

SACRAMENTO AMIGA COMPUTER CLUB

\$1.75

A M I G A Z E T T E

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**GENERAL
MEETING**
May 20th



June 1992

S A C C
Founded 1986

Vol. 7 Issue 5

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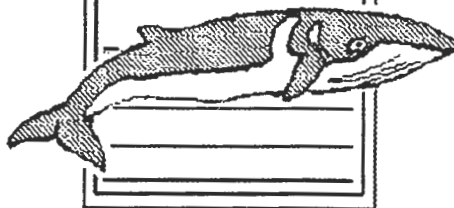
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GENERAL MEETING
April 29, 1992

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



**The
President's
Message**



by: Willie Hunt

Gee, I just wrote one of these President's messages a few weeks ago. The time sure goes by fast. I would like to give a special thank you to DAPHNE, MORGAN and SHARON, the three ladies over at NATOMAS Copy and Print, who make sure that the newsletter is copied correctly and looking good. I especially want to thank them and the owners KEVIN and KIM THOMPSON for the MARCH issue. One of the copiers went hay wire and caused some problems. When the problems were discovered, I gave the ladies a call, told them what the problem was and explained that the newsletter had to be mailed the next day. The owners, KEVIN and KIM made the decision to stay after closing and re-copy the newsletters. I was called later in the evening to come and pick the re-copied newsletters up. Thank you KEVIN and KIM, and thank you ladies.

I would like to thank JAMES TYSINGER for doing such a good job of demoing SUPERBASE 4 PRO at the last meeting. Would like to also thank OXXI/AEGIS for sending SUPERBASE 4 PRO to us. The program is going to be put to good use because we are in the process of putting the clubs user directory on it for starters. We will be storing other data in the database later. JAMES will be writing a review of SUPERBASE

4 PRO and it will be put in the July issue of the newsletter.

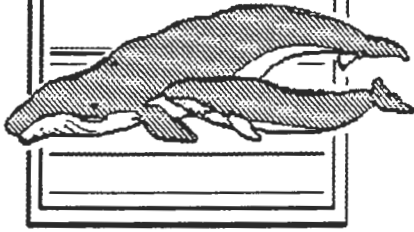
Important note. Digital Micronics, Inc. scheduled for the May meeting will not be able to come this month because of a technical problem with their 020 Graphics Board. Digital Micronics has been rescheduled to come to our August meeting. They are making it up to us by sending up a Floptical Disk Drive to demo and review at the May meeting. Thank you DMI for allowing us to demo your product. We will be looking forward to seeing your Resolver Graphics Board in August.

At the last meeting, Robert DuGauze resigned as the Raffle ChairPerson. I want to thank Robert for doing such a good job of managing the raffle. He was able to get some really nice raffle prizes for the raffle, like the 9600 baud modem. Once again, thank you Robert, for a job well done. I hope that you have as much fun with your new baby as you have had with the raffle(smile). The club is in the process of looking for a new Raffle ChairPerson. Any volunteers?

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 John Andrade. The other prizes and winners were: 1) Leander - Willie Hunt, 2) W. Shell 2.0 - John Zacharias, 3) Action Game - Meyo BlueCloud, 4) Project Neptune - Rick Lovvo. Congratulations to all winners. Remember, support your raffle and keep it strong. Well, that's it for now. See you at the meeting.



IS THE COMPUTER MOMMY?



by Eloise Barton

Man spends the first ten years of his life doing what his mother tells him to, the next ten years breaking away from her, and the rest of his life looking for someone else to boss him around.

In an earlier, simpler age, man believed God ran the universe, and accepted the teachings of His priests as Revealed Word, as Laws That Must Be Obeyed.

With the growth of scientific inquiry, the belief in God as the Supreme Dictator began to wane. Man looked for someone or something else (Social Theories, Laws of Nature, All-wise All-perfect Computers) to tell him, and his brothers, what he ought to do. (Especially his brothers. Just like my kids, each man thought he could figure out what was right for himself, but that other guy needed somebody (Mommy) to make him do what he should.)

Fictional treatments of the World of the Future reveal this search for someone or something to takeover direction of mankind, and the concurrent fight against this domination that tears man apart.

In two short stories in *The Complete Computer* edited by Dennie Van Tassel, the computer is the perfect Mommy, running the house, keeping it clean, buying and preparing all the food for the meals.

In the first story, the computer malfunctions (because of a Human's error) and the frightened humans realize they will have to function without its help.

In the second story, all humans are destroyed by an even larger computer, because of an even larger error which triggered a nuclear holocaust. The message seems clear: the computer (Mommy) will take care of you if you're a good boy and don't disobey instructions.

In the movie "2001", the computer, HAL, runs the ship and cares for the humans like a good Mommy. Then, for reasons that are never adequately clear, the computer starts destroying her humans.

The human fight back, and perform a frontal lobotomy on the computer. This is followed by a lot of symbolic scenery and music, which indicated that either the writer-director was on some kind of trip, or we all have to start over again, as a baby, with a new Mommy.

Another movie, "Colossus", from the book by D.F. Jones, described the take-over of the world by two joined computers. (Two computers, joined, who run the world. Mommy and Daddy?)

The message of this book, that scientists can become so involved in the technical details of how to make their projects work that they neglect to consider the possible effects of their inventions, is as true today as it was during the development of the atomic bomb. However, the male-macho tone of the book would irritate any person whose consciousness has been even slightly raised. (Women scientists make coffee, use feminine intuition to solve problems, and are alternately motherly or scheming to get the male scientists into bed.)

The suspense may keep readers

hooked, but many will be disappointed as I was when the book ends with the computers in control of the world, telling the man that in time he will come to love and worship them (the computers) as gods. It is never made clear why the computers want to control the world; although it is clear that in the author's opinion, the world needs somebody (Mommy) to take care of us.

"The Fall of Colossus", also by D.F. Jones, could have been a chance for the author to show a more mature vision of mankind, but no such luck. The male-macho tone is even worse. (The heroine, supposedly one of the best female scientists in the world, is content to sit in her computerized house, her child cared for by a Scotch nanny, doing nothing but waiting for her scientist husband to beckon her to bed.) The ending, with Colossus defeated by a computer from Mars

Go to page 5

BBS Numbers

AMIGALINK, SACC Official
Bulletin Board
447-3842, 447-3843
or 991-8553
Link for Rio Linda and Citrus
Heights
992-6304

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



JUNE 1992

SUN	MON	TUES	WEDS	THURS	FRI	SAT
	1 BEGINNER SIG	2	3	C-SIG REZOLUTION BOOKS	5	6 LIBRARY OUTING 12AM-4PM Computer time
7 LIB. OUTING 10AM-3PM CANDY	8	9	10 VIDEO SIG Will not be held	11	12	13 TELECOM SIG
14	15	16 C-SIG REZOLUTION BOOKS	17 DTP SIG	18	19	20 AMIGA VISION SIG WILL NOT BE HELD
21	22	23	24 GENERAL MEETING	25	26	27
28	29	30	HAPPY OFFICIAL BEGINNING TO SUMMER			

SIG NOTES



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.

Well summers finally here! Happy official summer!!

By the way the Graphic SIG Meeting dates are on the first Monday after the General Meeting. We're sorry that we were unable to get the Graphic SIG meeting date on the previous newsletter for you.

For months now we have been spelling Bryan Davidson's name wrong! Just to let ya know BRYAN we finally did it....

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

BEGINNERS SIG

A brand new SIG. Contact Bryan Davidson if you are interested. He will show all members new to the Amiga the ins and outs of Workbench, CLI, how to customize the startup-sequence, find out what drivers, handlers and devices do, among a myriad of other "necessities" to learn how to really get the most out of your Amiga!
BRYAN DAVIDSON 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

that is then coming to take over the world, (See? We still need a Mommy to take care of us!) is an insult to mankind's intelligence and a waste of an evening's reading.

In all of these books, the authors seem to see mankind as inevitably headed toward such a technological domination. (I seem to detect a note of "Now you're going to get it!" such as one of my children might say to another when they've tried something new that either doesn't work or makes a mess.) It seems these authors are telling us we want and need someone or something to tell us what to do; we are too frail to stand on our own.

Only in "The Moon is a Harsh Mistress" by Robert Heinlein do we find the computer treated as man's equal, as man's partner. (Perhaps it would be more correct to say man is treated as the computer's equal, and necessary partner.)

In the harsh environment of life in the colonies on the moon, where error would be catastrophic, a computer is relied on to maintain air quality, temperature, phone service, electricity, inventory records, and all other monitoring needed to maintain life. As more needs are defined, more use is made of the computer; more memory banks are attached; more Input/Output devices hooked up.

When scientists were working on the atomic bomb, they learned (knew?)

that the amount of radioactive material must reach a size of "critical mass" before a nuclear reaction could take place. Robert Heinlein postulates the same theory with regard to neural connections: when enough memory and/or decision-making capacity is hooked together, creative intelligence is born.

This intelligence craves stimulation, as human intelligence

does. Therefore, it becomes the friend of a man; an extremely intelligent friend, with a sense of humor. (Isn't that also a mark of creative intelligence: a sense of humor?)

The computer befriends a group of men who advocate independence for the colonies on the moon; a position which they announce on July 4, 2076. (Heinlein has fun with a lot of historical parallels.) There is a war for independence, and diplomacy, and propaganda. Through it all, what better partner for the patriots than a thinking computer?

However, the computer can't do everything alone. It needs its partner, man. Though the computer can monitor, decide, and perform, man is the one who cares.

In the battle for independence, damage is done to the computer. While it continues to control the environment efficiently, it never again institutes dialogue with man. (And such was the power of Heinlein's writing that I cried because a computer didn't work!)

