

SACRAMENTO AMIGA COMPUTER CLUB \$1.75

# A MIGA ZETTE

# A



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**Digital Creations**

**GENERAL  
MEETING**

July 23

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**NOTE:**

Remember, meeting  
date and place have  
changed. See inside  
for details.

August 1992

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Founded 1986

Vol. 7 Issue 7

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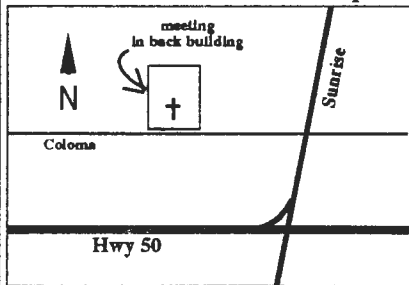
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**GENERAL MEETING**  
July 23, 1992

at the Church of Christ  
10577 Coloma Rd.  
Rancho Cordova 7:00 pm



**THE PRESIDENT'S MESSAGE**

by: Willie Hunt

Well, that time again. There almost wasn't a June meeting at Pac Bell. When I drove up, everyone was standing around in the parking lot because the guard wouldn't let them into the building. I was told by everyone that the guard said that we weren't scheduled to be there that night. I told everyone that I had the book and that I would go and get things straightened out. At the guard's desk, I too was told by the guards that we were not scheduled for the room that night. I asked them to call someone else in charge that could make a decision one way or the other because someone had made a mistake. A call was made and after some discussion, it was decided that we could have the room but no Video Projector. I told the guards that we always use the Video Projector. After more discussion on the telephone, the answer was still no. I decided that a meeting room without the Video Projector was better than no meeting room at all. As the meeting started, the guard came in and turned on the Video Projector for us. We all thanked him. Later during the second half of the meeting, the guard called me aside and apologized for what had happened and that someone from Pac Bell would be calling me to explain the big mix-up. One more thing pertaining to Pac Bell. I was

told by the guards that one of our members was a little rude when they were told that we were not scheduled for the room that night. I apologized for the member and said that I would speak to the membership. Situations like this occur all the time and require cool heads. The guards were only doing what they were told just as you or I would if we were in their places. We must be mindful of what we do and what we say because it can all reflect back on our club. Our club has been, still is and always will be one of the BEST clubs Amiga or otherwise anywhere. We must always protect our reputation of being the friendliest and most courteous clubs around. It was brought to my attention that the guards made some smart remarks. So the guilt isn't ours alone. I will take care of this when I talk to Pac Bell.

CSA was not able to attend our June meeting. They will be re-scheduled and they promise to make it up to us by giving away some good things like two Accelerators. Stay tuned for further details.

You will notice in this newsletter that there are two Ads from ACS. One of them is a reprint of the one that was in last months newsletter. I was not happy with the results of the way it turned out and neither were they. So as newsletter editor, I made the decision to reprint the Ad. I do apologize for the Ad.

The raffle was held at the last meeting and the winners were as follows. The door prizes were: 1) Mig-29 - Vic McLeary and 2) Disk box - Wayland Minot. The other prizes and winners were: 1) QuarterBack 5.0 - Lindsey Fong, 2) Robo Sport - Mark Baggs, 3) Ami-Back - Harold Pischke, and 4) Space Quest IV - Dan Hood. The special prize of the \$80.00 gift Certificate was given away last. The winner was Harold Pischke. We hope to be able to have three more before the end of the year.

## VIEWS OF THE VEEP

Congratulations to all winners and we hope that Harold spends lots of money at ComputerTime when he goes to cash in the gift Certificate.

Most of you will notice that the BBS is running at a faster speed now. It is running at 9600 baud. We will be purchasing the HST Dual standard modem shortly. So those of you that have HST's please be patient. See the newsletter elsewhere for new phone numbers.

The deadline for submissions to the newsletter is going to be changing. After much discussion with my other editors, the Board and other members in the club about the late arrival of their newsletters. This takes into account the time we receive articles to put into the newsletter and also the time for printing, copying and mailing. We feel that an earlier deadline would benefit everyone. The new deadline date is the 25th of the month. Please mark your calendars accordingly. We feel that this will benefit all, both members and our computer stores.

