advertisement in this Amigazette for more information. Thanks again, gentlemen, for your support of The Round Table and the Amiga Computer!

And with that tell-tale creak that is either the chair you're sitting in or quite possibly your back, this meeting of the Fellowship of The Round Table draws to a close. I hope I have aided you, my friends, in your continuing quest for true and worthy entertainment software. Until our next acquaintance, heed these words: Stay true to the Quest at all times and it shall guide you. If it doesn't, restore your last saved game and try again



## The Reference Desk



by: **Mark Wilkinson**

And 1992 just keep rollin' merrily along!

Hello, fellow SACCians, and welcome to another little visit to your local Library's Reference Desk. And I KNOW your first question will be "What's New?" and my answer comes as quickly.

We've just received Fred Fish #611 through #620! The Catalog is updated with the new listings and both the Catalog and Fishies are available at the next General Meeting!

Speaking of Catalogs, the Library's gone telephonic! (Huh?) We now have the full and complete SACC Library Catalog on-line Amigalink! To be specific, in the Library room. Just enter .read extended-directory to see what's new! The files will be updated regularly by Ken Barton and myself, so if you're on Amigalink and are a SACC Member, stop by, grab a Catalog file or two and just say hi while you're there!

Also new the the Club Library Disks are the following titles:

ClubLib #403 through #408  
Pink Floyd - The Wall Demo. This in one MAJOR demo! It is a definite "Gotta Have" demo for any and all Pink Floyd fans. You MUST, however, be able to run in PAL mode in 1.3. It will ONLY work in PAL mode! But if you have the Fatter Agnus and 1.3, it's

definitely worth getting. Also requires 1 meg. RAM.

ClubLib #409  
Compilation Demo. A Euro-Demo that will work in 2.0 and NTSC format. Some nice graphics add to some great music, Check it out!

ClubLib #410  
Technotronic Demo. A Euro-Demo featuring tracks from the group Technotronic. "Pump Up The Jam" and more! Definitely worth a listen to.

ClubLib #411  
Technomania '91. A Euro-Demo with graphic flair and audio style! Runs best in PAL mode, but should run okay in NTSC...you'll just lose the bottom part of the screen.

ClubLib #412  
Radio Active Samples. No, this disk does not glow-in-the-dark, nor does it come with a Hazardous Waste sticker on the side. It DOES, however, contain several samples from a popular British radio show called "Radio Active." Admittedly, the samples are poor and grainy, but the content is worth a listen to. If you've ever heard and enjoyed Monty Python-ish humor, then "Radio Active" just might give you a warm, "glowing" feeling.

ClubLib #413 & #414  
Arnie & The Terminators. This (sadly) poorly sampled song from Europe is a take off on Arnold Schwarzenegger and his Terminator 2 movie. Despite the grainy, hissy sample, it's still clear enough to hear and enjoy. It's funny!

Also, we now have TBAG disks

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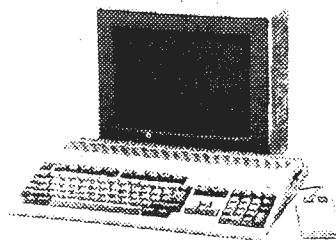
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through #59. All of the above are also in the Catalog and updated on-line Amigalink. Let me take a second to once again stress how helpful it is to have a set of the latest Library Catalog disks. It allows you to be fully informed on the latest additions to the Library and lets you come to the Library Outings prepared. As some of you may have noticed, the Outings in March were BUSY! It was standing room only both days. So PLEASE for the sake of everyone, come prepared: Know which disks you want, have your disks PRE-LABELED with your name and the requested disk (full name, not just a number. i.e.: Fred Fish #214...NOT just 214!). Also, please make sure your disks are Write-Protect-Off. That means you CANNOT see through the little hole. And finally, remember that these Outings are for FUN! Ken and I will make every attempt at

keeping the lines moving as smooth and as quickly as possible. But mistakes do happen, Ken might grab the wrong person's disks next and skip you, or perhaps I copied the wrong disk or copied the same disk twice. All we can say is WE'RE ONLY HUMAN! But we ARE having fun..... Please try to do the same and have fun as well.

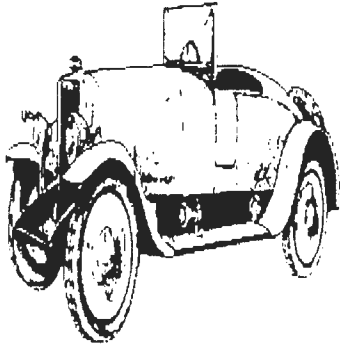
As for WHEN the next Library Outings will be, here's the Where and When: Saturday, May 2nd at Put's from 10AM to 3PM; and Sunday, May 3rd at CSS Computers from 12 NOON to 4PM. The How and Why is up to you...

As always, the Library's still looking for future Disk-of-the-Month volunteers. Join in the spirit and grab a month! It's really FUN!!!

And remember that I will be giving some helpful hints on how to put together a Disk-of-the-Month at this month's General Meeting. SO YOU DON'T HAVE ANY EXCUSES NOT TO DO A DOM!!!! So there!