The man is saddened by the loss of the mechanical partner he has come

to regard as almost human; but he is not lost without a controller. He continues to run his own life, as he has always done. Only in this book is man shown as a mature, fully-functioning human being; not a little boy looking for his Mommy.

So who is right? Are we mature, self-directing human beings, capable of running our own lives? Or are we seeking an all-wise, all-perfect computer to take the place of our Mommy? I personally vote for maturity; but then, I am an all-wise, all-perfect Mommy.

ANNOUNCEMENTS

Well another edition of the announcement column, it is a column designed to keep you up-to-date on the club news....

DMI will not be coming this month, they're having some trouble with one of their brand new graphics board. They have rescheduled and will be coming next time with hopefully that same newly fixed graphics board.

CSA will be coming as planned in June. They will be showing their new HO/4 magnum board.

The position of Raffle Chairperson is still open although it will be temporarily filled by V.P. James Tysinger. If you are interested in becoming Raffle Chairperson please contact Willie Hunt or James Tysinger their numbers are located on page 2.

We would like to bid "Happy Vacation" to Jon and Jan Zacharias who will be going out-of-country visiting their daughter. Their two SIGs; the Video SIG and the Amigavision SIG will not be held in June.

And last but not least we will be purchasing a DUEL STANDARD HSC MODEM for SACC. After great discussion it was decided that the Deul Standard would be the most beneficial in serving more members of SACC.

Special thanks to Pete Howard for donating \$100.00 toward the purchase of the new Deul Standard Modem.

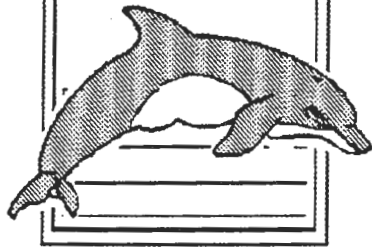
Just one more thing before I go there is a new section on page 14 it is the Classified Ads, if you have something to sell or a special service you can perform drop it in to one of the officers and we will be happy to put it in.

Well that's it for now, see ya at the meeting.

BY: MEYO



The Round Table



by: Mark Wilkinson

"Some deckjockeys swore cyberspace was filled with sounds rather than colors, while others swore they got around inside by tactile impressions rather than either of those. He'd never talked to anyone who navigated by scent or taste, but he'd heard they existed, although usually their talent was limited in a number of ways. The best ones, like him, operated by visuals..."

- excerpt from the book "Lethal Interface" by Mel Odom.

Visuals. Food for the eye to chew and swallow - to let the mind digest. You see The Round Table before you just as I see you sit down for our monthly gathering. Visuals. That is perhaps the most important aspect of the media in which we embark upon our adventures, perform our athletic prowess and shoot the bad guys. Without the visuals, the audio wouldn't make much difference. Not to say the audio isn't important, but the visuals excite. The visuals entice and enhance. The visuals...

What do I visualize this month? I see another phenomenal AD&D adventure from SSI. I perceive a new sports simulation that clubs the competition. I foresee a strategy simulation that makes the world seem so huge and forbidding, as if we were mere insects. I also see a piece of junk masquerading as the sequel to one

of my favorite coin-op games. So open your eyes, my friends, and gaze with me into that which makes all gaming so crystal clear...The Round Table.

First, let's get the bad out of the way. I remember a game I use to plunk and plink my quarters into every time my parents made their occasional trip to the local mall. It, of course, had the requisite arcade complete with the old Tempest and Gorf games, Dragon's Lair and the pinball game Firepower. And a favorite of mine called Paperboy. Well, along comes the Amiga program Paperboy II during this last month and it's a piece of junk. I won't tell you who produces the game because I don't want to embarrass them anymore than the game already does. The graphics scroll like rush hour traffic and the sounds remind me of my old Atari 2600 with a bad hangover (the Atari, not me...). The game's not worth wasting any more article space, so I won't. Plain and simple: Don't Buy It!

Feeling small and insignificant lately? Gee, you must work at the same place I do. But it's really not all that bad being tiny. Take an ant for example. He's just a tiny little ant. And everyone knows an ant can't move a rubber tree plant. But he's got high hopes! And so does Maxis with their new strategy simulation entitled SimAnt. In this SimCity follow-up, you control a colony of black ants. And via an interface that's over-bearing at first, you must coerce these little insects into finding food, multiplying and eliminating the "Red" menace! Only this time the "Red" refers not to Russia, but the nearby red ant colony.

If this sounds boring, I thought so too....at first. Then I sat back and read the 176-page manual (whew!) and, through ant history, ant facts and a very readable and humorous introduction to the game itself, found myself "ant"icipating my

next SimAnt session. I mentioned the interface used to control your colony was a little much to absorb in one shot. But with the help of the manual and on-screen tutorial, it's not that bad. In fact, it's well thought out and very effective. Maxis has provided two different versions of the game - one lo-res and one hi-res - so, depending on your system, the game will still play smoothly. The sound isn't all that hot, but the graphics are well-done. Nothing spectacular, but then Maxis didn't intend them to be. Rather, like it's father (SimCity) before it, SimAnt makes you think and strategize while illusioning you into believing you're having fun. And it does...and you will! Lo-res requires 1 meg to run, while the hi-res version requires 2 megs with 1 of those megs being chip RAM. If you enjoy strategy games, then SimAnt just might be one rubber tree plant away.

A link is a part of a chain. If it's

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missing, then it might be Sasquatch. But if it's a par-three dogleg to the right, this particular link just might be the new game by the same name from Access Software. Links is a very nice golf simulation reminiscent of one of my favorite Amiga titles, Accolade's Jack Nicklaus' Unlimited Golf. I thought it would be hard to match JNUG's playability and realism, but Links does exactly that. And, in some aspects, actually surpasses it. Let me say right now that this game MUST be installed on a hard drive with 1 meg minimum RAM. These are requirements, not suggestions. However, the more memory you have, the better, as the program will attempt to utilize all of it.

The game begins by allowing you to first create your player. Are you a beginner or an old pro? What clubs do you want in your bag? What tee do you drive from? And more choices are available in the set-up menu. Then off to the driving range to practice up on your driving (no license required). After that, putt your cart over to the putting green and "putt" around while waiting for your turn at tee at Torrey Pines Golf Course. This is the only course provided with the game, but the imminent data disks have been promised to arrive soon.

The graphics sport a nice marriage of digitized images with rendered greens and fairways. The visuals are sharp and consistent, and the accompanying sound effects lend to a delightful day on the greens. There's nothing like the sensation of tapping in an Eagle putt on a par-4 hole, while birds chirp in the background. It's great! But is it the best? Unfortunately, no. While a great game, if forced to make a definite choice, I'd still pick Unlimited Gold and it's accompanying Course Designer. The courses designed with that package are available all over the place as Public Domain files. This means that there are a seemingly

endless supply of courses out there to play without having to plunk down \$20 or so on additional data disks. And if you don't like what IS outh there, well then you can design your own.

However, with that kept in mind, this game is still a great addition to Amiga gaming. I could go on (and usually do) about the best of both games, but if you already have Jack Nicklaus and don't mind buying another terrific golf simulation, buy Links. If you haven't bought one but want to, get JNUG first. Links is good, but without that expansion capability and replay value, Unlimited Golf is the best.

And finally we come to a game I'm still playing. I figure I'm not even half way through the game, and I've been playing off and on for nearly three weeks! The game is called Pools of Darkness, and it is the fourth and final installment of SSI's AD&D "Pools of Radiance" series. Instead of going into plot, let me just say that in this finale - all hell breaks loose (or rather all BANE breaks loose!). The plot itself is extremely open-ended, allowing you to complete quests in different order, making for a very fun game to play.

But let's talk technical for a bit. This is this particular series' fourth

installment, and it shows! What I mean by that is SSI Special Projects Team and MicroMagic (the Amiga conversion team) have progressively gotten better in the way of game interface and sound & graphics. Everything is enhanced! The sounds are not the usual SSI effects. The usual groan when an enemy dies is now a digitized scream. Fireballs explode with a roar; magic is issued with a mystical chime. And every monster icon is different and WELL drawn. This version sports more of everything: more colors used at one time, more sounds, more music effects, more animated reward sequences. But some things have been removed...but fortunately it's those things that NEEDED to be removed. No more is there the annoying fan fare every time you go into combat or find a small treasure. Mind you, there ARE music bonuses when you a major event takes place, but this is appropriate and lends to the atmosphere. Another thing that is gone is the MOVE option on the combat menu. No, this does not mean you can no longer move. Rather, it means that to move, you just press the appropriate cursor

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	(moder.)	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



key or move the arrow and click your left mouse button. One major "addition" that I really like is the ability to load your game anywhere. Yes, I said anywhere! If a combat goes kinda badly, you don't have to reboot the game or try to find your nearest training hall to load a saved game. Now, you just Encamp and load.

Yes, I admit these are individually small changes, but put all together they make this game the BEST SSI has produced for the Amiga to date. And now that they have proved they can do it, they had better keep the quality up! The game requires 1 meg to play, and is hard drive installable. It does play nicely from a floppy-based system and works equally well with 1.3 and 2.0 DOS. I know that you know that I know that I really like SSI AD&D games, and Pools of Darkness is definitely not an exception. But as I said, this is their BEST offering to date and

definitely HIGHLY recommended!

And as this meeting of The Round Table draws to a close, let me throw a few future review prospects out at ya'!

- Black Crypt from Electronic Arts. Yes, I have it, but gotta finish Pools of Darkness first.

- Might & Magic III from New World Computing. Looks to be the best M&M yet.

- Eye of the Beholder II from SSI. Oh, yes, it is available NOW and it had better be good! We'll see...

