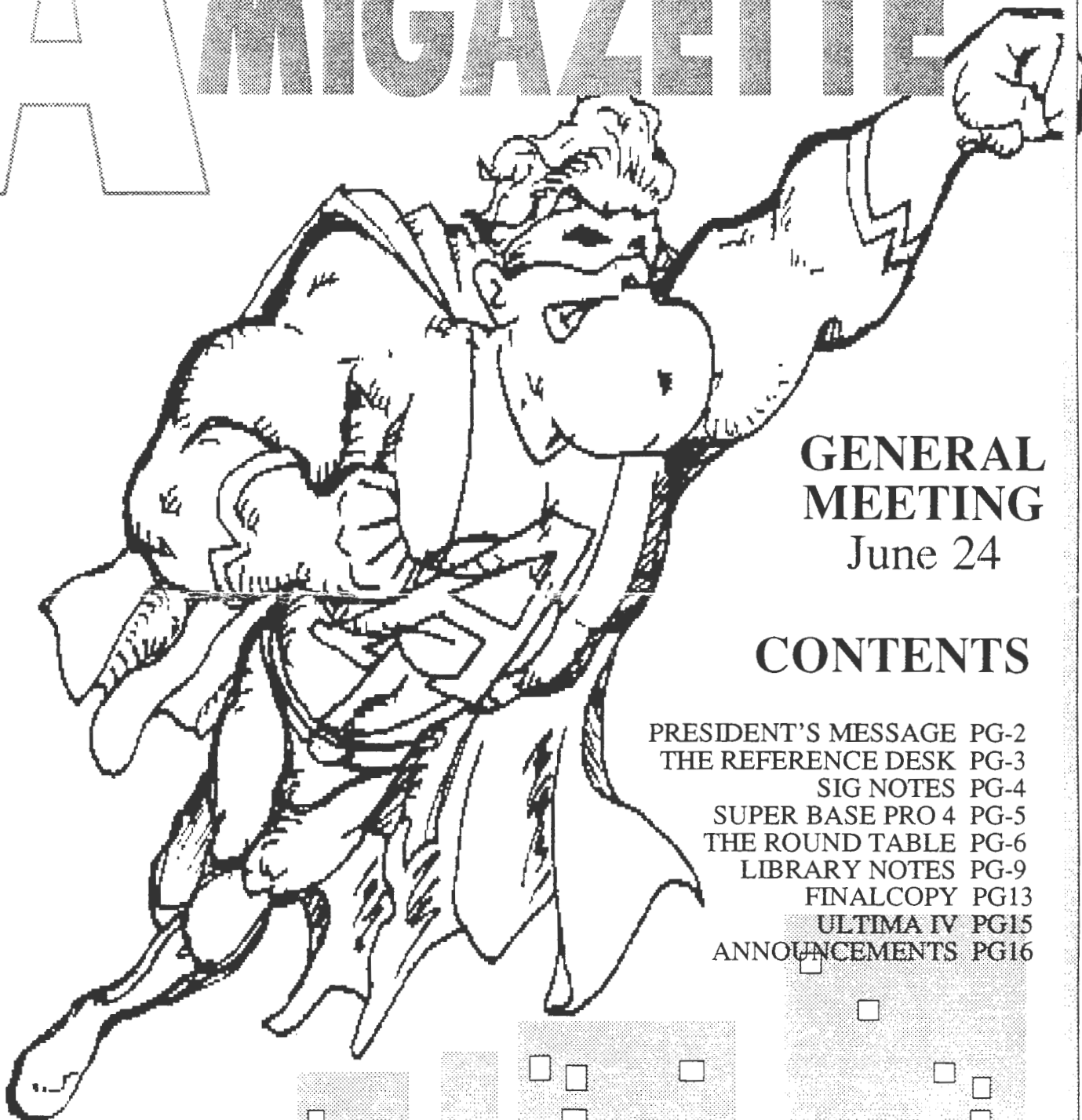


SACRAMENTO AMIGA COMPUTER CLUB \$1.75

MIGAZETTE

A



**GENERAL
MEETING**
June 24

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July 1992

S A C C
Founded 1986

Vol. 7 Issue 6

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GENERAL MEETING
June 24, 1992

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



by: Willie Hunt

THE PRESIDENT'S MESSAGE

The May meeting turned out to be an interesting meeting for those members that showed up. Most of the members at the meeting were the members that received their newsletters. The newsletters were all mailed out ahead of time and somehow, the Post office delayed delivering some, that should be most of the newsletters until after the club meeting. I went to the Post office the next day after the meeting to make sure that all of the newsletters had been mailed out and if there was a problem with the mailing. The Post office explained that all of the newsletters were mailed out at the same time and that there was no problem with the mailing, but there may have been a problem at the branch post offices that held up the newsletters. I called some of the manufacturers and some have not received their copy of the newsletter yet. So, if you did not receive your newsletter, let me know and I will try and get you a copy. Also, while speaking of the Post office, the Floptical Disk Drive didn't arrive on time for the meeting but did arrive in time for the Library outings. Digital Micronics has agreed to bring it back up when they come in August so that members that didn't get a chance to see it at the Library outings will get a chance to see it then. Mark will be doing a review of the

Floptical Disk Drive in the next newsletter. Would like to thank Fred Sakai of the DeskTop Publishing SIG for coming in and demoing PageStream 2.2 and the new Hot Links program from Soft-Logik. We will have Fred come back and demo it again some time soon for those that missed it.

A lot of you have seen on the BBS that Lindsey Fong will be giving up running the clubs BBS AmigaLink. Lindsey says that he wants to give up doing the BBS for a while and let someone else have a chance to run it and he said that he wants to upgrade his system that the BBS is running on to do some 24 bit graphics work. Lindsey has been running the AmigaLink BBS since about 1988 or 1989 and has done a great job. Lindsey has agreed to continue to run the BBS until our new SYSOPS, Ken Barton and Mark Wilkinson are up to speed and have transferred all files over to the new system. The new AmigaLink will be running on Ken Barton's 386 system. In the meantime, the SYSOPS and Board members are in the process of building a new 286 computer system that will run the clubs BBS when completed. Lindsey has donated the 286 MotherBoard, a controller card, a monitor and some other parts. Thank you Lindsey. I also must say thank you to Rotating Memory Services for a good price on a 210 Meg Hard Disk Drive for the clubs BBS. Thank you Rotating Memory Services. There is some discussion about starting up AmigaLink II again. Keep watching the AmigaZette for more details.