Well, that's about all I got's ta' say this month. See you at the General Meeting and the Outings. And if you have any comments or suggestions for the Library, please either drop a note in the Library room on Amigalink or let Ken or me know the next time you see us! Until that time arrives, remember to keep promoting the Amiga everywhere you go and SUPPORT your local stores and those software developers who support us! Do EVERYTHING you can to keep the Amiga (and consequently your SACC Library) alive and well! Later!





# LIBRARY NOTES NEW FRED FISH DISK 610-630

## AntiCicVir Fred Fish Disk # 611

A link virus detector that detects ten different such viruses. Version 1.1, binary only.  
Author: Matthias Gutt

## TeX Fred Fish Disk # 611

A complete source and binary distribution of TeX version 3.1 and MetaFont version 2.7 for 68020/030 with FPU. Because of it's size, it's distributed on six disks (611-616) in archived form. Does not include any pk-fonts, previewer, or device drivers.  
Author: Donald Knuth et. al. Amiga port by Edmund Mergl

## WildStar Fred Fish Disk # 611

Toggles the RNF\_WildStar bit in the DOS library root node, which allows AmigaDOS to use the "\*" character as a true wildcard which is mostly plug compatible with "#?". Version 1.2, includes source in assembly.  
Author: Ken Simpson

## TeX Fred Fish Disk # 612

A complete source and binary distribution of TeX version 3.1 and MetaFont version 2.7 for 68020/030 with FPU. Because of it's size, it's distributed on six disks (611-616) in archived form. Does not include any pk-fonts, previewer, or device drivers.  
Author: Donald Knuth et. al. Amiga port by Edmund Mergl

## TeX Fred Fish Disk # 613

A complete source and binary distribution of TeX version 3.1 and MetaFont version 2.7 for 68020/030 with FPU. Because of it's size, it's distributed on six disks (611-616) in archived form. Does not include any pk-fonts, previewer, or device drivers.  
Author: Donald Knuth et. al. Amiga port by Edmund Mergl

## TeX Fred Fish Disk # 614

A complete source and binary distribution of TeX version 3.1 and MetaFont version 2.7 for 68020/030 with FPU. Because of it's size, it's distributed on six disks (611-616) in archived form. Does not include any pk-fonts, previewer, or device drivers.  
Author: Donald Knuth et. al. Amiga port by Edmund Mergl

## TeX Fred Fish Disk # 615

A complete source and binary distribution of TeX version 3.1 and MetaFont version 2.7 for 68020/030 with FPU. Because of it's size, it's distributed on six disks (611-616) in archived form. Does not include any pk-fonts, previewer, or device drivers.  
Author: Donald Knuth et. al. Amiga port by Edmund Mergl

## TeX Fred Fish Disk # 616

A complete source and binary distribution of TeX version 3.1 and MetaFont version 2.7 for 68020/030 with FPU. Because of it's size, it's distributed on six disks (611-616) in archived form. Does not include any pk-fonts, previewer, or device drivers.  
Author: Donald Knuth et. al. Amiga port by Edmund Mergl

## AutoCLI Fred Fish Disk # 617

A 'PopCLI' type replacement that works with WorkBench 2.0 and fully compatible with A3000 & accelerator boards. Always retains the default path and stack, and current directory. Can automatically open CLI/SHELL windows to 1 pixel less than

the current screen size on opening. New functions include spline patterning on blanking, toggle freeze mouse, more function keys, mouse activated screen shuffle, close gadgets on Shell windows, and more as many users have requested. This is version 2.17, an update to version 2.12 on disk 571. Binary only.  
Author: Nic Wilson

## Beach Fred Fish Disk # 617

A great new animation from Eric Schwartz. In "A Day at the Beach", Flip the Frog and Clarisse the Cat head out for a day at the beach where they run into MoonDoggie. Needs 3Mb or more of memory. This is part 1 of 2. Part 2 is on disk 618.  
Author: Eric Schwartz

## Revenge Fred Fish Disk # 617

A fast-action game with horizontal scrolling in which you control a laser-spitting Camel while destroying hordes of weird enemies who are after your hump. Collect bonuses on the way to obtain more devastating weaponry. In 2-Player & CPU-Assist modes, an Ancipital-creature joins the Camel to make a team. Stereo phased samples, 42 levels in several zones. 512K-NTSC version. 1MEG and/or PAL versions available upon registration. Shareware, binary only.  
Author: YaK, Llamasoft UK

## Beach Fred Fish Disk # 618

A great new animation from Eric Schwartz. In "A Day at the Beach", Flip the Frog and Clarisse the Cat head out for a day at the beach where they run into MoonDoggie. Needs 3Mb or more of memory. This is part 2 of 2. Part 1 is on disk 617.  
Author: Eric Schwartz

## Contact Fred Fish Disk # 618

A memory resident "pop-up" program for maintaining a list of names, addresses and phone numbers, or other flat file database applications. Can print labels in up to four columns, to PostScript printers, or any preferences supported printer. Up to two phone numbers can be stored with each entry, and dialed automatically using pulse or tone dialing. Unique sorting feature allows the user to specify the sort key of each record. Addresses can be imported and exported via the clipboard, or output using the unique 'type' feature. Notes can also be associated with each entry, using your favorite editor. Has full ARexx support. Version 2.0, binary only.  
Author: Craig Fisher, CMF Software