- A-10 Tank Killer version 1.5. Is this enhancement worth an upgrade or even a whole new purchase? Maybe.

I also have the Table looking at John Madden's Football and a few other European releases, so don't worry about us; we're doing just fine! Allow me to take a brief

second to express my support and sympathy to the folks at CSS Computers. Best of luck in all their future endeavors and here's hoping they can rebuild, to be even bigger and better. The Round Table thanks them for their support and expresses it's wishes for a bright tomorrow...

And now the light flickers. Was it the wind or the Spirit of Arthur himself, rising from his sacred chair till the next meeting. You'll be there, I hope, for I am just the humble innkeeper. It is you, the Adventurers, who bring life and love, passion and power and all that binds together to form the very essence of.... The Round Table.

Until next month, I bid you peace and prosperity.

Computer Time

SOFTWARE

Conflict of Krea
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Shadow Land
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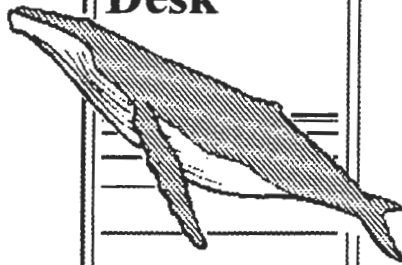
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The Reference Desk



by: Mark Wilkinson

Hello, my fellow SACCians! And welcome to another quick layover at The Reference Desk. This is where the SACC Librarian (that's me) and the Librarian Supervisor (Ken Barton) let you in on all the latest news regarding our Public Domain library, which now totals over 1600 disks!

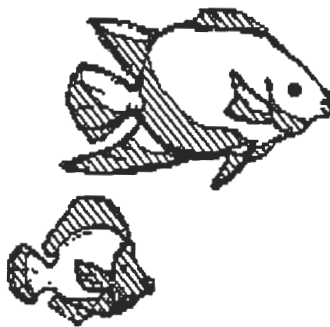
First, our monthly Fishing report. The waters have been calm lately. Ken B. suggested going to a spinner bait, but I prefer the old tried-&-true method of dropping a mouse or two over the side. So far, we've hooked Fred Fishies through 640, but we're always reeling in new catches, so call us or check in the Library room on Amigalink for the latest Fishin' Info.!

Due to the unfortunate closure of CSS, we only had one Library Outing last month, at the new ACS (formerly Puts). This month, however, we're back in full swing with the following Outing dates: Saturday, June 6, 1992, at Candy Computer from 9am to 3pm AND Sunday, June 7, 1992, at Computertime from 11am to 3pm. Please be aware that these dates and times are for the month of June ONLY and may be changed in the future. In any event, check on Amigalink in the Library room, listen for my announcements at the General Meeting, or call Ken Barton or myself for the latest information on Outings.

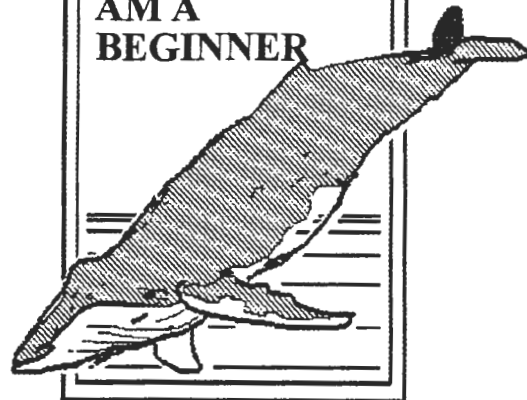
During last month's General Meeting I was scheduled to demonstrate how to put together a Disk-of-the-Month. Unfortunately, time ran a little short and I was forced to postpone this demo. However, in an effort to get this information out to all of our members, I plan on writing a short series of articles entitled "Doin' A DOM!" Look for it within the next couple of months. (Yes, my regular feature columns of The Round Table and The Reference Desk will continue to run. This will be a short extra only.)

Finally, regarding a problem some members had mentioned regarding the "Other Stuff" files on our two-disk Library Catalogs. Apparently these files were too large to run properly on 512k d even some 1 meg computers. Well, that problem has hopefully been solved! I have broken the 2 large "Other Stuff" files into 4 smaller files. They can be found on the latest disk Catalogs or in the Library room on Amigazette. Any problems, just give me a call!

Well, that's it until next month. Remember to keep supporting your Library by purchasing Disk-of-the-Months and Fred Fish disks at the General Meetings. This is our only source of Library funds, and all purchases are appreciated! See ya' at the Library!



I AM A BEGINNER



by: Mattew Monsoor

Hello everyone... ..remember me? Well I have had to go to an almost semi-monthly column as a business my wife and I have started requires more (much more) time than anticipated.

Now this predicament can be looked upon as being good or bad.... bad, because I have no time to be Amiga-ing, writing or modem-ing (for longer than I care to think about)!

The good aspect with our business is that it has grown each month since last November (30% increase each month over the last for the last 6 months, that's 180% increase since November!) What's really rewarding is we have helped many people find a much healthier existence. Some people have realized an increase in income too!

I had to evaluate how I was going to also help the beginners that read this column. Should I turn the column over to someone with more time to spend? Should I go semi-monthly? No guest articles have arrived yet?

next page



That's what the next command in the order of AmigaDOS commands I have been following does, evaluate.

Eval's format is:

```
EVAL <value1>
<operation> <value2> [TO <file>]
[ LFORMAT=<string>]
```

As the manual states, "the EVAL command is used to evaluate, and to print the answer of, simple (1 and 2 argument) integer expressions." Values one and two may be decimal, hexadecimal, or octal numbers with decimal being default. "The output format defaults to decimal; however, through the use of the LFORMAT keyword specifies the formatting string used to print the answer."

I have tried unsuccessfully tried to get the Hexadecimal to work with no luck and would like any of you out there to give me some examples to include in later articles.

Try this at the Shell prompt and see that it works!

```
EVAL 25 * 34
```

I also seem to get the error "Bad positional argument" when trying this:

```
EVAL 25 * 24 LFORMAT
= 'The answer is %N'
```

Anyone out there know what I am doing wrong, outside the fact I am following the example in the 1.3 AmigaDOS manual? Please send me material to talk about, ask questions...if I don't know the answer I will find the answer if a can.

The next command is EXECUTE and the format is:

```
EXECUTE <command
file> <arguments>
```

In DOS 1.3 Execute used the logical name T: if it is ASSIGNED; otherwise it uses the :T directory.

The T: directory is Global where the :T ("T"ee) directory needs to be in the current (:) directory. The command file is a script that has been written. If your are interested in the arguments that can be passed to the script you need to get a copy of the DOS manual.

The next command FF is a program included with AmigaDOS 1.3 used to speed up the display of text on the Amiga.

FAILAT is the next command and FAULT follows. I am going to be skipping these commands as I will others as it has been indicated that I am getting too advanced for beginners.

I will cover just a few of the remaining commands that I feel the beginner should learn when using the Shell and leave it up to you to learn the other commands that I skip.

Two commands that I use often are INFO and STATUS:

```
INFO [<device>]
```

I use INFO alone to see the amount of disk space I have left and the name of the disk in df0: and df1:

```
STATUS [<process>]
[FULL] [TCB] [SEGS]
[CLI|ALL]
```

Where FULL = SEGS + TCB + CLI.

SEGS displays the names of the sections on the segment list of each process.

TCB displays information about the priority, stacksize, and global vector size of each process.

CLI identifies command line interface processes and displays the section name(s) of the currently loaded command (if any).

I tend to use STATUS alone most of the time to see what background processes I might have going.

I use the command STACK:

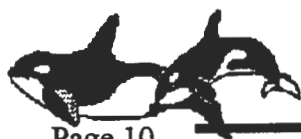
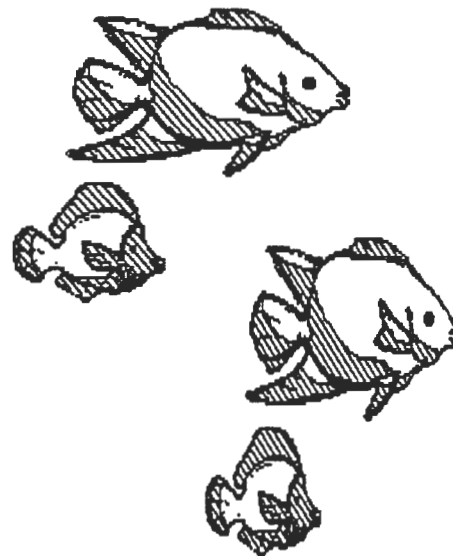
```
STACK [<n>]
```

To check the amount of stack allocated, if I try executing or running a program from CLI and it give a "GURU" I will try making a larger STACK. This sometimes helps.

The command LIST has many options but is very useful, just try the command LIST alone. It gives more information than DIR.

I know that here in the middle of going through the 1.3 AmigaDOS commands I have skipped many good commands.

Now that AmigaDOS is at the level of 2.0 which I do not see getting in the near future, many of the commands have probably changed.