When I became President, I talked about seeing if we could get the local computer stores to help us have a SPECIAL Raffle by donating a gift Certificate of a certain amount of money and SACC would match their funds. Well, ComputerTime has agreed to donate the first gift Certificate for



the June meeting. The gift Certificate will be raffled off at the meeting and only club members can win. The Certificate must be redeemed at the computer store for either Software or Hardware. You may add cash to it to purchase a higher priced item. You cannot redeem it for cash. Repeat, **NO CASH BACK.** The gift Certificate will be the last prize raffled off during the raffle segment of the meeting. This Special Raffle was designed to help raise money for SACC and also give the computer stores some business. This way we are helping each other. So come out and support SACC and check out this new raffle. By the way, this raffle doesn't replace our regular raffle, it's just an addition to the regular raffle, and will come about every couple of months (as often as the computer stores would like). So again, I want to thank ComputerTime for being the first to donate the gift Certificate for the raffle.

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 Willie Hunt. The other prizes and winners were: 1) Day of the Viper - Holley, 2) Ami-Back - Braden Lee and 3) Denaris - Jan Zacharias. Congratulations to all winners.

Remember that CSA is coming to this meeting. It can be called **WEAPONS NIGHT** at SACC. Come see 40/4 MAGNUM, ROCKET LAUNCHER, 38 SPECIAL and a MEGA-MIDGET RACER. See you at WEAPONS NIGHT.



POWER PUNK



THE REFERENCE DESK

by: Mark Wilkinson

Oh, woe is me! I gots the summer blues! It is June, right? The weather is hot and getting hotter. I'm stuck inside this darned house. Oh, woe is me! What to do?

Are you kidding? There ain't no better cure for them old summer blues than a vacation with your Amiga computer! And what might you be doing with that wonderful piece o' equipment? Let the Library give you a few suggestions.....

Fred Fish through 660 are definitely here, and by the time you read this I expect 661 through 670 to be here as well. May have even more. Check with yours truly or Ken Barton for the latest and greatest!

Now there haven't been any new additions to the Club Library disks in a while, but I have a few tidbits for you:

- CTE Disks 001, 002 and 003. Put together by our own Ken Krebs, the disks are "Committed To Excellence" in Amiga Computing and their contents prove it. What exactly is on these disks? Well, you're just going to have to come on out to the next Library Outing and find out!

- Also new to the Club Library, the complete works of William Shakespeare. Donated by Fred

Sakai, these files are compressed with the utility LHARC (.lzh extension) and need to be unpacked to view. If you need help with doing this or need a copy of Lharc, check with us at the Outing.

Speaking of the next Outing, here's where and when it's going to be:

ACS Computers, Saturday, July 11th, 1992 from 10am to 3pm. Note that this is the **SECOND** Saturday in July, not the first (the first is the 4th of July), and that there is only one Library Outing in July. There will **NOT** be an Outing the next day.

Well, that's really about all I have tell you this month. Hope to have more Club Library additions from Mr. Krebs, myself and maybe even YOU, to tell you about next month. And Fred Fishies are always swimming in. So until then, stay inside and enjoy the cool, crisp and refreshing answer to those summer blues....The Amiga!

BBS Numbers
AMIGALINK, SACC Official
Bulletin Board
447-3842, 447-3843
 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
Twin Peaks	992-1781



JULY 1992

SUN	MON	TUES	WEDS	THURS	FRI	SAT
ACS grand opening on June 18th Be there			1	2 C-... REZOLUTION BOOKS	3	4
5	7pm 6 BEGINNER SIG	7	8 VIDEO SIG	9	10	TELECOM 11 SIG LIBRARY OUTING 10-3pm ACS
12 There will be no outing	13	14	15 DTP SIG	16	17	18 AMIGA VISION SIG
19	20	21 C-SIG REZOLUTION BOOKS	22 GENERAL MEETING	23	24	25
26	27	28	29	30	31	

SIG NOTES



If you are interested in a certain program or facet of the Amiga chances are that there are others just like you with the same interests! That is where Special Interest Groups come in.

If you are a new member or new to the Amiga there is a group just for you...the Beginners SIG, or if you are interested in Desktop Publishing there is a DTP SIG. Just take a look at the SIG listing and find out if one of them catches your eye or rather interests.

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.

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



by: James Tysinger

VIEW OF THE VEEP

If Rodney Dangerfield Were A Computer . . .

Occasionally, one of my coworkers will hear me mumbling something like "*&#%! I sure wish I could use my Amiga at work!"

"Amiga," they say, "Hmm, I thought that was a (video / graphic art / or heaven forbid, game) computer." All this is said with that somber tone that implies that a computer used for art and entertainment couldn't possibly be used in a professional business office. After all, a work computer is supposed to be, well, work.

Wrong. All of us Amiga diehards know how much fun it is to use a computer with an elegantly designed operating system whether we're playing Lemmings or using a serious business application like Superbase Pro 4.

It's A Bird, It's A Plane, It's Superbase!

Oxxi's Superbase Pro 4 (SP4) stands out as one of the best database programs on any platform. The fact that SP4 is available for the Amiga should warm all of our hearts. Just make sure that you have the jaws of life handy to remove the foot from the mouth of the first proponent of the "Amiga is a game machine" that

you show this program to.

With that said, let me tell you a bit about the program. As I'm sure you're all aware, a database program is used to store and organize information. That information could be client names, addresses, products bought, or any other information that a business might want to keep handy. However, that information could also be a list of all of your videos and CDs, recipes, or your holiday card list. The key is to organize all of that information easily and be able to find it again easily.

Engage, Mr. Data!

Superbase Pro 4 makes it easy to organize your information and retrieve it. When you first boot up SP4 and select "New...File" from the menu, you might expect to spend a couple of hours designing your database. In reality, the main design takes only three steps. First, you tell SP4 the passwords that you want to use to protect your data. SP4 lets you set 3 levels of protection - one password for those who you want to give full read, write, and delete access to, another password for those who can read and write data, but cannot delete information, and a third password for those who you only want to be able to read the information on the database.

Second, SP4 automatically brings up the Field Names box. A field represents one block of information, such as a last name. Using this box, you tell SP4 the names of the fields you want to include in your database as well as what type of information the field will contain: text, numbers, a \$ figure, date, or calculation. Each field name can be 15 characters long, and each field can be set to accept up to 4000 characters

Third, SP4 asks you to choose the index of the database. Indexing tells Superbase how you want the data sorted: alphabetically, numerically, or by date. You can then choose another

index to subsort the data - for example, if you indexed a list of people by their last names, and there were two people in the list with the same last name, you'd want Superbase to first sort by lastname, then by first name. You can declare up to 999 indexes, which means that your data could be subsorted on 999 different levels!

With the final indexing information in place, Superbase automatically brings up the field names and input fields, ready for you to input information. After entering all of the information into the database, you'll want to be able to quickly access that information without a lot of typing. SP4 makes it easy to find the information you're looking for by putting VCR-style buttons at the bottom of the database screen. Using forward, fast forward, reverse, pause, stop, etc., you can quickly move to any record in the database just as you'd search through a VCR tape to skip the commercials and get back to Al Bundy. (Make that Kelly Bundy!)

Superbase also gives you all of the commands you'd expect in a database program like cut & paste, import & export data with other programs, print, print labels, and mail merge. However, SP4 goes further by giving you a built-in telecommunications module that lets you send database information by modem. In addition, SP4 lets you fully configure the fonts, screens size, colors and other things that you might want to conform to your own tastes.