## VCLI Fred Fish Disk # 618

Voice Command Line Interface (VCLI) is an Amiga voice recognition program that learns and recognizes 48 spoken voice commands. Each voice command is associated with an Amiga CLI command that is executed when an incoming voice command is recognized. VCLI allows the execution of any Amiga CLI command by voice. Requires the Perfect Sound 3 or Sound Master audio digitizer. This is Version 4.0, an update to version 2.0 on disk 542. Binary only.  
Author: Richard Horne

## VoiceDemo Fred Fish Disk # 618

Illustrates the programming techniques required to use the voice.library to teach your Amiga to learn and recognize spoken voice commands. A simple program that will teach your Amiga to recognize and repeat back to you the spoken words "Peter ... Piper ... Picked ... A Peck Of ... Pickled Peppers." Include example source.  
Author: Richard Horne

## AFaxDemo Fred Fish Disk # 619

Demonstration version of the AmigaFax software package. Send and receive faxes with your Amiga 500/1/2/3000. Features background fax operation, share one phone line for fax and data (eg UUCP/BBS/FAX), fax spooling, aliases/mailling lists. Converts between fax and text, IFF ILBM, TeX .dvi files and command files, operates from shell or WorkBench. Requires compatible FaxModem. Demo version limited to single page transmit/receive. Version 1.20.  
Author: David Varley, C-Born Software Systems

## AmiGazer Fred Fish Disk # 619



Compute a view of the night sky, using a data base of 1573 stars, for any date, time of day, and latitude. Click on stars for info about them. This is version 3.0, an update to the version on disk 90. Now compatible with WB 2.0. Binary only.

Author: Richard Horne

IFF Fred Fish Disk # 619

A program to display single or multiple IFF files from Workbench or CLI. It has been written in 100% assembler to be as small and fast as possible. Version 1.6, binary only.

Author: Nic Wilson

Set040 Fred Fish Disk # 619

A program to remap Kickstart V2.04 or greater from ROM into 32 Bit Ram on an Amiga equipped with a 68040 CPU, using the MMU, with optional parameters for greater compatibility between various 68040 boards and optional patch to stop drives from clicking. It can also load a different Kickstart than the one currently in ROM, manipulate both caches, and display information regarding some 68040 registers and modes. Version 1.12, includes source code in assembly.

Author: Nic Wilson

SysInfo Fred Fish Disk # 619

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 2.60, an update to version 2.56 on disk 583. Binary only.

Author: Nic Wilson

Graffiti Fred Fish Disk # 620

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 1.6e, an update to version 1.5 on disk 610. Shareware demo, binary only.

Author: Marcus Schiesser

TKEd Fred Fish Disk # 620

TKEd is a very comfortable Intuition-based ASCII editor. It can read texts packed with PowerPacker, has user-definable menus, a comfortable AREXX-interface with 79 commands, an interface to some errortools for programmers, and macros. TKEd is reentrant and can be made resident. Version 1.00a, binary only.

Author: Tom Kroener

TrackDOS Fred Fish Disk # 620

A program that allows easy transfer of data between DOS, memory and trackdisk.device. DOS means the data contained within a file, memory means the data contained anywhere within the memory map and trackdisk.device means data stored on a disk not accessible with DOS (eg. bootblocks special loader disks etc.). The transfer of data between these three areas is not normally easy or convenient. TrackDos was written to overcome this. This is version 1.11, an update to version 1.08 on disk 502. Binary only.

Author: Nic Wilson

IE Fred Fish Disk # 621

An icon editor which can create and modify icons up to 640x200 pixels in size, up to 16 colors, edit all non-graphical icon parameters including up to 40 tooltypes, generate C source code for icon and image programming, import/export IFF images, recolor icons for DOS2.0, write text into icon in any font and style, and much more. Demo version of IE 3.0, a major update to version 2.0 on disk number 377. Requires 1 Meg. Source available from Author.

Author: Peter Kiem

MultiPlayer Fred Fish Disk # 621

Music player program which plays Soundtracker/Noisetracker modules, MED modules, and over 15 other types. It contains a simple control panel, and allows creating "programs" to play a list of modules in sequence or in random order. Works

well with 1.3 and 2.0. Supports Workbench 2.0's "AppWindow" feature - just drop modules into the MultiPlayer window to play them. Plays modules at the correct speed regardless of video mode (NTSC or PAL). AREXX port and program load/save available in registered version. Version 1.17, shareware, update to version 1.11a on disk 573. Binary only.

Author: Bryan Ford

NComm Fred Fish Disk # 621

A communications program based on Comm version 1.34, by DJ James, with lots of very nice enhancements. Works on any Amiga with 512K RAM or more, ANSI/vt100 terminal emulation with 8 color text, PAL NTSC and overscan support, full support for all European languages, baud rates up to 115200 baud, support for lots of file transfer protocols including XPR library protocols, script language, scrollbar buffer, hot keys, an AREXX interface, macros, clipboard support, and more. This is version 2.0, an update to version 1.9 on disk 356. Shareware, binary only.