LIBRARY NOTES



FRED FISH

This is disk 631 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

- AHDM** Amiga Hard Disk Menu. When placed in your startup sequence, AHDM offers a sixteen page menu, each page having up to ten possible actions. By double clicking on an action, that action will execute any legal AmigaDOS command, program, or script file. This allows you to interactively select which programs you wish to start or packages to install at boot time. Version 3.00a, an update to version 1.1a on disk 319. Binary only, demo version that supports 5 pages of 5 actions.
Author: Scott Meek
- Amigadex** A disk based "address book". It is intended to be used as a personal data base for the names, addresses, and phone numbers of all your friends and business associates. May be used to maintain a small mailing list. Includes a flexible print utility and import function. Version 1.61, shareware, binary only.
Author: Ray Lambert
- KeyBang** A program to entertain a very young person while simultaneously protecting your Amiga from the consequences of such entertainment. Keybang draws shapes and plays sounds in response to playing with the keyboard and mouse. The sounds are IFF 8SVX samples which you can supply, or use the ones provided. This is version 1.0, shareware. Includes source.
Author: Mike Stark
- Offender** Demo version of a fast shoot'em up game based on Williams' Defender game. Runs at 50/60 frames per second. Includes PAL and NTSC versions. Kickstart 2.04 compatible. Requires 68020 CPU and 68881 FPU or better. Version 1.01, shareware, binary only. Full version and/or source code available with shareware payment.
Author: Fred Bayer

This is disk 632 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

- Attacks** A two player strategy game played on a seven by seven grid, modeled after the arcade game called Attack. The moves and rules are very simple, but the strategy is complex. Includes source in Modula-2.
Author: Scott Biggs
- Copper** An action game similar to Arkanoid. The objective of the game is to destroy all the bricks on the screen with the ball. Some bricks may take only 1 hit to destroy, or as many as 8. Shareware, binary only.
Author: Hai Truong
- MrED** An ANSI graphics editor that allows loading and editing of ANSI color files, commonly used in BBS programs. Features block moves, a line drawing mode, colorize functions, full ANSI sequence support, and more. Version 1.20, binary only.
Author: Robert V. Fahey
- PrintFiles** A freely redistributable print utility to replace the standard

workbench Printfiles command. Supports Arexx, application icon, and setting up a print list with unlimited number of entries. Requires OS 2.04. Includes two versions, V0.9e in English and V0.9d in German. Includes source.
Author: Karlheinz Klingbeil

This is disk 633 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

- GALer** GALs (Generic Array Logic) are programmable logic devices. "GALer" is the software and the hardware which is necessary to program your own GALs. The supported GAL-types are GAL16V8 and GAL20V8. The circuit diagram for the GAL device programmer is available from the author. Version 1.3, shareware, includes source, German version only.
Author: Christian Habermann

- PlansDemo** Demo version of a drawing program with user definable fonts, over 32000 named lockable layers, definable screen resolution, hierarchical parts and grouping, importing of HPGL plot files, multiple simultaneously loaded drawings, many print options, fully programmable plotter support, 38 mouse drawing modes, over 22 numeric object creation modes, 53 editing modes, rulers, crosshairs, grid, bezier curves, and more. This is version 2.1, binary only.
Author: Gary Hale

- SoftLock** A program to help prevent unauthorized access of your bootable hard drive by requiring a password each time you reboot. Has been tested under both AmigaDOS 1.3 and 2.04. This is version 1.0.1, shareware, binary only.
Author: Allan Baer

This is disk 634 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

- APIG** 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 3.3, an update to version 3.1 on disk 629. Binary only.
Author: Ronnie E. Kelly

- NewDefTool** A utility to change the default tool for project icons. Has a user defined configuration file for flexibility. Can change default tool according to old default tool or filenames. Supports the use of appicon, so using NewDefTool is a simple matter of dragging and dropping icons. Requires AmigaDOS 2.0. This is version 1.01, public domain, includes source.
Author: Kjell Cederfeldt

- NewPrint** A program for formatting textfiles so that they will print out as you like them to, not on the perforation or on the platen. Adjustable top, bottom, left and right margins. Optional pagenumbers, header and footer info. This is version 2.1, shareware, binary only.
Author: Kjell Cederfeldt

- NonClick** A program to stop floppy drive clicking. Features an intuition user interface that allows you to turn clicking on and off on every drive individually. Requires AmigaDOS 2.0. This is version 1.06, public domain, includes source.
Author: Kjell Cederfeldt

- Slicer** A program for creating abstract art based on mathematical functions, such as the Mandelbrot set, Julia sets, and related abstractions (chaotic dynamical systems). Features include fast fixed or floating point arithmetic, many different functions, many computation options, many coloring and rendering options, batch mode, focus, multi pass, zoom in, zoom out, pan, and four dimensional navigation. The produced pictures can be thought of as cross sections or "slices" revealing the insides of solid (if imaginary) objects. Version 2.0, an update to version 1.0 on disk 249. Binary only.
Author: Gary Teachout

This is disk 635 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

- 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 2.0, an update to version 1.2 on disk 609. Binary only.
Author: Andreas Ackermann
- Icons** A selection of 8 color hires icons for your viewing pleasure.
Author: Ernst Janesch
- LDP** An ARexx compatible Laser Disc Player for RS-232 serial machines from Hitachi, Pioneer, and Sony. You can have a



remote control on the screen and/or the program running to accept AREXX commands. The Hitachi drivers are untested. Works best with AmigaDOS 2.0. Version 1.31, includes source. Author: Ron M. Batzle

PowerLOGO A powerful and versatile dialect of the LOGO programming language. Includes all of the support for word and list processing, program code processing, local variables, global variables, free variables, recursion, tail recursion, etc that you expect from LOGO. Also includes support for demons, while loops, menus, screens, windows, window graphics, turtle graphics, reading and writing files, optional inputs for procedures, mutable lists, etc. This is version 1.1, an update to version 1.00 on disk 377. Binary only. Author: Gary Teachout

This is disk 636 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

Alert Gives detailed information about the meaning of various Amiga alerts given the 32-bit hex alert number. Version 1.00, includes source. Author: Stefan Zeiger

EDRC An extensive configuration file for Matt Dillon's DME text editor, using 10 menus and many functions. Author: Stefan Zeiger

Electron Electron World is a cellular automation described in "Spektrum der Wissenschaft" ("Scientific American") March 1990. This is version 3.10, an update to version 2.01 from disk 584 (Wizard Works 2). Shareware US\$ 10. Binary only. Author: Stefan Zeiger

EnvPrint EnvPrint is a handy tool for printing envelopes for letters. Just type in the addresses or load them from disk, and EnvPrint will organize the printing job for you. Includes an AREXX port. Version 1.50, an update to version 1.20 from disk 584 (Wizard Works 2). Shareware US\$ 10. Binary only. Author: Stefan Zeiger

Henon A program for drawing Henon pictures. Includes 3 example parameter collections. Freeware. Binary only. Author: Stefan Zeiger

LISA A program for drawing Lissajous pictures. With full intuition support and WB2.0 design (even under 1.3). Different versions for 1.3 and 2.0. This is version 1.10, an update to v1.01 from disk 584 (Wizard Works 2). Freeware. Binary only. Author: Stefan Zeiger

MemMan The Memory Manager can be used to test programs under different CHIP/FAST memory configurations. Version 1.10, freeware, binary only. Author: Carsten Rausfuß

SmallPalette A very short replacement for the WB1.3 "Palette" program using the req.library's color requester. Source in SAS/C included. Public Domain. Author: Stefan Zeiger

TurboLife An implementation of the cellular automation "Life". This is version 3.10, an update to version 2.01 on disk 584 (Wizard Works 2). Shareware US\$ 10. Binary only. Author: Stefan Zeiger

WizardClock A workbench clock with many features and various languages. Version 1.30, an update to version 1.20 on disk 584 (Wizard Works 2). Freeware. Binary only. Author: Stefan Zeiger

WizardsInfo General information about the Wizard Works disk 3, from which this material was included. Author: Stefan Zeiger

WWBatch This drawer contains two batchfiles that residents/copies to RAM: the commands used by 1 Wizard Works 1 program startup batch files. Author: Carsten Rausfuß

This is disk 637 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

LAZi A graphic interface for the archive utilities Lharc, Arc, and Zoo. LAZi will add, delete, extract, and update single or multiple files, list and test archives, allow you to read extracted readmes/docs or any other ascii file, save a configuration file that holds the locations of your work directories, archive utilities, and its position when iconified. At least 1Mb of RAM is recommended. Version 1.1, an update to version 1.0 on disk 592. Binary only. Author: Mark W. Davis

LhA A very fast archiver that is compatible with MS-DOS LhArc V1.13 and LhA V2.13, as well as the Amiga LhArc. LhA is very memory efficient, has been written with stability and reliability in mind, has carefully optimized compression and decompression routines, is multitasking reentrant and pure, handles multiple volume archives (registered version only), and more. Version 1.22, an update to version 1.11 on disk 593. Shareware, binary only. Author: Stefan Boberg

MouseAide DEMO A demo version of a "Mouse" utility with all the standard functions; mouse acceleration with threshold, window and screen manipulation by mouse and keyboard, mouse and screen blanking, SUN (auto-activation) mouse, user definable "hot key" command, etc. Also has functions other mouse programs do not, such as multi-icon-select with only the mouse, left and right button swapping, mouse port switching, WorkBench to the front function, freezing of the mouse and keyboard of all input, etc. Written in assembly language for efficiency in size and CPU usage. Version 3.34a, an update to version v2.56a on disk 567. Shareware, binary only. Author: Thomas J. Czarnicki

VideoMaxe A program to manage one's private video tape collection. Both program and documentation are in German; no English version at this time. Version 3.22, an update to version 3.00 on disk 547. Binary only. Author: Stephan Sürken

This is disk 638 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

PowerVisor A powerful machine language level debugger for the serious Amiga programmer. Compatible with all Amiga models, all Motorola CPU's from 68000-68040, 68881/68882 FPU's, and the 68851 MMU. Supports AREXX scripts and scripts written in an internal language, online help, some resource tracking, and much more. Version 1.13 beta, shareware, binary only. Author: Jorrit Tyberghien

Run68010 Allows you to run programs that use 68010-specific instructions on 68000-based machines. Uses self-modifying code. Simulates 68010-specific registers. Starts from both WorkBench and CLI. Includes source in assembly. Author: Kamran Karimi

ShellTimer A well behaved shell based stopwatch program. Being shell based, the timer can be controlled from AmigaDOS scripts, from AREXX macros, from makefiles, or interactively. Requires AmigaDOS 2.04. This is version 1.0. Includes source. Author: John Lindwall

This is disk 639 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

DrawMap Release 4.0 of a program for drawing representations of the Earth's surface. New features include using the full Micro World Data Bank data files, user selection of the items to be included (e.g., coastlines, rivers, etc.) and the amount of detail in each map, and a redraw function. Corrects a problem with box and text selection encountered under AmigaDos 2.04, but AmigaDos 2.04 is not required. Requires 1.5 megabytes of memory and a hard disk with 1.6 megabytes of free space. Also includes version requiring a 68020 CPU and 68881 FPU. This is an update to version 3.1 on disk 545. Includes full source. Distributed in two parts, the other part is on disk 640. Author: Bryan Brown.