Showing Good Form

Now, you could leave your database just as it is, with plain field names and information, but

Go to page 8



CAPTAIN LONGDISTANCE



THE ROUND TABLE

by: Mark Wilkinson

(To the tune of M.C. Hammer's, "You Can't Touch This")

"My my my my TV makes me so board

Makes me say oh my lord
What is this garbage here?

Wanna cover my eyes and plug my ears

It sucks, and that's no lie
It's about as much fun as watching paint dry

Lowers my IQ one notch
And that's the reason why, uh, I can't watch

Oh, ooooohhh! I can't watch this....."

- Excerpt from the song "I Can't Watch This" found on "Weird Al"

Yankovic's album "Off The Deep End".

I just had to relate that verse to you. Think of it as a quick sing-along before bringing this month's meeting of The Round Table to order. The main reason, though, of why I included that lyric was simply because it's how I feel lately. Television is really boring. And depressing. Even sports seem to be the same old stuff lately, with the exception of the crash-laden Indianapolis 500. I figured the winner would be either an Unser, Andretti, Rahal or Mears, but the crashes we all secretly look forward to came often and were spectacular. Not that I'm a masochist or anything; I'm just an American. An American who's really tired of watching the news for 10 minutes and then having to force himself

through 3 episodes of Looney Tunes, 2 episodes of M*A*S*H and one rerun of The Love Boat just to feel kinda-good again.

How do you combat this? How can you possibly get away from the reality of the everyday ups and downs more commonly known as Life? My friends, if you've been a reader of this column for any amount of time, you know well the answer. The Amiga. Pure and resident - er, I mean simple. But not just the Amiga in itself. A computer is worthless without a program to run on it. And my particularly favorite genre of software falls squarely under the heading of GAMES! So enough babble, and let's get this month's meeting of the Fellowship of The Round Table underway!

Do you remember the first time you played Dungeon Master? I do. It was one of the games I purchased when I took home my Amiga for the first time. It was phenomenal! The atmosphere was intense, and I still get chills when I remember connecting my computer to my stereo, plugging in the headphones, turning off all the lights, and actually stepping into that first dungeon level. The footsteps. The monster heartbeat and feet-shuffles. Every door held a treasure or a hostile encounter, albeit more of the second than the first...

Raven Software, under the umbrella of Electronic Arts, has made an attempt to capture that unmistakable magic in their first and only release so far for the Amiga...Black Crypt. And you know what? They've done a darn good job. The game plot is pretty much the same as Dungeon Master, with your party of adventurers entering the foreboding dungeons and seeking out the great evil that is causing all Hell to break loose on the surface world. Your ultimate goal is, of course, to vanquish it. Simple, huh? The name of the number one bad guy this time is Estoroth, one devil of an evil

spellcaster. With the use of magic and combat, stealthy moves and a careful eye, your wits and a lot of luck, you just might succeed. Maybe.

Raven Software did something with this game that makes me very proud to own a copy: they wrote it on the Amiga, for the Amiga, and released it first to us, the Amiga community. That takes a lot of guts in today's IBM-infested world. Congratulations and thanks to Raven just for that appreciated accomplishment! Now for the particulars. This game will run on any Amiga system with a minimum of 1 meg of memory. It IS hard drive installable and it WILL make use of any additional memory you might have lying around. The sound is very atmospheric and adequate for the game. The graphics, however, are this games best feature. Using 64 color extra-halfbrite mode, the colors are deep

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and ominous, yet bold and bright when needed.

Notice I said that the graphics are Black Crypt's best feature. This takes precedence even over the game play. What I mean by that is there really isn't anything spectacular as far as plot or new adventuring devices. Don't get me wrong: The game play is solid and well thought out. It easily rivals Dungeon Master in its complexity and entertainment value. But that strength is also it's greatest weakness. If you have ever played Dungeon Master, you'll definitely get the feeling of "I've been here before" while adventuring in Black Crypt. This perhaps is not such a bad thing in itself, but I had hoped, with all of Electronic Art's hype about this game, that something really new and exciting was going to spill off of the screen and into my outstretched arms. That didn't happen. Instead I was greeted with a very nice game that is definitely worth it's purchase price. "And that's bad?" you ask. No, I didn't say this game was bad. It's very, very good. And very, very predictable.

Dynamix has always produced fantastic software for the Amiga since that company's conception a few years back. And one of those new version DOES have a new title page (and introduction), a new soundtrack (although basically an enhanced version of the original), and some new missions. BUT it also sports new graphics everywhere. In the selection menus, the vehicle viewer (where you are introduced to all the different movers and shakers, friend and foe, that you might encounter during your adventures), as well as the simulation itself. Most dramatic are the spectacular new explosions! A fireball is really a FIREBALL when something explodes. (So I'm easily amused...) And, perhaps most worthy of the upgrade price, is the speed increase. I'm not running an accelerated machine, so that

fantastic games was A-10: Tank Killer. Back when I owned (and proudly I might add) my C-128, Gunship from Microprose was easily my favorite simulation. When I became infected with Amigatitis, I found that accolade unfilled, even by the Amiga version of Gunship. A-10: Tank Killer filled that spot until just recently. Yes, my fellow Round Tableans, I have found a bigger, bolder, better and more entertaining successor to A-10. And that's A-10: Tank Killer.

Huh?

Well, to avoid further confusion, let me restate that last sentence. "And that's A-10: Tank Killer...version 1.5." Dynamix has released not an upgrade, but essentially a rewrite of their first simulation. I was apprehensive when I heard about this new version, because it had been out for a few months on the IBM trash heap, and I was definitely worried that this would be just the same first version with a new title page, a new soundtrack and perhaps, if we were lucky, a new mission or two. Boy, was I mistaken! This

particular enhancement was a welcome one indeed. I can only imagine how it cooks on a 3000!

The new version can be purchased as a stand-alone game, or, if you already have a registered version of A-10, Dynamix offers a reduced upgrade price. You still get the whole new stand-alone version, but at an upgrade price! And in my humble opinion, worth it! The game requires 1 meg minimum and is hard drive installable. It will work with all versions of DOS and is equally happy on a floppy-based system, although the disk switches will be there. So quit zipping around the sky at Mach-two, firing on targets so far away they only exist as beeping blips. Get A-10: Tank Killer version 1.5, and watch your Warthog skim treetops and hop mountains just so you can slice a surprised Soviet T-80 in half with your Avenger cannon! Tank Killing IS the name of the game, you know.

And finally this month is a game I'm currently playing. The graphics are stupendous! The sound effects and music are perfectly interweaved with a story full of humor and, most

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	(m o d e m)	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



important, adventure! The company making this software gem is none another than Lucasfilm Games. And the name of this "treasure"? Nothing less than Monkey Island 2: LeChuck's Revenge.