Author: DJ James, Daniel Bloch, Torkel Lodberg, et al.

Challenger Fred Fish Disk # 622

A freely distributable quiz program with 500 questions in this version. English and German version included. Version 1.0, binary only.

Author: Udo Haisch

Uedit Fred Fish Disk # 622

A nice shareware editor with learn mode, a command language, menu customization, hypertext, online help, a teach mode, split windows, copy and paste, undo, features. This is version 3.0a, an update to version 2.6h on disk 539. Binary only.

Author: Rick Stiles

AIB Fred Fish Disk # 623

A gadtools driven Amiga interface builder for constructing windows, menus, and gadtools. It is incomplete, and was submitted to serve as more AmigaDOS 2.0 example code. Includes C source.

Author: Doug Dyer

MakeIcon Fred Fish Disk # 623

A command line utility for creating quick icons for programs that don't have icons. (Not related to MakeIcon on disk 255). Version 1.1, includes source.

Author: Daniel Kocsis

PPLib Fred Fish Disk # 623

A shared library to make life easy for people who wish to write programs that support PowerPacker. Loading crunched files from C or assembly is made fast, short and easy. This is release 1.4, an update to the version on disk 575. Includes source.

Author: Nico Francois

RemapInfo Fred Fish Disk # 623

An icon color remapping tool that swaps the colors black and white. The program runs on 1.3, but when run on 2.0 it supports the Applcon feature. It allows you to drag all icons you wish to remap on RemapInfo's Applcon to recolor them. Version 1.1, an update to version 1.0 on disk 542. Binary only.

Author: Nico Francois

ReqTools Fred Fish Disk # 623

A standard Amiga shared runtime library which makes it a lot quicker and easier to build standard requesters into your programs. Designed with CBM's style guidelines in mind, so that the resulting requesters have the look and feel of AmigaDOS 2.0. Version 1.0d, an update to version 1.0b on disk 575. Includes source.

Author: Nico Francois

WindowTiler Fred Fish Disk # 623

A WB2.0 commodity that arranges workbench windows in many ways (tiling, cascading, etc). Now has a REFUSE tolytype, double click title bar to explode windows, etc. This is version 1.2.1, an update to 1.1 on disk 593. Binary only.

Author: Doug Dyer



Csh Fred Fish Disk # 624  
Replacement for the Amiga shell, similar to UN\*X csh. Main features include over 100 built in commands, 70 functions, new system variables, file name completion, freely programmable command line editing, file classes, auto cd, lazy cd, intuition menus for the shell window, automatic RX-ing, local variables, \$( ), statement blocks, high speed, plus much more. This is version 5.19, an update to version 5.15 on disk 512. Includes source.  
Author: U. Dominik Mueller, C. Borreo, S. Drew, M. Dillon

MachIV Fred Fish Disk # 624  
A macro/hotkey program that also includes features of sun mouse, clicktofront, popcli, clipboard viewer, title bar clock, and much more. Each program or window may have its own hotkeys and other settings. Requires 2.x. This is version 4.0, an update to 3.1 on disk 471. Binary only.  
Author: Brian Moats

PCMenu Fred Fish Disk # 624  
Control your pulldown menus from the keyboard using the arrow keys or "first letter matching". Multiple selections made with Shift-Return. Remembers and returns to previous menu items. Completely configurable. This is version 1.5. Binary only.  
Author: Brian Moats

CanonLBP Fred Fish Disk # 625  
Canon laser printer driver package, containing WB driver, extra preferences program for additional options (landscape, copies, margins, timeout, etc), PageStream drivers, FontShop program, automatic font download, free definable papersizes, and full support for Workbench 2.0/2.1. Version 1.01, fully functional demonstration version, binary only.  
Author: Wolf Faust

Pattern Fred Fish Disk # 625  
A shared library which matches AmigaDOS patterns with strings and converts strings into uppercase or lowercase, including umlauts. The library works with Kickstart V1.2 and higher and the pattern matching routines are compatible with ARP and AmigaDOS 2.0 pattern matching. An ARExx function library is also available. One of the external programs included in this package is pgrep version 0.4, a small grep command, that finds a string or an AmigaDOS pattern in one or several files, or in stdin (default). Version 5.0, freeware, binary only.  
Author: Angela Schmidt

SysInfo Fred Fish Disk # 625  
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 2.62, an update to version 2.60 on disk 619. Binary only.  
Author: Nic Wilson

TurboDEX Fred Fish Disk # 625  
A compiler for the DEX language. DEX is a language similar in structure to Modula2 and C, but different and simpler in concept. Features include compact and fast executables, clear program structure, integration of Exec/Dos/Gfx/Intuition library calls in the compiler, inline assembly, register variables, commented assembly source output, easy to manage development system, and more. Version 1.1, DonationWare.  
Author: Wouter van oortmerssen

IInfo Fred Fish Disk # 626  
A replacement for the DOS 'Info' command, written in assembly. This program has a similar output format and takes the same parameters. It has the added advantage of including maximum filesize in bytes that will fit on a disk. Coded in optimized assembly language, it is smaller than the original DOS command. Version 1.00, binary only.  
Author: Nic Wilson