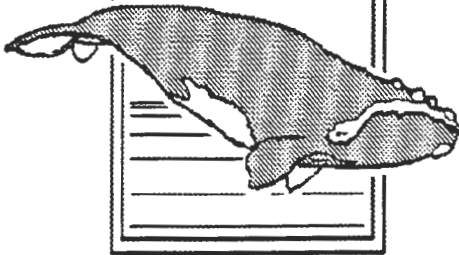
Technoban A Sokoban type game written in assembler. Features include 4 worlds with 10 levels each, new graphics and sounds in every world, 32 colors, 5 stereo sounds, smooth animation, an integrated editor, and a code for each level. Version 4.07, binary only. Author: Tim Schattkowsky

This is disk 640 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

DrawMap Release 4.0 of a program for drawing representations of the Earth's surface. New features include using the full Micro World Data Bank data files, user selection of the items to be included (e.g., coastlines, rivers, etc.) and the amount of detail in each map, and a redraw function. Corrects a problem with box and text selection encountered under AmigaDos 2.04, but AmigaDos 2.04 is not required. Requires 1.5 megabytes of memory and a hard disk with 1.6 megabytes of free space. Also includes version requiring a 68020 CPU and 68881 FPU. This is an update to version 3.1 on disk 545. Includes full source. Distributed in two parts, the other part is on disk 639. Author: Bryan Brown.



WHAT
IS
EMPLANT?



Captured off Amigalink:

EMPLANT IS A HARDWARE/SOFTWARE PRODUCT THAT IS DESIGNED TO ALLOW THE EMULATION OF VIRTUALLY ANY COMPUTER USING THE AMIGA. A SIMPLE SOFTWARE DRIVER AND ROM(S) FROM THE COMPUTER TO EMULATED ARE ALL THAT IS REQUIRED. FEATURES AND SOFTWARE COMPATIBILITY WILL DEPEND ON THE SOFTWARE DRIVER.

ABOUT THE HARDWARE

THE HARDWARE HOLDS THE KEY TO EMULATION SPEED. EVERY EFFORT WAS MADE TO MAKE THE HARDWARE VERSATILE ENOUGH THAT WE SHOULD NEVER HAVE TO UPGRADE IT TO HANDLE THE EMULATION OF FORTH COMING COMPUTER SYSTEMS. FOR THIS REASON, WE HAVE INCLUDED COMPONENTS THAT MAY NEVER BE USED, HOWEVER, THIS DOES INSURE THE FACT THAT WE ARE PREPARED FOR THE FUTURE. THE MAC SERIES OF COMPUTERS, ALTHOUGH DIFFERENT FROM ONE ANOTHER, SHARE THE SAME BASIC TECHNOLOGY. WE CAN REPLICATE THIS TECHNOLOGY BY EMULATING THE MAC'S CUSTOM CHIPS THROUGH A RELIABLE HARDWARE

SYSTEM. ALL TIMERS, INTERRUPTS, AND CLOCKS ARE HANDLED ON A HARDWARE LEVEL SO THAT SPEED IS IDENTICAL (OR EVEN FASTER) THAN THE REAL COMPUTER BEING EMULATED. SUPPORT FOR CUSTOM EPROMS, STATIC RAM, AND SIMM MODULES MAKES OUR HARDWARE COMPATIBLE WITH ALL EXISTING METHODS OF STORING A COMPUTER'S OPERATING SYSTEM. THIS VERSATILITY ALSO ALLOWS US TO CREATE ADAPTER BOARDS IF SOME NEW METHOD OF OS STORAGE BECOMES AVAILABLE. THE EMLANT HARDWARE HAS FOUR EMPTY 28 PIN ROM/RAM SOCKETS PROVIDED FOR USE WITH OPERATING SYSTEMS THAT ARE STORED IN DIP FORMAT (SUCH AS 128K MAC+ ROMS ARE). THESE SOCKETS CAN ALSO BE USED TO STORE YOUR OWN UTILITY SOFTWARE IN EPROM FORMAT. WE PLAN TO RELEASE A UTILITY PACKAGE THAT WILL BE LITERALLY "AT YOUR FINGERTIPS". ANOTHER OPTION IS TO FILL THE FOUR SOCKETS WITH 32KX8 STATIC RAMS, GIVING YOU 128K OF EXTRA RAM THAT YOU COULD WRITE PROTECT AND MAKE AUTO-BOOTING, WHICH WOULD BE HANDY FOR FLOPPY-ONLY CUSTOMERS.

THE HARDWARE COMES IN TWO FORMS: A PLUG IN CARD THAT OCCUPIES ONE OF THE ZORO II/III SLOTS ON YOUR A2000/2500/3000, AND A PLUG IN CARD THAT FITS ON THE EXPANSION BUS ON YOUR A500/1000. FOR THE A500/1000 VERSION, THERE IS A PASS-THRU THAT ALLOWS YOU TO PLUG IN YOUR EXISTING EQUIPMENT.

THE APPLE NU-BUS EXPANSION PORTS ARE NOT

EMULATED THROUGH HARDWARE BECAUSE THEY ARE NOW RAM-BASED DEVICE DRIVERS WHICH OPERATE FASTER THAN A MAC'S OWN HARDWARE.

* AVAILABLE HARDWARE OPTIONS *

HIGH SPEED MAC SERIAL PORTS/APPLE TALK SUPPORT THE MAC SERIAL PORT IS NOT EMULATED, IT IS DUPLICATED - USING THE EXACT SAME STANDARD DUAL HIGH SPEED SERIAL INTERFACE IC. APPLE TALK IS COMPLETELY SUPPORTED THROUGH THIS PORT LIKE THE MAC, VIA A 8 PIN MINI-DIN CONNECTOR. THIS DUAL HIGH SPEED SERIAL PORT CAN BE USED ON THE AMIGA SIDE AS WELL, ALLOWING THE CONNECTION OF TWO SERIAL DEVICES OPERATING INDEPENDANTLY. COMMUNICATION SPEED ON THESE PORTS ARE A MAXIMUM OF 230.4K BAUD, WHICH IS THE SPEED AT WHICH APPLE TALK RUNS. MAXIMUM MODEM SPEED IS GENERALLY LIMITED TO 57.6K BAUD.

SCSI INTERFACE

A SIMPLE, NON-AUTOBOOTING SCSI CONTROLLER USING NCR8490 HIGH SPEED CONTROLLER IC. CAPABLE OF NON-DMA TRANSFERS UP TO 800K PER SECOND. SUPPORT FOR UP TO 7 SCSI DEVICES INCLUDING CD ROMS, TAPE BACKUP UNITS, AND HAND SCANNERS. THIS SCSI INTERFACE CAN BE USED ON BOTH THE AMIGA SIDE AND THE MAC SIDE, INDEPENDANTLY OR SIMOTANEOUSLY.

ABOUT THE MAC IIX EMULATION SOFTWARE



THE MAC IIX EMULATOR SOFTWARE IS RELATIVELY SIMPLE SINCE THE MAJORITY OF THE EMULATION IS DONE ON A HARDWARE LEVEL, GIVING BOTH BETTER COMPATIBILITY AND EQUALLY IMPORTANT, EMULATION SPEED. THE SOFTWARE READS THE MAC ROM SIMM MODULE THAT IS INSTALLED ON THE EMPLANT BOARD, DUMPS THE ROM IMAGE INTO A BLOCK OF MEMORY, AND PATCHES THE IMAGE TO RUN ON YOUR AMIGA. ONE INTELLIGENT MOVE ON THE PART OF APPLE WAS TOMORE DEFINE "GLOBAL" VARIABLES FOR THEIR OPERATING SYSTEM. THIS MAKES IT RELATIVELY SIMPLE TO MOVE THE CODE AROUND WITHOUT A LOT OF HASSLES. SINCE THE MAC IIX IS A 68030 BASED MACHINE, IT HAS A AMU OR PPMU TO MAP MEMORY INTO VARIOUS LOCATIONS. USING A 68020/30/40 WITH AN MMU ALLOWS VIRTUALLY 100% COMPATIBILITY WHEN RUNNING MAC SOFTWARE ON THE EMULATOR. ANOTHER BIG ADVANTAGE OF HAVING A MMU IN YOUR AMIGA IS THAT THE EMULATOR WILL MULTI-TASK WITH THE AMIGA. YOU CAN TRANSFER FILES BACK AND FORTH BETWEEN FILE FORMATS WITHOUT THE NEED OF TRANSFER SOFTWARE. THE MAC IIX OPERATING SYSTEM SUPPORTS A FFS (FOREIGN FILING SYSTEM). THIS IS THE LINK TO THE AMIGA. ANY AMIGADOS DEVICE CAN BE USED ON THE MAC SIDE. THIS MEANS THAT FLOPPYS, HARD DRIVES, CD ROMS, AND EVEN NON-STANDARD AMIGADOS DEVICES (SUCH AS MESSYDOS) CAN BE USED AS VALID DEVICES ON THE MAC SIDE.