Once again you play the role of Guybrush Threepwood, the brave young pirate-wanna-be who did away with LeChuck, the Ghost Pirate in the original Secret of Monkey Island. That's the one where LeChuck drank too much rootbeer and exploded, remember? BURP! - BOOM! This time you're in search of the most fantastic treasure known to Piratedom... Big Whoop! But it seems you're broke and stuck on Scabb Island with a rat, a deaf laundryman, a nearsighted map maker and a loogey-spitting creep named Largo. Sound like fun? Oh, it is! But before I give too much of the story away, let me just say this last bit. The humor is non-stop. The jokes are everywhere and the puns are groaners-par-excellence! Hee-Haw in the Caribbean! Laugh In out of doors! Benny Hill with a Jolly Roger Twist! (You get the idea.)

As for the technical side, the game comes on 11 disks, so it's STRONGLY suggested that you have a hard drive. The game also requires a minimum of 1 meg free memory, but more is advantageous. Any additional memory (especially in the way of extra ChipRam) does wonders toward speeding up game play. The game does have copy protection in the form of a Mix 'N' Mojo Voodoo Ingredient Proportion Disk a.k.a. code wheel that is accessed first thing when you boot up. Once that's over with, you can get right into the adventure itself. The icon interface is simplicity itself. The point-and-click world of Guybrush is very detailed, however, so make sure you try to look at everything! All in all, it's a great game! The program was definitely enhanced for the Amiga and takes advantage of its superior abilities. Here's one to show off your system



to your poor, wayward friends, misguided and misled by evil IBMeezers and Macanoids. Show them the true light! Hail Amiga! And way to go Lucasfilm Games! And thank you.

Well, the fire's starting to go out and a creeping chill has found its way into my cozy Inn. But before you rise and leave, let me tell you what's in store for future gatherings.

Might & Magic III. Yes, I realize I've mentioned it before, and I can't wait to get into it full bore. Looks to be a great game!

Ultima VI. Lord British returns, or rather you do after being sucked through a Moongate in your front yard. Here we go again, for the honor and valor of Britannia!

Matrix Cubed. Due out June 3rd, this second installment of SSI's Buck Rogers series promises more science fiction role playing at its best. But can it live up to its predecessor? Hmmn...

Covert Action. The popular IBM game from award winner Sid Meier finally makes it's way to the Amiga. Did they do a good job and rewrite it? Or is it a sloppy-second port? I'll DEFINITELY let you (and Microprose) know...

And with that, a breath of ice cold wind slips under your chin, causing your teeth to grit and chatter briefly. A storm rumbles off in the distance, promising sleet by midnight. Your horses outside voice their agitation and yearning for their own stalls, and you groan as you rise from the Chairs of Honor. Travel well my friends and stay to the trails. The spirit of Arthur will guide you safely, if you trust in him. So go, my honored brethren, and then hurry back. For 30 days does pass quickly, and I shall be here, your humble Innkeeper, waiting. Waiting to spin more tales of adventure. At The Round Table.

Until then....Godspeed.

that would be pretty boring, now wouldn't it? Wouldn't it be great if you could design an attractive form complete with different colored areas and pictures, and be able to put the information anywhere on the form that you chose? Luckily, Superbase Pro 4 also comes with a Form Designer that lets you do all of that and more. The Form Designer lets you choose fields and place them with a couple of mouse clicks. You can then use the drawing tools to create a muti-colored form that will look great on your screen as well as when you print it out.

Okay, So It's Not Perfect

It is at this point that I'll have to mention two minor things that I would like to see improved in SP4. First, the drawing tools are not very intuitive. Amiga users have become used to tools having a somewhat uniform look from program to program. However, with SP4, I actually had to read the manual to figure out what the different drawing tools did. My second quibble is that when you want to move a graphic object or text object, you can't just select and drag, as is the convention with most drawing and desktop-publishing programs. Instead, you have to click on a special "move" gadget, then click on the object, move to the new location, then use the right mouse button to place the object. This three-step process is cumbersome and unnecessary.

And In Conclusion

Other than the minor "future upgrades" I mentioned, however, I really like Superbase Pro 4. SP4 manages to be a great database program, a "serious application," and a great Amiga program all at the same time! Highly recommended.

TOAD MAN



FRED FISH

This is disk 641 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

- Annotate** A text editor written for AmigaDOS 2.04 only, that takes advantage of public screens and the system default font. Features include folding, shifting, and full clipboard support. Version 1.0, binary only. Author: Doug Bakewell
- BootX** An easy to use boot, file and link virus killer with a KickStart 2.0 look (even under KickStart 1.3). Has lots of options to detect and kill Amiga viruses. Version 4.45, an update to version 4.02 on disk 560. Binary only. Author: Peter Stuer
- EVW** Early Virus Warning. This program was designed to let the user get a look at important 'vectors' of the Amiga system. Does buffered scans of all library, device and resource vectors. Version 2.22. Binary only. Author: Peter Stuer
- GearCalc** A bicycle gear ratio calculator. Version 2.2, an update to version 2.0 on disk 514. Binary only. Author: Ed Bacon
- LVD** A first defense utility against file and linkviruses. It patches the LoadSeg vector(s) and checks every executable that comes along. Recognizes 25 file or so linkviruses. Version 1.72, an update to version 1.61 on disk 554. Binary only. Author: Peter St
- TLog** An intuition based program that records statistics to monitor athletic training progress. Maintains a daily record of distance, time, heart rate, weight and temperature. Links a text file with the record for a free form diary. The AREXX commands provide the basis for generating custom reports from the data base. Sample script allows TLog to automatically get to a scheduler to post reminders of upcoming events. This is version 2.01, an update to version 1.0 on disk 514. Shareware, binary only. Author: Ed Bacon

This is disk 642 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

- AutoCLI 2.0** A 'PopCLI' type replacement that works with WorkBench 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 2.19, an update to version 2.17 on disk 617. Binary only. Author: Nic Wilson

EditKeys A keymap editor. Supports editing of string, dead and modifiable keys, as well as control of repeatable and capsable status of each key. Runs equally well under AmigaDOS 1.3 or 2.0. If running under AmigaDOS 1.3, requires "arp.library". This is version 1.2. Includes source in assembly. Author: David Kinder

IFF 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. This is version 1.7, an update to version 1.6 on disk 619. Binary only. Author: Nic Wilson

Set040 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 1.15, an update to version 1.14 on disk 628. Includes source code in assembly. Author: Nic Wilson

SysInfo A program which reports interesting information about the configuration of your machine, including some speed comparisons with other configurations, versions of the OS software, etc. This program has been very popular with many users and has been fully updated to include many new functions. This is version 2.69, an update to version 2.62 on disk 625. Binary only. Author: Nic Wilson

VS2PR Converts files to and from VideoScape 3D and PageRender 3D. It preserves and matches colors as closely as possible, and retains surface detail polygons from VideoScape. Good for Video Toaster owners looking for the more mathematical 3D objects that PageRender generates so well. Other features include scaling, batch processing, and a QuickRender module that lets you preview the 3D objects in wireframe. This is version 1.0, binary only. Author: Syd Bolton