LoranNotebook Fred Fish Disk # 626  
A database for storing, searching and printing loran numbers. Store Lats/Lons, TDs, Waypoints, Depths, State, County,

Comments, and Quick Comments. Search by any category, and numbers can be searched with a margin of error. Printouts as text only or as a graphic. Select sites on the plot screen by lassoing them. Version 2.0 includes a lon/lat scale on the plot screen, better zooming, and accurate land areas via the World Database II (included) and/or user drawn. You can now show and edit land on your plots by drawing it in or by making a list of lat/lon points. A small sample database is included. Version 2.0, binary only.  
Author: Allen Maroney

MMU Fred Fish Disk # 626  
Text file describing the structure of the A3000 MMU translation table and a simple assembler program to read MMU registers.  
Author: Laurence Vanhelsuwé

QCD Fred Fish Disk # 626  
QuickCD is a program written in assembly to quickly change directories in the current CLI/SHELL with the mouse and a file requester. Ten often used directories can be saved to a config file and quickly selected. Any unused entries are used to temporarily store the directories you have recently visited, and any of these can be easily and quickly selected or saved with the mouse or a function key. Requires AmigaDOS V2.0x. Version 1.03, binary only.  
Author: Nic Wilson

SiliconSec Fred Fish Disk # 626  
A bowling league statistics generator. Teams are ranked by win/loss record & total pins. Tracks team and individual statistics. Absent and 'blind' bowlers, floating and team subs easily entered. ABC/WIBC award lists, recap forms, simple newsletter article and other options can be generated each week, if you want them. A address list, phone list, mailing labels and end-of-season report meeting ABC/WIBC requirements may be generated any time. Online help with search may be edited by the user. Runs from the Workbench or CLI. One meg required. Version 1.51, binary only.  
Author: Allen Maroney

Stuffer Fred Fish Disk # 626  
MIDI Utility to construct and transmit any type of MIDI message. Message building can be done via mouse or keyboard in hex, decimal or mnemonic form. Supports standard MIDI files and Roland SYSEX checksumming. Version 0.9b, binary only.  
Author: Laurence Vanhelsuwé

WaveMaker Fred Fish Disk # 626  
Realtime waveform generator using Intuition slider gadgets. Allows sounds to be created with a maximum of 8 harmonics. Version 0.9, binary only.  
Author: Laurence Vanhelsuwé

ADoc Fred Fish Disk # 627  
A freely redistributable help utility for the Amiga. Allows you to have permanent help on any subject you want. Features include automatic searching of the word on which you clicked, English and French help files on all Intuition and Dos function calls, an intelligent term request, ability to use original Commodore AutoDocs files, an AREXX port, and more. This is version 7.04, an update from version 3.10 on disk 402. Binary only.  
Author: Denis Gounelle

Concentration Fred Fish Disk # 627  
A game in which the player must match pairs of words to win. Takes two players to play and can be played against either another person or against the computer. Version 3.3, binary only, source available from authors.  
Author: Alan and Heather Keith

FreePaint Fred Fish Disk # 627  
A freely redistributable painting program, much like the popular DPaint program. Version 37, an update to version 35z on disk 548. Binary only.  
Author: Stefan G. Boldorf and Björn-Eric Trost

APrf Fred Fish Disk # 628  
A freely redistributable printing utility for the Amiga.



A freely redistributable printing utility for the Amiga. Features include a full Intuition interface, preview function, page selection, margins setup, line numbering, an AREXX port, a multi-columns mode, and more. Includes both French and English versions. This is version 5.00, an update to version 2.62 on disk 402. Binary only.  
Author: Denis Gounelle

**Lothian** Fred Fish Disk # 628  
Legend of Lothian is an adventure game in the vein of the Ultima game series. It was originally featured in the Sep 91 issue of the Jumpdisk Amiga disk magazine. You play the role of a humble shepherd who is summoned to a perilous task when your country's king is bewitched. You must set out in a dangerous land to find the clues that will enable you to revive your king and save your land. Includes colorful graphics, hordes of monsters to combat, helpful citizens to converse with, and puzzles to solve. Version 1.02, binary only.  
Author: David Meny

**Set040** Fred Fish Disk # 628  
A program to remap Kickstart V2.04 or greater from ROM into 32 Bit Ram on an Amiga equipped with a 68040 CPU, using the MMU, with optional parameters for greater compatibility between various 68040 boards and optional patch to stop drives from clicking. It can also load a different Kickstart than the one currently in ROM, manipulate both caches, and display information regarding some 68040 registers and modes. Version 1.14, an update to version 1.12 on disk 619. Includes source code in assembly.  
Author: Nic Wilson

**APIG** Fred Fish Disk # 629  
ARexx Programmers Intuition Graphics library is an ARexx external function library similar to REXXArpLib. APIG.LIBRARY provides the ARexx programmer with access to most of the resident Graphic, Intuition, and Layer library functions. Allows you to create custom screens/windows, gadgets, requesters, intuitext, borders, etc. This is version 3.1, an update to version 1.1 on disk 559. Binary only.  
Author: Ronnie E. Kelly