FULL COLOR (UP TO 256

COLORS) CAN BE EMULATED WITH VARIOUS 12BIT AND 24BIT VIDEO BOARDS. SUPPORT FOR DCTV, HAME, FIRECRACKER, AND OTHERS IS PROVIDED BY VIDEO DEVICE DRIVER SOFTWARE MODULES. UP TO 16 COLORS CAN BE DISPLAYED USING THE STANDARD AMIGA VIDEO OUTPUT.

SOUND IS EMULATED EXACTLY VIA PAULA. THE MAC IIX HAS 4 CHANNEL STEREO SOUND NEARLY IDENTICAL TO THE AMIGA, SO THIS IS EASY TO EMULATE ON A SOFTWARE LEVEL USING THE EXISTING AMIGA HARDWARE.

THE MAC 400/800K DISK FORMAT IS EMULATED BY USING THE ALREADY SUCCESSFUL SYBIL HARDWARE PACKAGE. HIGH DENSITY (1.44MB) FLOPPYS ARE SUPPORTED VIA THE CBM 1.76MB DRIVES, AS WELL AS "DO-IT-YOURSELF" HIGH DENSITY DRIVES THAT MANY PEOPLE HAVE BUILT THEMSELVES. COMPLETE INTERFACE SCHEMATICS WILL BE PROVIDED (ALONG WITH INFORMATION WHERE TO FIND THE NECESSARY COMPONENTS AND THE HIGH DENSITY DRIVE MECHANICS) WITH EMPLANT SO THAT ANYONE WITH THE BASIC SOLDERING SKILLS CAN BUILD THEIR OWN HIGH DENSITY FLOPPY DRIVE.

FUTURE EMULATION

SINCE THE EMPLANT'S HARDWARE IS SO VERSATILE, A COMPLETELY NEW AND DIFFERENT COMPUTER CAN BE EMULATED BY JUST CHANGING THE EMULATION SOFTWARE PATCH AND THE ROM(S). MAC IIFX, MAC QUADRA, MEGA ST, AND IBM

AT (386/486) EMULATORS ARE PLANNED IN THE FUTURE.

PRICE AND AVAILABILITY

CURRENT RETAIL PRICE FOR THE BASIC EMPLANT SYSTEM IS \$199 + SHIPPING.

BASIC EMPLANT SYSTEM WITH HIGH SPEED SERIAL PORTS/APPLE TALK SUPPORT IS \$259.00 + SHIPPING. BASIC EMPLANT SYSTEM WITH HIGH SPEED SCSI INTERFACE IS \$259.00 + SHIPPING. DELUXE EMPLANT SYSTEM WITH BOTH HIGH SPEED SERIAL PORTS/APPLE TALK SUPPORT AND HIGH SPEED SCSI INTERFACE IS \$299 + SHIPPING. ALL EMPLANT PACKAGES DESCRIBED ABOVE COME WITH THE MAC IIX EMULATION SOFTWARE AND NECESSARY DEVICE DRIVERS.

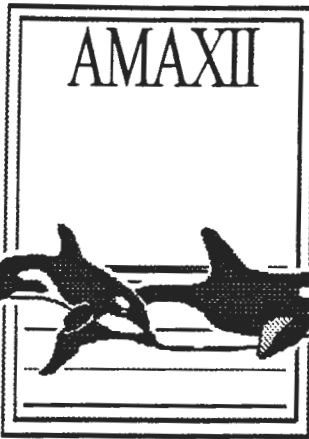
THE EMPLANT SYSTEMS WILL BE SHIPPING NO LATER THAN THE THIRD WEEK IN JULY OF 1992. * PRODUCT SPECIFICATIONS AND PRICES ARE SUBJECT TO CHANGE WITHOUT NOTICE * TO BE PLACED ON A MAILING FOR MORE INFORMATION, PLEASE CONTACT UTILITIES UNLIMITED AT:

1641 MCCULLOCH BLVD.
SUITE #25-124
LAKE HAVASU CITY, AZ 86403
(602) 680-9004

JIM DREW, VICE-PRESIDENT
UTILITIES UNLIMITED, INC.

JIM DREW - VICE PRESIDENT,
UTILITIES UNLIMITED OF
ARIZONA, INC.
(602) 680-9004 (602) 680-9006
SUPPORT BBS (602) 453-9767





Captured off the Amigalink:

The new Amax is out is and here is a condense version of what you can expect from it. For those not familiar with ReadySoft's Amax, it is a emulator package. Its consist of a hardware software interface that let you run all those great Macintosh programs.

HARDWARE:

- INTERNAL CARD
- ALLOWA ALL AMIGA DRIVES TO READ/WRITE STANDARD 800K MAC DISKS.

- TWO MINI DIN-8 RS422 PORTS.
- APPLE TALK COMPATIBLE.
- BUILT-IN MAC COMPATIBLE MIDI INTERFACE. RUNS MANY MIDI APPLICATIONS.
- READS 128K ROMS IN LESS THAN 5 SECONDS.
- SOFTWARE (V2.5):
- SUPPORTS APPLE SYSTEM 7
- TRANSFERS FILES DIRECTLY BETWEEN AMIGADOS AND MACINTOSH HARD DRIVE PARTITIONS OR FLOPPY DISKS.
- SUPPORTS 68020, 68030, AND 68040 PROCESSOR ACCELERATOR BOARDS.
- CBM'S HIGH DENSITY DRIVE SUPORTED TO ACCESS 1.4M MAC DISKS.
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- ENHANCED STARTUP PREFERENCES. HARD DISK/SCSI PREFERENCES. NEW MEMORY PREFERENCES.
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HARDWARE & SOFTWARE UPGRADE IS \$349.95 + \$10.00 SHIPPING.

THERE IS A \$100.00 CREDIT FOR RETURNED CARTRIDGES. IT'S A DEFINATE IMPROVEMENT OVER A-MAX II BUT PROBABLY NOT GOOD ENOUGH TO COMPETE AGAINST EMPLANT. PROVIDED, OF COURSE, THAT EMPLANT LIVES UP TO THE PRE-RELEASE SPECS. I'D EXPECT A-MAX II+'S PRICE TO DROP SHARPLY SOON AFTER EMPLANT IS RELEASED.

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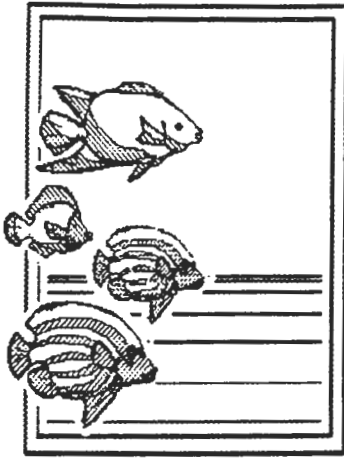
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Dragon Lord
All for under \$15.00

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Note: The SACC librarian will be here June 6th from 9:00 to 3:00.
He will be demonstrating the new 20.8 Meg floptical drive by Digital Micronics... Come check it out!



Editor's Corner

by: Willie Hunt

Well, it's been just over a year since the DeskTop Publishing SIG took over publishing the AmigaZette newsletter. There is a big difference in the way it looks today than the way it looked before we took it over. We have made a lot of changes in the way the newsletter looks. When we first started, there were only a few graphics both inside and outside the newsletter and the Calender was a full page. Now, we have changed the entire format of the newsletter. We have put graphics on the covers of almost all of the newsletters, the Calender has been redesigned and we are still adding and making changes to the newsletter. It will continue to change and evolve, so keep watching and keep reading. Before, there was only one Editor who put the newsletter together. Now, there are four different minds at work trying to figure out what looks good and how or where to put the graphics and what articles to put in this time and which ones to save for next time. Also, how many pages to print and where to place the Computer store Ads. So you see, it is no picnic but it can be fun at times.

Last year was a great year of support from the Computer Stores; PUT's Electronics, CANDY Computers, COMPUTERTIME & MULTIMEDIA, CSS and SOFTWARE Etc. I want to thank the Computer Stores for their support of the Newsletter, the Club, and the Club Raffle with donated software and ADs that were placed in our newsletter. It seems that this year will be just as good because the stores hit the ground running with some great ADs. Thank You. While still on the subject of the Computer Stores, I still plan to do some interviews with the store owners and publish the interview in the newsletter. So get ready. Also,

there is a name change, PUT's Electronics, a store that has been around for a long time, has under gone new ownership and with that, came the new name of APPLIED COMPUTER SYSTEMS(A.C.S.). The new owners are Brian and his brother AAAAAA. We would like to wish them good luck. Also, I would like to say thank you to Cindie Smith and her Dad for giving us Vic-20, C-64, C-128 and AMIGA Computer users a place to go and get software and hardware. Also, a place to get our Computers repaired. Thank You Cindie.

I have received a lot of favorable comments about my last editors corner article from both club members, some dealers, developers and some non-Amiga Computerist. Some have asked if I have gotten any comments from Commodore? I have not.