This is disk 643 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

4Wins A simple little WorkBench game where the first one to get four happy faces in a row wins. Author: Kay Gergs

DSDemo program Demo version of Distant Suns, an Amiga planetarium that has collected numerous awards. Comes in two versions, one that runs under AmigaDOS 1.3 and uses software floating point, and another that runs under AmigaDOS 2.0 and requires a hardware floating point coprocessor. The demo includes a star database with approximately 3700 stars, some limited lunar images, and Halley's comet. Requires 1 Mb of memory. This is version 4.1, binary only. Author: Mike Smithwick

Install A replacement for the AmigaDOS Install command, with an Intuition front end. This is version 1.1. Includes source in assembly. Author: David Kinder

PCTask PC-Task is a software IBM-PC emulator. It allows you to run the majority of IBM-PC software on your amiga with no additional hardware. Runs just like a normal application allowing multitasking to continue. The program has a graphical user interface and no additional filesystem/device mounting is required. A few clicks with the mouse and it is operational. CGA, MDA, Serial, Parallel, Mouse, 2 Floppy drives and 2 Hard drives are emulated. The hard drives can be partitions or hard drive files like the bridgeboard can use. This is demonstration version 1.04. Full version is available from the author. Binary only. Author: Chris Hames

This is disk 644 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

FontConverter Converts standard font files into C code structures that can be included directly in your program. Probably most useful for people writing programs that take over the machine and thus do not have access to the standard fonts directory.



Includes source.
Author: Andreas Baum

SystemInfo A system configuration display program with an Intuition interface. Recognizes about 80 different product codes and about 40 manufacturer ID's. Displays information about all AutoConfig cards, all mounted drives, vectors, processor types, and other useful information. This is version 2.0a, shareware, binary only.
Author: Paul Kolenbrander

Unsporting Another cute Aerotoon animation from Eric Schwartz, starring the A-10 Thunderbolt aircraft, better known as the 'Warthog'. This aircraft's job is to hunt and destroy tanks and other things on the ground, and that is exactly the subject of this animation. Requires approximately 2Mb of memory.
Author: Eric Schwartz

This is disk 645 of the freely distributable AMIGA software library.
Below is a listing of the significant directories and their contents.

DMD A package that adds many powerful features to DME, including outlining and word processing capabilities. Word processing features include spell checking, ANSI code insertion, pagination, double spacing, text justification, requester for inserting any character, find & replace requester, and intelligent paragraph reformatting. Outlining features allow you to write and renumber outlines. Includes many ARExx macros, a large ".edrc" file, a spell checking program, and a dictionary. Version 2.00.
Author: Fergus Duniho

Elvis A UNIX vi/ex editor clone. Supports nearly all the vi/ex commands, in both visual mode and colon mode. Like vi/ex, elvis stores most of the text in a temporary file, allowing it to edit files that are too large to fit in memory, and the edit buffer can survive a power failure or crash. Also supports most vi ".exrc" definitions, supports user defined TERM and TERMCAP environment variables, works over an AUX: port, supports function keys and arrow keys, and more. This is version 1.5. Includes source.
Author: Steve Kirkendall, Amiga port by Mike Rieser

HDFixer In Some of the newer A3000's have high density floppy drives. the 37.175 version of kickstart, HD disks are not completely supported in HD mode. This program patches the system so that kickstart V37.175 owners are able to use 1.71 MB HD disks in the floppy drive. Requires Workbench 2.04. This is version 1.00, binary only.
Author: Peter-Iver Edert

Fred fish 646 not receive at this time.....

This is disk 647 of the freely distributable AMIGA software library.
Below is a listing of the significant directories and their contents.

Dog A puzzle where the object is to push boxes to designated locations. Uses HAM mode and is written in JForth. Relative difficulty for this puzzle is easy, but it will take over a half hour for most people to find the solution. This is version 1.0, binary only.
Author: David M Cole

JM Job Manager is a utility which extends the AmigaDos multi-tasking environment by providing features such as: allocation of CPU cycles in any ratio to multiple CPU bound processes, default task priorities based on task name, task logging, system uptime reports, task CPU use and CPU % reports, task invocation times, and more. JM has very little impact on the system itself. Requires AmigaDOS 2.04 or later. Includes 68000/20 and 68030/40 versions. Version 1.1, an update to version 1.0 on disk 602. New features include better task name detection, an ARExx port, and a number of bug fixes. Binary only.
Author: Steve Koren

Nova A puzzle where the object is to push boxes to designated locations. Uses HAM mode and is written in JForth. Relative difficulty for this puzzle is advanced, and it will take over two hours for most people to find the solution. This is version 2.0, binary only.
Author: David M Cole

PowerPlayer A very powerful, user friendly and system friendly module player. It can handle nearly all useful module-formats (Noisetacker, MED, Oktalyzer, etc.), can read powerpacked modules and comes along with its own cruncher that uses the powerful lh.library written by Kreke/Barthel. Needs the powerpacker.library and the reqtools.library to run, both included in the package. Also includes some sample modules. Version 2.1, freeware, binary only.
Author: Stephan Fuhrmann

PrintDump A program that will allow you to view or print out the voice data in a Yamaha 32 voice bulk dump file. Allows you to choose any single voice to display or print, or it will display or print all the voices in the dump file. Includes source.
Author: Chuck Brand

VcEd A Voice (Tone) Editor for the Yamaha 4 Operator series synthesizers. Version 2.0, an update to version on disk 345. Binary only, source available from author.
Author: Chuck Brand

YamEx A Sytem Exclusive and Voice Librarian program for all Yamaha 4 Operator synthesizers. Works with all 100 voice and 32 voice Yamaha bulk dumps. Binary only. Source code available from author.
Author: Chuck Brand

This is disk 648 of the freely distributable AMIGA software library.
Below is a listing of the significant directories and their contents.

AddAssign A small system patch and replacement for the standard CLI commands 'assign' and 'path'. With AddAssign, you may assign a logical device (like 'C:' to one OR MORE physical devices or directories). AddAssign is especially useful for programs which need a library or something else in a specified path, but you don't want them to be there. Version 1.04, shareware, includes source.
Author: Alexander Rawass

AntiCicloVir A link virus detector that detects 18 different such viruses. Version 1.2, an update to version 1.1 on disk 611. Includes source in assembly.
Author: Matthias Gutt

Vertex A 3D object editor with many features. Has an easy to use interface with many user selectable options. The main view can be easily rotated, positioned or scaled with the mouse, which makes the editor fast and responsive. Special features include fractals, multiply command, point and click editing, an ARExx interface and much more. This is version 1.36.3, an update to version 1.28 on disk 608. Shareware, binary only.
Author: Alexander D. Deburic

This is disk 649 of the freely distributable AMIGA software library.
Below is a listing of the significant directories and their contents.