**RexxRMF** Fred Fish Disk # 629  
ARexx Record Management Functions library is an ARexx external function library which provides keyed file access using AVL trees. With this library one can index data files for fast search/retrieval of data records. The record management functions allow for variable length keys, variable length records, variable number of fields per record, multiple indices on a single file, duplicate or unique keys, passing of record data directly to/from ARexx variables, etc. This is version 1.8, an update to version 0.5 on disk 559. Binary only.  
Author: Ronnie E. Kelly

**Rocky** Fred Fish Disk # 629  
Another Boulderdash clone. This one multi-tasks and accepts keyboard or joystick inputs. Loads of game levels. This is version 1.0. Includes source in assembly.  
Author: Laurence Vanhelsuwé

**SrcAnalyzer** Fred Fish Disk # 629  
Filter/Statistics program which analyzes standard 68000 assembly source code and produces mnemonics statistics while also filtering out all unrecognized lines. Output files can be fed directly to a small barchart display program "chart" (included). Source to "chart", SrcAnalyzer binary only.  
Author: Laurence Vanhelsuwé

**BICS** Fred Fish Disk # 630  
Boot Intro Construction Set is a tool to create a small intro on the bootblock which will appear if you insert the disk for booting. This is version 1.10, a fully rewritten update to BootIntro on disks 244 and 245. Binary only.  
Author: Roger Fischlin

**Fenster** Fred Fish Disk # 630  
A program which can operate on requesters, screens, and windows owned by another program, to close them, change their

size, refresh gadgets, move the window to the background, etc. This is version 3.2, an update to version 2.2 on disk 362. Includes source in assembly.  
Author: Roger Fischlin

**MakeIcons** Fred Fish Disk # 630  
Utility that uses selected icons as templates to create new icons for files that don't have them. It can also revise existing icons, giving them new images, tooltypes, or positions. It will operate on all icons in a disk or drawer (the user decides whether it will operate recursively or not) or the user can identify specific icons for revision. Unlike the pseudo icons shown by Workbench 2.0, MakeIcons creates real icons, complete with tooltypes, stack size, and so forth. Version 1.0, shareware, binary only.  
Author: Fabbian G. Dufoe, III

**TrueEd** Fred Fish Disk # 630  
A shareware editor. Version 3.40, binary only.  
Author: Jurgen Klein

## ANNOUNCEMENTS

The position of Raffle Chairperson will be open soon, Robert DuGaué will be resigning in order to play with the new baby that is on the way. If you would like to try your hand as Raffle Chairperson, contact one of the club officers.

Accident at CSS. A fire has consumed the store and we are waiting for news from them. Hopefully they will pull themselves together and reopen soon.

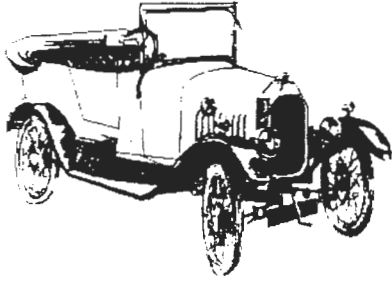
Put's is under new ownership. ACS or Associated Computer Systems is the store's new name. Come in and see the new owners.

DMI will be coming in May to the general meeting. They will be showing their new graphics boards and 20meg Floptical drives.

CSA will be coming for our June meeting. They will be showing their new HO/4 magnum board.



# PHOENIX



## MICROTECHNOLOGIES LTD REPLACEMENT A1000 MOTHERBOARD

This board is a complete replacement for the Amiga 1000 motherboard which provides A1000 owners with compatibility far surpassing the original A1000 and features not found in either the A500 or A2000. Unlike the rejuvenator board, which replaces only the A1000 daughterboard, this unit replaces both the motherboard, and the daughterboard. It provides features such as 2Mb memory configurable as 1Meg CHIP RAM and 1Meg FAST RAM, or using the A3000 Super Fat Agnus can configure as 2M CHIP RAM. It also has an A2000 expansion slot, A2000 video slot, switch selectable multiple kickstart ROMs, SCSI port, math co-processor socket, clock and many other features including the enhanced chip set. One very nice upgrade this board provides for is the installation of a 1" high SCSI drive inside the A1000 case. The power LED is replaced with a tricolor LED to indicate power and hard disc activity. Complete installation kits are available.

Approximately 500 boards have been delivered in Australia with another 100 to A1000 owners worldwide. This board is in a complete production state and Phoenix is able to ship from stock. The company is very interested in exporting to US and Canadian owners. Many A1000 owners traded their A1000 keyboards on the A2000 exchange program, so there is a large supply of used

A1000 CPUs available, as well as a significant number of A1000 users who have considerable investments in A1000 upgrade components. This board is the perfect method of assuring continued compatibility and expandibility with the growing family of Amiga computers. The A1000 keyboard, CPU, and indestructible power supply are well worth the upgrade and continued commitment the Phoenix board provides.

The Phoenix board is compatible with all A1000 peripherals except some SideCars. Not all SideCars were compatible with original A1000 machines, however those that were compatible should function properly with the Phoenix Board. The ATonce(tm) 68000 daughterboard, which provides an 8MHz AT, works reliably with the Phoenix board, and is the recommended IBM peripheral. The right hand side 86 pin expansion connector has been retained for all plug-in peripherals. Moreover, ground plane noise problems found in original A1000 machines due to noisy PALs and weak ground planes have been completely eliminated. 68000 plug-in peripherals such as the AdSpeed(tm), MegaMidget Racer(tm), and Sapphire(tm) 68020 accelerator have all been found fully compatible. The board is stable, reliable, and fully supported by Phoenix Microtechnologies.