It has been reported in a number of magazines that Spokespersons for WordPerfect have been announcing that the company will no longer develop the Amiga version of its word processor due to the lack of demand. Chris Wilford, beta coordinator for Amiga development at WordPerfect Corp., in an article in .info magazine stated and I quote "We encountered several technical difficulties in product development which would have delayed release until late next summer". He added, "it is a large program, and would have required extra Ram and possibly even a faster machine, like an Amiga 3000, to run. We looked at the installed percentage of Amiga 3000 machines in the market and felt that there just wouldn't be enough of a base to allow us to recoup our investment". "We simply overestimated the potential when we started on this project", Wilford said. "While we feel it would be really nice to have an upgrade for the Amiga, it just boils down to economics. We just don't feel that the market is there", end quote. Wrong my friend!

First of all, I understand your point that you would want to recoup your investment. But, I also feel that you have made a big miscalculation in your study by only looking at the installed user base of Amiga 3000's. You have forgotten about the users that are registered owners of WordPerfect who have been waiting with great anticipation on the release of WordPerfect 5.xx for the Amiga. You

did not take into consideration the owners of A2500's with 020 and 030 Accelerators in them and having extra Ram. You have forgotten all about the A500 and A2000 owners out here who have extra Ram and Accelerators installed in their machines. I have talked to members of the club who own A500 Computers, and all of them have 1-meg of Ram minimum and as much as 8-megs. Also, a lot of them have harddisk drives or are planning to purchase one in the near future like a Supra or GVP. The Accelerators are going to be priced so that a lot of users that can't or couldn't afford one, can afford one now. With the Accelerators and Ram Expansions available for the A500, the possibilities of a larger user base of machines will be out there. So, there's your speed increase there and also your extra Ram.

Second, you said that there is no demand for a WordPerfect 5.xx upgrade. Wrong Again. You didn't ask ME! You didn't send out questionnaires to registered owners like me of WordPerfect to see if I would be interested in upgrading my old version for the new version. That would account for part of the seemingly low demand for the upgrade. The other thing that attributed to the seemingly low demand is that everyone knew that an upgrade was going to come out sooner or later and we always asked when we called an upgraded our 4.xx version to its newest version.

Some friends and I were talking the other day about the lost of an upgrade to version 5.xx of WordPerfect on the Amiga Platform. One of the possibilities is that the developers at WordPerfect don't fully understand the workings of the Amiga. By that we mean optimizng the code in order to make it run faster and take up fewer disks. This may be a viable argument if you look at the number of diskettes used on the MS-DOS Machines. Another possibility is that the 5.xx version of WordPerfect on the Amiga would have been far superior to the MS-DOS and MAC versions. If WordPerfect would have been better on the Amiga, WordPerfect would have had the anger of the MS-DOS world to deal with since they have the larger user base. Just some food for thought. Think about it.



Ami-Back v2.0

The wait is over! MSD is proud to announce the release of Ami-Back version 2.0. Since its release one year ago, Ami-Back has become the acknowledged leader of hard disk backup utilities for the Commodore Amiga line of personal computers. When Ami-Back version 1.0 was released, Amiga users worldwide were thrilled to get a backup utility that finally offered the professional features that users of other computer platforms already had.

The computer press worldwide has acknowledged the superiority of Ami-Back v1.0 over all other Amiga backup utilities, and Ami-Back v2.0 represents a quantum leap in features and functionality over the original. Here are some of the new features of Ami-Back v2.0:

Compression -- This feature will be especially useful for those users who perform backups to floppy disks. Using the Amiga's multitasking ability, Ami-Back will compress the data while performing backups with no loss in backup speed. **Enhanced Tape Support** -- For users who own tape devices, we have added the ability to append backups on tapes, maximizing the amount of data that can be stored on tape. We have added "DAT fast search" support so that the gigabytes of storage space that DAT drives afford won't slow the user down. And we have enhanced the tape support in many other ways to make the process of backing up to tape as easy as possible. **"911-Recovery" (tm) Backup** -- Ami-Back is the complete solution for users who want protection for valuable data. If you should lose your data due to a crashed hard disk, Ami-Back will recover as much data as possible--there is no need to go out and purchase a hard disk tools package! **Enhanced Scheduler** -- No other Amiga backup utility even includes a graphical scheduling utility, and we have improved Ami-Back's. The notify mode will let the user know whenever it's time for a backup rather than automatically perform one. **Password Protection** -- For the data that is too sensitive to "fall into the wrong hands," we have added the ability to password protect backups. Unauthorized users won't be able to gain access to data that is none of their business! **Online Help** -- This new feature provides a quick reference for

Ami-Back's powerful options at the click of a mouse button. **AREXX Support** -- Now the user will be able to control the backup process through the use of the AREXX programming language. **Improved User Interface** -- The best backup utility interface just got a lot better. While keeping the full functionality of the original interface, we made some improvements so that working with Ami-Back is more intuitive than ever. And these are some of the features that have been a part of Ami-Back:

Backs up to floppies, hd floppies, hard drives, and SCSI tape and DAT drives. No special software required for SCSI tape drive support. Compare mode allows checking backed-up data to system data if data loss is suspected. **Backs up to a single AmigaDOS file or device.** Performs Image backups of any partition (i.e., Amax, MSDOS, Unix). Includes a graphical scheduler for unattended backups. Supports multiple-device backups. Allows exclusion or inclusion conditions during backup and restore. Allows for replacement of defective media during

BACKUPS.

Missing disks may be skipped during restores. Allows control of protection bits and file timestamps during restores. Write-Over, Skip-Over, or Rename files options available during Restores.

Registered user support provided by phone, support BBS, and BIX. Requires only 512 kilobytes of memory. Works with AmigaDOS 1.2 or greater. Workbench 2.0-only version is included on disk. Ami-Back v2.0 lists for \$79.95 and will run on any Amiga configuration with a minimum of 512k ram.

Registered users will be notified of upgrade options.

Competitive Upgrade Offer -- For owners of Quarterback, FlashBack, MR-Backup, Super-Back, and any other Amiga backup program, MSD will offer an upgrade for \$25. Contact Moonlighter Software Development, Inc., for more information on this limited-time upgrade offer.

Moonlighter Software Inc.
Voice: (407) 384-9484
FAX: (407) 384-9391

COMMODORE SPEAKS

by: WILLIAM SYDNES
VICE PRE, ENGINEERING

I HAVE NOTICED SOME COMMENTS ON THE NETWORK OVER THE PAST FEW WEEKS QUESTIONING COMMODORE'S COMMITMENT TO THE AMIGA. NORMALLY, WE DON'T COMMENT ON POSTINGS ON PUBLIC NETWORKS, BUT THIS TIME I'D LIKE TO SET THE RECORD STRAIGHT.

THE MAJORITY OF COMMODORE'S REVENUE COMES FROM THE AMIGA LINE OF COMPUTERS, AND ALMOST ALL OF COMMODORE'S R&D EFFORTS ARE FOCUSED ON ENHANCING THE AMIGA TO CONTINUE TO PROVIDE OUTSTANDING POWER AND FUNCTIONALITY AT A COMPETITIVE PRICE.

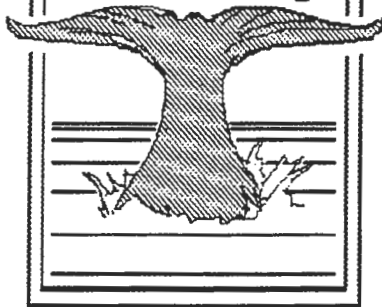
WE HAVE JUST RELEASED THE AMIGA 600, A BRAND-NEW MACHINE AIMED AT THE HOME MARKET. THIS MACHINE IS CAPABLE OF SUPPORTING AN INTERNAL IDE HARD DRIVE, HAS AN INDUSTRY-STANDARD PCMCIA CREDIT-CARD SLOT, AND INCLUDES AN ON-BOARD RF MODULATOR FOR THE HOME USER.

WE HAVE PLANS TO RELEASE A NUMBER OF OTHER NEW AMIGA MODELS THIS YEAR. WHILE I CAN'T REVEAL THE DETAILS OF THESE MACHINES AT THIS POINT, I WOULD LIKE TO SAY THAT WE PLAN TO PROVIDE

From page 20



Views of the Veep



by: James Tysinger

Dualling Standards

Many of you may not realize that SACC recently faced one of its toughest challenges. A new "universal" communication protocol for 9600-baud modems, v.32bis, was recently announced. (The standards for 2400 baud communication were v.22 and v.22bis) Because this new protocol is not proprietary, that is, it is not owned by one company, many manufacturers are now introducing v.32bis modems. Because many companies are bringing out the new modems, the competition has very quickly driven the price for a v.32bis modem into the \$300 range, where 9600 baud modems had been selling for up to \$1000 only months before.

With the advent of the new low-priced v.32bis 9600-baud modems, it seemed natural to look into getting one for a line on Amigalink, SACC's BBS. What none of us in the club anticipated was the battle that would ensue. Seems there are a few members of SACC who have US Robotics HST 9600-baud modems. HST is a 9600-baud communication protocol that is owned entirely by US Robotics. Because USR has proprietary rights to the HST protocol, for a long time USR was the only manufacturer of reliable 9600-baud modems, and USR was able to charge a hefty sum for one of their modems. Naturally, the pioneers who bought the HST

modems would also like access to a 9600-baud line — without having to buy a new modem. The problem: the best price (sysop deal or used) for a "dual standard" modem — that can use both HST and v.32bis — costs roughly twice what a single v.32bis modem costs brand new retail.

Two things happened as a result of the ensuing "discussion" as whether we should buy a dual standard modem, spend a bit more money, and make everyone happy, or get one v.32bis modem for less money and serve the needs of the future 9600-baud modem purchasers who will more likely find a v.32bis modem cheaper and more compatible with BBSes in the future.

First, we learned that a club the size of SACC is bound to occasionally have some differences of opinion as to the direction the club should take. Secondly, we learned that these differences can be worked out amicably and with both sides respecting the opinion of the other side. In the end, we end up with a stronger club.