AMancaia This is a slightly modified variant of an old African board game called Mankalla. Zero, one and two player mode, six computer playertypes, protocol function, 12 ranking lists maintained. Also a short online manual, SingleStep-Learn-Mode and two display modes (numerical, graphical) provided. Usage from both Workbench and CLI supported. Compatible with Kickstart 1.3 and 2.0. This is Version 1.19, binary only, shareware.
Author: Thorsten Koschinski

BrowserII A "Programmer's Workbench". Allows you to easily and conveniently move, copy, rename, and delete files & directories using the mouse. Also provides a method to execute either Workbench or CLI programs by double-clicking them or by selecting them from a ParM like Menu which lots of arguments. Version 2.04, an update to version 1.0 on disk 540. Binary only.
Author: Sylvain Rougier, Pierre Carrette

CLIExe A XIcon style program. It allows you to execute a script from WB and is completely CLI compatible, because it is a CLI. Can use a real script file or take commands in its own TOOLTYPES. Version 1.1, an update to version 1.0 on disk 540. Includes source in C.
Author: Sylvain Rougier

LoadLib Another LoadLib program, but this version take unlimited numberments in both CLI/WB and remove the quote ("") so it can work in BrowserII at any time. Pure so you can put it in your resident list. Version 1.0, includes source in C.
Author: Sylvain Rougier



ParM run programs like Support this

Parameterable Menu. ParM allows you to build menus to whatever program you have on a disk. ParM can run either in WorkBench or CLI mode. This is an alternative to MyMenu which can run only when WorkBench is loaded.

ParM can have it's own little window, can attach menus to the CLI window you are running it from, or to the WB menus, just like MyMenu. This is version 3.6, an update to version 3.00 on disk 540. Includes source in C. Author: Sylvain Rougier, Pierre Carrette

Some libraries and other stuff used by other programs on disk. Placed here simply to avoid lots of duplication. Author: Various

Sacramento Amiga Computer Club
Monthly Income and Expense Report by Month
January 1992 - May 1992

		EXPENSES						
		Jan	Feb	Mar	Apr	May	Jun	Yr-to-D
Printing-NL		316.79	287.34	263.99	317.54	519.14	-	\$1704.80
Postage-NL		-	75.00	150.00	-	150.00	-	\$375.00
Postage		19.00	43.70	25.10	-	29.00	-	\$116.80
Printing		12.96	-	-	-	-	-	\$12.96
Phone-BBS		26.53	26.51	26.79	95.10	44.79	-	\$226.72
Phone-Info		11.23	8.42	8.42	8.42	8.44	-	\$44.93
Office Sup		-	5.42	10.52	-	-	-	\$15.94
Software		-	7.13	-	-	-	-	\$7.13
Hardware		-	-	425.61	-	-	-	\$425.61
PO Box		49.00	-	-	-	-	-	\$49.00
Mouse Pads		256.30	-	-	-	-	-	\$256.30
BBS Reimb		-	-	-	-	-	-	\$0.00
Lib Reimb		100.00	-	-	-	-	-	\$100.00
Refunds		-	-	-	-	-	-	\$0.00
Expen Misc		-	20.00	-	-	-	-	\$20.00
TOTAL		792.11	473.82	910.43	421.06	751.37	-	\$3348.77

This is disk 650 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

EraseDisk A small, fast program used to erase a disk by setting all bits on the disk to zero. Version 0.92, an update to version 0.69 on disk 544. Binary only. Author: Otto Bernhart

MountShare Allows you to reuse the loaded code from one device for other devices that are applicable. Using MountShare, you specify a master device whose handler will be reused by other devices. Author: Olaf 'Rhialto' Seibert

OwnDevUnit A package that provides an extended locking mechanism for a device/unit pair that makes using programs like getty much easier. Getty is a program that sits on the serial port waiting for calls to come in. By using OwnDevUnit.library, a program can request that getty temporarily release the serial port. Version 2.1, an update to version 2.0 on disk 577. Includes source. Author: Christopher Wichura

P-Animate inanimate A full 3D Animation program for producing animations in Anim5 format, with emphasis on live characters rather than objects. Can also be used to produce animated illustrations for use in P-Reader illustrated texts. Version 2.1, freeware, binary only. Author: Chas A Wyndham

P-Compress update A compression program that produces smaller files faster than any other current general-purpose cruncher, using LZH compression algorithms. Can handle single files, whole drawers, disks, or selected files or types of file within drawers and disks. Includes compression and decompression object files which can be linked to your own programs to allow them to access and output data in LZH format. Version 2.3, an update to version 2.1 on disk 595, with substantial enhancements. Freeware, binary only. Author: Chas A. Wyndham, LZH code by Barthel/Krekel

P-FixLib opened A new P-Suite utility that diverts calls to DOS library so that P-Compressed files are decompressed before being or executed. Any type of file, including icons, executables, libraries, fonts, texts, etc. may be compressed. Effectively doubles the capacity of your disks. Version 1.2, freeware, binary only. Author: Chas A. Wyndham

		INCOMES						
		Jan	Feb	Mar	Apr	May	Jun	Yr-to-D
1992 Dues		1024.00	811.00	306.00	92.00	52.00	-	\$2285.00
1993 Dues		22.00	30.00	30.00	28.00	44.00	-	\$154.00
BBS Dues		-	24.00	72.00	30.00	-	-	\$126.00
Ads		109.25	129.25	-	201.00	72.25	-	\$511.75
Mouse Pads		-	86.00	6.00	12.00	-	-	\$104.00
Lib Disks		119.90	38.00	4.00	12.00	-	-	\$173.90
Overpayment		-	-	-	-	-	-	\$0.00
Income Misc		-	-	-	-	-	-	\$0.00
TOTAL		1284.15	1118.25	418.00	375.00	168.25	-	\$2362.65

Cash Flow	492.04	644.43	-492.43	-46.06	-583.12	-	\$14.88
Plus carry over from 1991							\$2667.13
Checking balance as of 5/31/92							\$2682.00
Plus Petty Cash account							\$ 50.00
Treasury Grand Total							\$2732.00

Submitted by: Lindsey Fong, Treasurer
June 3, 1992



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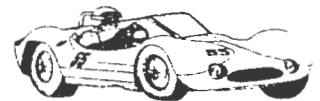
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by: Braden Lee

TIDBITS

For all those that have been moaning and groaning about the Commodore's lack of development in the Amiga field they will be glad to hear this. Rumor has it that Commodore has developed a new chip set (and I am not talking about the ECS)

Of course, the management team at Commodore have had a policy, that started 2 years ago, not to talk about new products until they were ready to ship, so no more information can be obtained from them.

The new chip set, as conceived should be displaying 4,096 colours in standard modes and possess a new HAM mode displaying 65,536 colours all at once. Those of us who need true colours for applications can buy plug-in cards to get that kind of resolution and colour. A faster Agnus should be expected, to cope with the extra bitplanes, and the Mega-Denise.