Installation of the board is simple - you need only transfer several of the larger chips ( the 68000 CPU, Denise, Paula, and CIAs) from your old motherboard to the Phoenix board which will then drop directly into the original A1000 case. The daughterboard is completely eliminated. Although care must be exercised in transferring these chips, the procedure does not require any soldering.

More specific details and specifications follow:

- Full support for the Enhanced Chip Set (1Meg Agnus standard with 2Meg available)
- Kickstart 1.3 in ROM The board comes standard with 1.3 in ROM. Additionally, four more Kickstarts can be installed of which any two can be selected.
- 2Mb RAM on the motherboard This is the standard configuration of 1Meg CHIP and 1Meg FAST. A 2Meg CHIP RAM version is available or is optional at a later time.
- Internal SCSI port The SCSI port consists of several chips ( including a custom-programmed PAL and autobooting EPROM ), a disk containing support software, and full documentation. A DB25 SCSI cable extension kit is also available for externally mounted hard-disks. Version 2.0 of the Phoenix board SCSI software, along with version G of the autoboot EPROM are now available. All known bugs have been fixed and the driver is fully tested under Kickstart 1.2, 1.3, and 2.0. Speed has also been improved by about 60%.
- A2000 compatible expansion slot Designed to work with all standard A2000 expansion cards, many of which offer facilities not available for the A500/A1000.
- A2000 compatible video slot The Phoenix board has an A2000 compatible video connector which accepts a genlock, FlickerFixer(tm), A2320 deinterlacer etc. This slot includes ALL signals present on the A2000's video slot.
- Fully compatible expansion connector The 86 pin edge connector on the Phoenix board is identical in size, shape, and



function to that of the original A1000. Therefore, is it fully compatible with devices intended for this connector. Commodore's SideCar IBM-PC emulator (especially early SideCars) frequently failed to work on the original A1000, and therefore will be incompatible with the Phoenix board. Reports from Phoenix board owners indicate that whether a given SideCar and A1000 or Phoenix board will work together is completely unpredictable, and depends wholly on the SideCar under test.

- Internal Real-Time clock

- Software switching of the 7.5KHz audio filter The Phoenix board has its audio filter tied to the power LED in the same manner as an A500/A2000 so software and manual switching is possible.

- Math co-processor socket Will accept either a 68881 or 68882

- Disk drive swap switch

- Monochrome video output

- Fully socketed All Phoenix board chips are fully socketed indicating a high-quality design.

- Internal 8 Megabyte Daughterboard As well as the 2Meg available on the board itself, an internally mounted 8 Meg board will be available soon. This board connects to a special socket on the Phoenix board, therefore should not interfere with any other external expansion devices. The board will accept up to 8 Meg of RAM, and can be populated in 2Mb/4Mb/and 8Mb steps.

Phoenix is planning the following upgrades to its motherboard:

- Memory PAL supporting loading of Kickstart from disk - Continued upgrades to SCSI EPROMs and software - External SCSI drive case

The Phoenix board was recently shown at the Koln show in Germany. According to the representative there the amount of interest shown was amazing. A newly-designed external 68030/68881 accelerator for the A1000 86 pin connector was tested and found to operate without problems.

North American suggested list pricing is as follows:

AP1001 Phoenix board \$675.00US

AP1001-BK Mounting kit for 1" drives \$30.00US Includes bracket, template, data, power cables and tri-color LED

AP1001-HE DB25 SCSI Extension cable \$20.00US

AP1001-SO Super Obese Agnus 2 Meg CHIP \$200.00US RAM upgrade with RAM at time of order Freight \$25.00US

For customers who wish to assemble a complete 2Meg CHIP, hard-drive ready system, a special price is available for the AP1001, AP1001-BK, and the AP1001-SO when ordered as a unit. Price for this combination is \$850.00US and so provides a savings of \$55.00US. Also, multi-unit pricing for those parties interested in purchasing several units is available.

Although pricing of the board seems similar to the A2000, it is important to consider all the options included with the Phoenix board. An A2000 with SCSI controller, 2M CHIP RAM, multiple Kickstart ROM, math co-processor, and disk drive swap switch would be considerably more expensive than the Phoenix A1000 motherboard.

For further information, or to order a board, please contact:

IT Tech Box 467 Bushell Park, SK Canada S0H 0N0 306-691-0520

## TID BITS

Softlogic has released a patch for Pagestream2.2. The patch program will fix Pagestream2.2 so it can use Hot-links. The patch is on the SACC BBS board aka Amigalink.

New Horizons has also released a patch for its famous word processor Prowrite 3.2. This patch will fix bugs in the load and save function requesters. This patch can also be found on the board.