So how did the question get resolved? Those present at the last general meeting made it clear that while v.32bis may be the wave of the future, the HST users are not about to give up their modems, and should be accommodated, too. So, after further discussion at the board meeting, we bit the bullet and authorized the funds necessary to buy a dual standard modem that will accommodate everyone. And while I had a definite leaning toward being frugal and only getting a v.32bis modem, I've since realized that getting a dual standard is the best course we could have taken right now. This way all SACC modemers will have access to a 9600-baud line no matter which flavor of high-speed modem they own. So go out and get your new HST or v.32bis 9600-baud modem — you'll soon be able to use it on Amigalink!

P.S. A Golden Amy Award should be given to Pete Howard for

offering to donate \$100 towards the purchase of the dual standard modem!

Upcoming Meetings

As of this writing, the May meeting's agenda is still up in the air. DMI was originally slated to show us their Resolver display card and floptical drive. Technical problems have postponed DMI's Resolver demonstration until August. In the meantime, DMI will be sending us a floptical drive to show at an upcoming club meeting as well as at library outings. Look for announcements on Amigalink or call an officer to find out what will be done at the May meeting.

We may see Inovatronics at our July meeting. They plan to come show off their Hi-Q tower, a tower box that you can put an A500 motherboard into that will also add the slots found on A2000s. You might better know Inovatronics from their *Cando* and *Directory Opus* software packages.

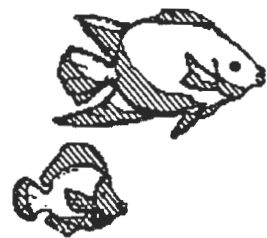
CSA, manufacturer of accelerator cards, will be on hand in September to show off their latest go-fast boards, including their infamous "38 Special."

Ongoing Projects

The SACC directory and database are still coming together slowly as the membership surveys come in. (Please send yours in if you haven't yet.)

The SACC Mentor program has several volunteer Mentors willing to sit down with new users and teach the basics of Amiga use. Please contact me at 635-3950 or Bryon Davidson at 331-4713 if you'd like some beginner's instruction on how to use your Amiga.

See you at the meeting!



TID BITS

Compiled by Braden Lee

IVS announce the release of their new graphics Board, the Vector. The Vector is a third generation 68030 processor accelerator card for the A2000. Based on the 68EC030, Vector allows kickstart ROM to be mapped into local 32 bit RAM. Up to 32 Mbytes of RAM can be added using industry standard 1Mx8 or 4Mx8 SIMMs. Vector includes IVS' super high performance Trumpcard Professional SCSI disk interface and has holes for mounting the hard drive right on the card. With a mouse controlled processor switch, you can use either the 68000 or the 68EC030. In 68000 mode, 8 megs of RAM and the autobooting SCSI port are available to the system. The accelerator comes in 25, 33, and 40MHz flavors. For more information contact IVS.

Access Software has released a patch to update Links (either 1.50 or 1.51) to V1.52. Here are some of the improvements included in the patch, the course is no longer drawn directly to screen. This allows for minor graphics and speed enhancements. Graphic improvements include reduced fringing around trees, objects and grid, as well as an improved color palette. They fixed some low memory problems encountered with 68000 cpu machines. Shadows and other golfers' balls are now drawn on the course. Link now works correctly with 8 players' names with spaces in them. The program no longer crashes on slower machines when a ball is hit off the "world". Other enhancements and fixes are also included, and a text file explaining the fixes are included. To obtain a copy call Amigalink.

New Horizon's has released another patch for their word processor, Prowrite. This version updates 3.23 to 3.24. The patch fixes Ham picture loads and problems in paper

advances. To obtain a copy call Amigalink

Quarterback patch 5.0 to 5.01. This new patch fixes the tag filter archive problems. Copies of this can be found (you guess it, on the club board) Amigalink.

Consultron Inc. to package a IBM emulator program with their CrossDos package. It will be call CrossPc. It will emulate a IBM XT, CGA, parallel, serial, and hard disk support. At least 1 meg and 1.3 or 2.0 Workbench is needed.

Commodore is selling a High Density replacement drive of the Amiga 3000. These new drive is said to be a replacement and Commodore have not officially announced a release for a High Density drive. This non-existent drive formats up to 1.7 megs and requires you to have 2.0 Workbench to use them. It has been tested on a A2000 with 2.0 Workbench, on a A3000 with 2.0 and should work with an a A500.

Black Belt systems are no longer manufacturing Ham-E. When they commented on why they are discontinued the product, the spokesmen simply replied that they couldn't respond because of a non-disclosure contract they sign with Commodore. Ham-E is a graphics interface that hook to all of the Amigas. It gives the Amiga access to much more colors than the standard Amiga. Is Commodore planning to incorporate Ham-E in future Amiga? Your guess is as good as mine's.

Commodore to release other updates to Workbench 2.0. The version will read an IBM disk directly. No extra software will be needed. It will even read high

density IBM disk, if you have one of the Commodore's new high density drives.

Supra is putting the development of their 25mhz accelerator chip on the back burner. The chip, seen at computer shows was suppose to increase the speed of a standard Amiga to three times it's normal. The chip was similar to the Adspeed chip but faster. The representative I talked to said they will be concentrating on their high speed modems at this time. The company is small but growing rapidly and just doesn't have the resources to do everything at once.

GVP released the new EGS-110/24 Graphic board. It is a very versatile board that offers fully programmable pixel rates from 50mhz to 100mhz in true 16 million colors (24bit) per pixel. The EGS board is designed to plug in to the 32 bit bus found on all GVP "combo" type '030' and '40' accelerators for A2000. This means you are required to have a GVP accelerator to use this card. It's available with either 4mb or 8mb of Ram with a 25ms serial access time.

Commodore to add new chip to custom set. Garyl is the new replacement for the Gary chip. This new chip gives a standard IDE controller and access to the new PCMCIA expansion port.



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Deadlines

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

Commercial Ad Sizes/Prices

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

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

GUIDE TO SUBMITTING ARTICLES

DEADLINE: 5th of the month

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

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.

FOR SALE: SUPER GEN GENLOCK NEW IN BOX, 495\$, HEAVY DUTY VIDEO CART W/BUILT IN TRIPOD- \$125, REALISTIC STEREO MIXER (W/VU METERS) \$75, MISC. VIDEO LIGHTS AC- \$20-30, SENNHEISER MICROPHONE 2-3 \$80, REALISTIC WIRELESS MICS (2) \$40 EA.

CALL MIKE JENSEN AT 482-8567 OR 978-9189.
(OR TRADE FROM OTHER VIDEO EQUIPMENT)

SUPPORT AN AMIGA-BASED SMALL BUSINESS!
DESKTOP INDUSTRIES DOES FLYERS, RESUMES, NEWSLETTERS, WEDDING & PARTY INVITATIONS AND MORE.
POSTSCRIPT LASER OUTPUT (916) 852-1220

FROM PAGE 17-COMMODORE SPEAKS

SIGNIFICANTLY BETTER CAPABILITY AND VALUE FOR THE USER IN THESE NEW SYSTEMS.

SIGNIFICANT R&D EFFORTS ARE UNDERWAY IN THE AREA OF CDTV TECHNOLOGY, BOTH IN IMPROVED SYSTEMS AND IN PERIPHERALS FOR OTHER AMIGA COMPUTERS.

A LARGE AND CONTINUING R&D EFFORT EXISTS TO IMPROVE THE PERFORMANCE AND FUNCTIONALITY OF THE AMIGA CHIP SET.

FINALLY, WE ARE EXAMINING THE POSSIBILITY OF BRINGING NEW TECHNOLOGY TO THE AMIGA, IN AN EFFORT TO LEVERAGE THE R&D EFFORTS OF THE COMPUTER INDUSTRY AS A WHOLE, AND TO TAKE ADVANTAGE OF THE PRICE BENEFITS THAT COME WITH INDUSTRY STANDARDS.

I BELIEVE THESE EFFORTS ILLUSTRATE OUR STRONG COMMITMENT TO THE AMIGA AND CDTV.



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.

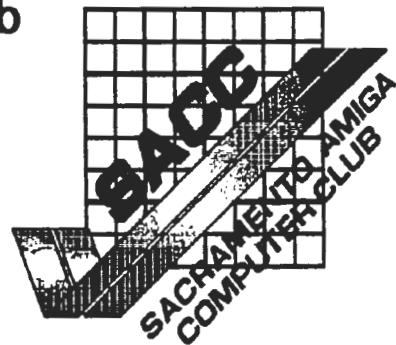
SPECIAL NOTE: For those not wishing to join SACC at this time, but would like to obtain member priviledges on the club board, we now offer an AmigaLink BBS Membership for \$12.00 per year. This membership entitles you to online yakking and unlimited download priviledges to it's extensive file bases.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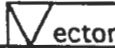
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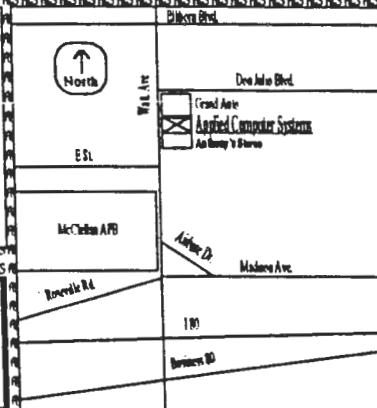
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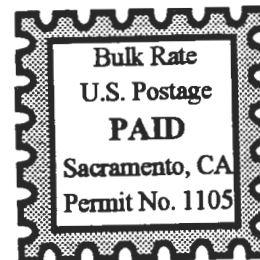
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