As for sound, Commodore in cooperation with Roland, has devised a "Super Paula", which will put the Amiga at the top musically. This chip will feature a 16-bit sound, exceeding CD sampling rates, over 16 voices and 8 stereo channels.

Nothing was said about the DSP (Digital Sound Processing), although the technology and know-how is readily available by ROLAND.

These will be the new standards all software will be conforming to once the chips are

available. They won't threaten the 24-bit developer, and they will inject new life into the Amiga

These projects were put together over a year and a half ago, just like the 2.04 roms (shipping since November), so we should hear about a shipping date late in 1992 or early 93 for these products. Some have mentioned that some of the chips are slightly different and can only work on the higher end machines. Remember this is just a rumor anything can still happen and usually does will Commodore.

Commodore CD-Rom drive makes appearance in Cebit (a Germany computer show). The drive hooks up to the Amiga 500 via side expansion port. It will be called the A570. Room for ram and harddrive expansion is built in. No word from Commodore about a drive for the A2000s or A3000.

Commodore has adopted a new expansion interface for their new machines. The latest two unit release by Commodore the CD-TV and the A600 both sport the new PCMCIA interface. The PCMCIA is 68 pin connector, 34 on top and 34 on bottom. The PCMCIA made its first appearance in laptop and palm held computers. It is an industrial standard adopted by most of US and Japan computer companies. That means devices developed by other companies can plug in all you need is a driver for it. Currently only credit card size memory cards are available now, they range from 64k to 2megs. Higher capacity 20meg ram cards and an IDE controller has been recently announced by a third party developer. Modem and networking cards are also on the horizon. Due to the flexibility of the interface many laptop dealers on the IBM side have added PCMCIA on their new laptops and believe it to be the trend of the future.

GVP announce new products a 1.2 gigabyte magnetic optical drive,

EGS graphics board (for more detail on EGS read last month Tid Bits), and a stand alone paint program called Mirage. Mirage supports (directly or via rendering) all existing graphic modes: ILBM, ANIM, JPEG, GIFF, TIFF, TARGA, PCX, HAM-E, DCTV and many others. It has excellent AREXX support and direct scanner support from many models. Painting can also be done directly in 24-bit mode if you have GVP's new EGS graphics board.

Electronic Art release upgrade to Deluxe Paint IV (v4.1). The upgrade features are: (1) Scalable fonts support under Amiga 2.0. DPaint will now create different sized versions of your favorite fonts automatically. (2) Full page metamorphosis. No more Metamorph size restrictions, brush size is only limited by the memory available. (3) Paint Stencil can be fixed to appear in every frame. (4) Faster Anti-Aliasing in all modes. Current owner can upgrade to 4.1 for the cost of shipping and handling \$7.50. For more info call 800-245-4525.

IVS announces the release of their new Accelerator Board, the Vector.

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 megabytes of RAM and the autobooting SCSI port are available to the system. The accelerator comes in 25, 33, and 40MHz flavors. For more info contact IVS.



FINAL COPY MINI-REVIEW

As you know CSA is coming to the June meeting. It will be a night of Acceleration. The night can be called WEAPONS NIGHT. They are coming armed with some of their most formidable weapons to include MEGA-MIDGET RACER, 38 SPECIAL, and two of their newest weapons ROCKET LAUNCHER and 40/4 MAGNUM. The Mega-Midget Racer and the 38 Special are basically the same with the exception being, the 38 Special comes with a faster CPU with Memory Management Unit, zero wait-state Static RAM support and an optimized Dynamic RAM controller rated at 40 MHz. It has a 50 MHz 68030 with MMU, clocked at 38MHz for reliability and a 50 MHz 68882 math co-processor clocked at 50 MHz. The Rocket Launcher is 50 MHz 68030 and 50 MHz 68882 Up-Grade module for the Commodore A2630 Accelerator. The module plugs into the 68030 and 68882 sockets on the A2630 board thus providing the 50 MHz speed increase. The 40/4 Magnum is designed for the Amiga 2000. It is a SINGLE BOARD COMPUTER with a Motorola 68040 CPU, Static RAM, Dynamic RAM, SCSI, Serial Port, PROM, LED displays and more. It was designed for the Amiga Desktop Video Professional and Scientific Applications requiring the fastest CPU speed, largest extended memory range, most capable mass storage devices with the fastest access times and additional high-speed ports for incredible I/O. So come out and see the WEAPONS from CSA.



Well, I just got my hands on a copy of Final Copy. (Version 1.1 dated 11/10/91)

It seems to be everything promised. I have not had the chance to use it extensively yet so this review will be short, but I wanted to let people know what my first impression was.

First of all, the program is very easy to use. Loading graphics, sizing them, positioning them on the page, and cropping them is easy. Graphics may have their background color transparent or not as desired. Multiple graphics can overlap (with the lower ones showing through if the upper ones are transparent). Also, text can wrap rectangularly around the graphic OR you can (easily) specify that you'd like it to wrap around the actual graphic (you specify the distance you want the text to stay away from the graphic -- the default value is good so I haven't played around with this yet). The graphic feature I like best is the text wrap. You can add and move graphics after text has been entered, specify that you want text to wrap, and the text will automatically move around to accommodate the graphics. (Perhaps this is not so big a deal for those who have experience with desktop publishing, but for a word processor in this price range, it's pretty nice.)

You can view the page on screen in a variety of sizes. To change size you simply select the "view" item from a menu and select 25% (two full pages on screen), 50% (full page on screen), 75%, 100% (normal editing), 200%, and 400%. You can edit in any of these sizes. (There is another way of fine tuning the size of things on the screen, but I won't go into that in this review.) The ability to edit in all the sizes is nice. You can get into the full page layout and position the graphics so they look nice and switch to another size for text editing.

There are quite a few fonts included (32 at my count), all of which may be sized from 4 to 200 points. Selecting and sizing a font is easy. Once selected, future text will be entered in that font. It is easy to select a portion of the text and change its font and/or size. Once

a document has been written you may (obviously) want to change some things here and there. You may have forgotten what font (and size) you used for a particular passage in a particular document. This is no problem. If you select text in the passage you plan to alter, the font and size in that passage will become the font for any changes you make. For those who are interested, here is the font list:

First of all, there are 3 fonts that are more or less the standard ones: a serif font (nameless), a sans serif font (also nameless), and an Old English font. Then there are 29 fonts which are equivalent to some standard PostScript fonts.

The output from the program on my HP Deskjet Plus is quite good. The text and graphic both look quite nice. The program has the ability to print directly to a PostScript printer or to a PostScript file which may later be sent to a PostScript printer (or to any printer on the Amiga after being processed with the Post interpreter). I have not tried the PostScript features so I cannot say how well they work.

There are many features I have not mentioned. The spell checker seems to work quite nicely as does the thesaurus.