As you can see by the date on the front cover, both the meeting date and place have been moved. We have lost our meeting room at Pac Bell for three months due to the room being renovated. When we go back, it will be really nice. The new meeting date is Thursday the 23rd instead of Wednesday the 22nd. The new meeting place is the Church of Christ, it is located at 10577 Coloma Rd. in Rancho Cordova. The meeting will take place in the smaller of the two buildings. The directions to the meeting place are on the map on page 2. Please spread the word and let everyone know that the date and place of the meeting has changed. See you at the meeting.



by  
**James Tysinger**

Lots of interesting things to report on this month:

### Amigalink - SACC's BBS

As most of you probably know, Amigalink recently moved to a new location, and sysop duties have been taken over by Ken Barton, Mark Wilkinson, and Ken Krebs. The new numbers are 332-5130 and 332-5144. The BBS is now running on a faster computer, and has a 9600 baud v.32bis line (I believe it's the 332-5144 number, check the logon screen of the BBS to make sure. In case you're wondering why I don't call and check for myself, it's because I just moved into a new place and the phone will not be connected until tomorrow.) in addition to a 2400 baud line. The 2400 baud line will soon be replaced by a U.S. Robotics dual standard modem, which will be able to connect at 9600 baud under v.32 or HST protocols. The USR Dual Standard was just ordered, and should be online very soon. Also soon to come is a CD-ROM drive with the entire Fred Fish Collection online and ready to download! The collection will be as current as the latest CDs are released, and will be supplemented by the regular influx of floppies. A Golden Ami Award should be given to Lindsey Fong, Amigalink's sysop for the last couple of years, for maintaining a

great BBS!

### ACS Computers

What was once Put's Computers in North Highlands is now ACS Computers. I recently visited ACS for the first time, and was very impressed. Brian and the rest of the guys are very eager to provide the best selection and customer service - I noticed that they carry a full selection of Amiga books, hardware, and software. Be sure to catch their grand opening this month!

### The Raffle

Last month's raffle was pretty cool! The highlight was an \$80.00 certificate good for the purchase of merchandise at Computertime. Thanks to Computertime for working with us to come up with this great prize! ACS also donated two of the prizes, Robosport and Mig-29. (They also donated Harpoon, which will be available again this month.) Other prizes included Amiback 2.0 and the newest version of Quarterback.

Prizes for this month's raffle have not yet been acquired. I'd like to see another great raffle (I never seem to win, though!) so call me at my new phone number, 689-0984, if you have suggestions as to what you'd like to see in the raffle.

That's the news for now!  
See you at the meeting!

### SACC Mentor Program

If you're brand new to the Amiga, and wish someone would sit down with you one-on-one and teach you the basics... Someone will! If you're a member of SACC, call Bryan Davidson (leader of the Beginner's SIG) or SACC V.P. James Tysinger to get connected with a Mentor who knows how to do what you want to do with your Amiga!

# AUGUST 1992

SUN

MON

TUES

WEDS

THURS

FRI

SAT

Watch for meeting dates and places. They may change.

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## 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.  
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

## AMIGA 500

* Amiga 500 Package	Reg: \$985.85	Sale: \$789.00
Amiga 500 Deluxe	Reg: \$539.95	Sale: \$499.00
1084S Monitor	Reg: \$325.95	Sale: \$299.00
External Drive	Reg: \$119.95	Sale: \$ 99.95

\* A500 Package includes: Amiga 500DL, 1084S and an External Drive.

## AMIGA 2000

AMIGA 2000      \$899.00

## AMIGA 2000HD Packages

Amiga 2000HD	52MB	\$1199.00
Amiga 2000HD	145MB	\$1399.00

### Amiga 2000HD 52MB Package

- 1084S Monitor
- WorkBench 2.04
- ECS (Super Denise)
- Professional Software Package

**\$1459.00**

### Amiga 2000HD 145MB Package

- 1084S Monitor
- WorkBench 2.04
- ECS (Super Denise)