Commodore Europe has announced and start shipping several new Amiga computers. A A600 computer, a smaller version of the A500 but with the new ECS chip set installed, 2.05 Workbench, new trapdoor slot and new expansion port. A A1000 plus computer, a standard Amiga with CD drive, Video slot and detachable keyboard. A new A3000T the old A3000 in a tower case. For further info check next months Amigazette.

Info magazine has gone good bye. This month's issue of Info might be the last one if the company does not find new financing. Being one of three Amiga exclusive magazines in US, it will be sad to see it go.

Innovatronic is shipping Cando 1.6. The new version of Cando will have joystick supports, arrex and many other extras. They also announce the release of the HiQ tower. The HiQ tower is a tower expansion case for the A500. The case houses the A500 and gives it all the expansion card slots found in a A2000. Price is set at \$799.



# AMIGAZette, the Official Publication of the Sacramento Amiga Computer Club

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### Deadlines

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

### Commercial Ad Sizes/Prices

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

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

## GUIDE TO SUBMITTING ARTICLES

### DEADLINE: 5th of the month

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

# CLASSIFIED ADS

Have something to sell or a special service you can perform. Classified ad space is free to SACC members. Enter ads to Amigazette room on Amigalink or drop it to one of the officers in the general meeting. All ads must have phone number and name. and must fit this area.

### Sacramento Amiga Computer Club Checking Account Activity March 31, 1992

#### ACCOUNT SUMMARY

Balance	Date	ACCOUNT	Deposits	Debits	Oldest	Newest	Balance
\$1701.62	Oct 91	Checking	\$7864.54 (18)	\$6265.22 (66)	Mar 91	Mar 31	\$3300.94

#### DISBURSEMENTS and RECEIPTS

Date	Confirm	ChkNum	Payee	Category	Amount	Balance
1 Mar 1		1027	Computer Time	Hardware	\$425.61	\$3378.25
2 Mar 1			EFT Security Pacific Bnk	Office Sup	\$10.00	\$3368.25
3 Mar 3		1032	Pacific Bell	Phone-BBS	\$17.98	\$3350.27
4 Mar 10		1033	US Postmaster	Postage	\$25.10	\$3325.17
5 Mar 10		1035	US Postmaster	Postage-NL	\$150.00	\$3175.17
6 Mar 11		1034	Natomas Copy	Printing-NL	\$263.99	\$2911.18
7 Mar 31		1036	Pacific Bell	Phone-BBS	\$8.81	\$2902.37
8 Mar 31		1037	Pacific Bell	Phone-Info	\$8.42	\$2893.95
9 Mar 31		901	...Deposit...	1992 Dues	\$10.00+	\$2903.95
10 Mar 31		1002	...Deposit...	MULTIPLE	\$408.00*	\$3311.95

Total Of Income Categories: \$419.00 Xfer Into: \$0.00  
Total Of Expense Categories: \$909.91 Xfer Out: \$0.00

#### COMMENTS:

1	Amiga 500 - Replacement for Broken Computer for NL Group	\$425.61
2	Bank Endorsement Stamp	\$10.00
3	BBS 447-3842 43	\$17.98
4	Stamps for Lindsey 30/\$.50 50 \$1.19	\$25.10
5	Bulk Mail Deposit	\$150.00
6	*ESTIMATED* April Amigazette	\$250.00
7	BBS 443-3756	\$8.81
8	Info Line 344-4743	\$8.42
9	Returned Check #901 by Frank Bonebrake towards SACC Renewal	\$10.00

	Deposit #1002 - \$408.00	
11	CR#225192 James Tysinger	1992 01/92-10 92 \$24.00
12	CR#225193 Frank Bonebrake	1992 01/92-10 92 \$14.00
13	CR#225194 Mark Baggs	1992 01 92-10 92 \$24.00
14	CR#225195 Mike Becerra	1992 04/92-10 92 \$18.00
15	CR#225195 Mike Becerra	1993 01 93-03 93 \$6.00
16	CR#225196 William T. Baldrige	1992 03/92-10 92 \$20.00
17	CR#225196 William T. Baldrige	1993 01/92-00 93 \$4.00
19	CR#225197 Chris Nelson	1992 04 92-10 92 \$18.00
19	CR#225197 Chris Nelson	1993 01 93-03 93 \$6.00
20	CR#225198 Mark Fulmer	1992 01/92-10 92 \$24.00
21	CR#225199 Ken Free	1992 03 92-10 92 \$20.00

# SACC MEMBERSHIP INFORMATION

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

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

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

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

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

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

## Sacramento Amiga Computer Club

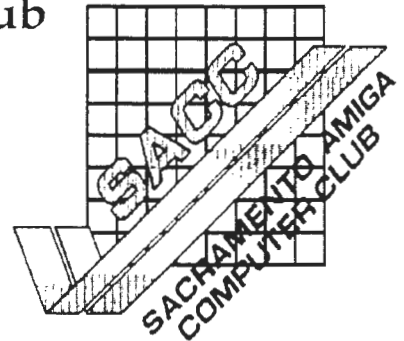
Application for Membership/ Renewal

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

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

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

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



### CHECK AREAS OF INTEREST:

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

### HARDWARE OWNED:

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

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

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**Specials all Week  
just for Mothers**

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12/31/92

Dan Hood  
2741 San Luis Court  
Sacramento CA 95818