All in all I am VERY pleased with this product. HOWEVER, it is not perfect. Here then are the things that I find shortcomings. 1) The appearance of text on the screen at the normal size is pretty bad. This is actually mentioned in the readme file on the program disk. The reason given there is that outline fonts don't look so good at small size on screen. This may be true. In any case, working at a larger size does overcome this difficulty. 2) Output to my printer seems a bit slow. (I may be wrong about this ... I haven't timed it.)

There may be some features that some of you will miss. There is no mail merge for example, but this is not something that I need.

Well, I think that this review answers the questions I had about Final Copy before I got it. I hope it helps people out there. (Oh, by the way, the program is easily installable on a hard drive.)



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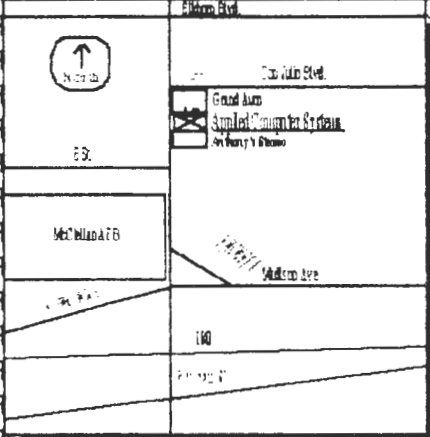
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Ultima mini review

[Ultima 6 is a role-plating graphical adventure game that uses a top-downworld view and sports a large amount of character interaction.]

I give Ultima 6 a rating of 8.5 out of 10. If you don't mind having to find out everything by yourself that should be in the manual and maybe have a faster machine, you would probably rate it even higher.

Game: Ultima 6
Platform: Amiga (1 Meg required)
Also available on: IBM PCs (and compatibles)
Company: Mindscape/Origin (US: Phone 1-800-999-4939)

Here is my review of Ultima 6 for the Amiga. I have seen the game a year ago on a friends 386, so there are some references to that version.

Fun: Ultima 6 is great fun and kept me glued to my Amiga every spare hour I had in the last week since I got it. Its more like an interactive picture book than a role-playing game, you can watch the non-player characters (NPCs) get up in the morning, go to work, have lunch, and so on. This leads to realistic situations like having to wait for a shop to open or waking up a healer in the middle of the night to heal a group member.

Graphics:The graphics are good. You see everything in pseudo-3D from above. There is much detail, many things that move or can be handled.

Sound: After some hours of game play the background music tends to be a nuisance. I haven't found a way to switch it off, except for turning the volume down. But as there are no sound effects, one doesn't miss anything when doing so.

Speed:The game is faster than I had feared it would be with 7 MHz. But it slows down visibly when monsters are around sometimes even before you can actually see them. Sea travel seems to take forever, especially because you won't move when you keep a cursor key pressed, it only moves you two spaces and then stops. Keeping your mouse key pressed does work, but I haven't found a way to keep my mouse key pressed without using my hand yet. :)

User Interface:This hasn't changed from the IBM version, only the response is sometimes very slow. A short mouse click usually doesn't suffice, I have to click at the object or icon longer or several times to make it work. I started to use keyboard commands instead of the icons. There are only 5 things one can do with an object: Get, Drop, Use, Move and Ready. The other icons are Talk, Look, Cast and the combat On/Off toggler. Sometimes its not that obvious how to get things working, but up to now I got everything working except the horseshoes. (Please respond if you know how to use them.)

Manual etc. :This is the games weakest point. There are absolutely no explanations about the user interface. While the icons are pretty obvious, I had to TRY every key and key combination to find out about the keyboard commands. Why keyboard commands, you ask, in a icon driven game? Well, not all commands are available as icons. Especially saving and exiting the game are done by keyboard, as are solo/party mode and possibly some other things that I haven't found out yet.

Hints:Ctrl-S saves your game, while Ctrl-Q exits WITHOUT saving. (Guess which one I pressed first.)

Saving:You can only save one game at a time. If you need more, you have to DOS-copy all the files in the SAVEGAME directory to

somewhere else. I would advise you to do so, because it is very easy to make a mistake that keeps you from ending the game without noticing it at once. I had to restart the game because I USED a moonstone and was unable to recover it afterwards. Also, if you DROP items outside the castle, they are usually gone when you come back, so thats another way tolose key items that you would have needed later.

Bugs: I haven't found a bug that crashes the game yet. The game is absolutely NOT multitasking and won't even start if you have a CLI-window open. There are no programs running in the background once you have started the game, neither SETMAP nor mouse-accelerators, screen-blankers nor anything else.

HD-Install: Yes, you can install Ultima 6 on a hard disk. I was even able to install it on my HD having ROM 1.2, although a label on the box says that you can't do so. It just works a bit different from the procedure in the manual.

Copy-Protection: The game is copy-protected by manual-lookup. But don't worry, you don't have to look into the manual every time you play, just when you talk to two of the main NPCs for the first time.

Cheating: The game has a Cheat Mode and several ALT-key combinations that could be called cheating as well. If you want to know more about this, you can download two cheat-files via FTP fromrisc.ua.edu (130.160.4.7) from the /pub/games/solutions directory. The files are called hints.ultima6 and sol.ultima6.

Summary: I give Ultima 6 a rating of 8.5 out of 10. If you don't mindhaving to find out everything by yourself that should be in the manual and maybe have a faster machine, you would probably rate it even higher.



AMIGAZette, the Official Publication of the Sacramento Amiga Computer Club

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- 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.
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- 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.

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Well this will be short and sweet.

Folks, there is going to be a big raffle this month.. The envelope please...the raffle will be a prize of a \$80 certificate redeemable at Computer Time there will be no cash returns. And here's a thought maybe there will be something else who knows!?

This month Inovatronics is coming to the meeting. They are bringing the HiQ tower and maybe a new video board.

ACS is having their grand opening under new ownership on the 18th of June so be there or be square.

Commador is going to be at the opening so maybe someone might want to mention that they need to advertise the Amiga.....hum....just a suggestion.

Remember to mark your calendars DMI is coming in August.

Let's give a welcome back to Jan and John Zacharias and their SIG's.

Well thats it for now I will check you out at the meeting and good luck on the faffle.

by: Meyo Blue Cloud

ANNOUNCEMENTS

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:

- 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:

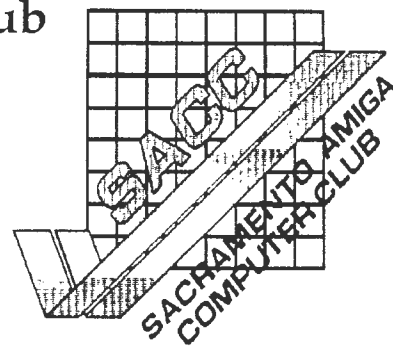
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Attn: New Membership Chairperson

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.

- 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.
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Call and let us know, we are open to suggestions. Thank you.

Announcement

Commodore announced new prices for the A3000 and A2500. Call for prices and details.

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