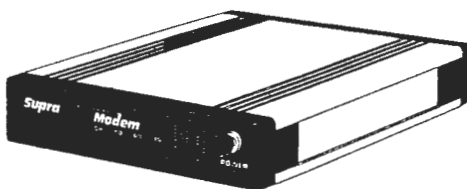
**\$1659.00**

## Progressive Peripherals 68040 & Software for the Amiga 500!

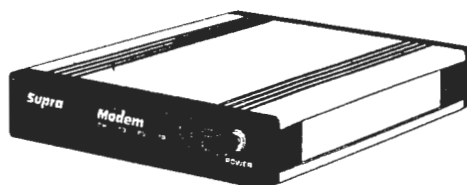
28 MHZ	040	A 500 w/4MB Ram	\$1149.95
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# THE REFERENCE DESK



**by:Mark Wilkinson**

It's only two days until the Fourth of July as I write this column, and I'm really excited about it. I mean, what man or woman, adult or youth, can honestly say they don't feel a special thrill as fireworks zip into the sky and explode into a shower of shimmering lights? Not many, I think. It's a feeling very unique and wondrous. Kind of like the feeling I get when I tell you about what's new in the Library.

Ok, maybe not quite like it, but close! (\*GRIN\*)

So far Fred Fish has arrived through 680 and we expect to have more by the time you read this, so feel free to call us or check in the Library Room on Amigalink for the latest information. As always, the Catalog of all disks in the SACC Library is kept up-to-date and can be found in the Library Room as well.

While we're on the subject of Amigalink, let me just remind everyone that the BBS is "Under New Management", so to speak. Ken Barton, Ken Krebs and myself are the new Sysops, making for an even more intimate relationship between the BBS and the Library. As mentioned before, the Library Room on Amigalink is your information center for all Library events and catalogs. You can also

leave me messages there and will receive an answer quickly. However, the Library will NOT be put on-line. It exists in its own entity and we will continue to have Library Outings every month to promote SACC and offer the quality service to SACC members we try so hard to achieve. Instead, we like to think of the Library as an extension of Amigalink and vice-versa. Kind of like "Amigalink Offline", so to speak. We will try not to duplicate files between the two unless absolutely necessary. This allows for greater storage space on Amigalink while allowing the Library to continue to grow and prosper as it did before. In essence, it's a match made in Heaven...Amiga Heaven!

The Library has purchased the new 2.0 Upgrade for the Club Computer! It's installed and running like a dream! We're looking to add a ROM-Switcher soon, allowing our Amiga 500 system both 2.0 and 1.3 capabilities, meaning we can run almost all the software available in our over 1600 disk Library! It looks fantastic, so please feel free to take a look at it at the Outings and ask all the questions you want. If Ken Barton or I can't answer you, the staff at the stores we're at surely can!

New additions to the Club Library disks are few this month, though I've managed to dig up a few goodies. John Dublier, a SACC member, has donated two Euro-Demos to our collection, and are Club Library disks #436 and #437. Both require 1 meg and PAL capabilities to run.

I've also downloaded another Euro-Demo from Amigalink entitled "Crystal Symphonies II". Featuring well written music and decent graphics, this demo also requires 1 meg and PAL to view. It's Club Library Disk #438. There may be a few more additions by now, so make sure to check in the

usual places!

Here's where the SACC Library will be in the month of August. Saturday, August 1st, we'll be at Candy Computer in Elk Grove from 9am to 1pm and Sunday, August 2nd, at Computertime on Greenback Lane from 11am to 3pm. Please note the time change for Candy Computer. Remember we start packing up the Library 15 minutes before our scheduled close time, so be there early to assure getting the disks you want!

That's another month of The Reference Desk! Make sure to come out to the Outings and General Meetings! Your purchases of Disk-of-the-Months and Fred Fish disks help the Library get bigger and better! Thanks for all the support so far and for all the support in the future. See you soon!

## BBS Numbers

AMIGALINK, SACC Official  
Bulletin Board  
332-5130 332-5144  
443-8786

### Other local BBS

Another BBS	969-4043
Luck of the Irish	455-9975
Sac. Amiga Central	391-2632
Twin Peaks	992-1781

Bruce 9612668

# THE ROUND TABLE



by: Mark Wilkinson

"Deep in the heart of the Shadowlands, wrapped in dungeons and bathed in temples, sat the Overlord, and all the land that his dark eyes surveyed belonged to him. From the melancholy orchards at Randril to the grand mazes of Sunassi, this was the realm of the Overlord. From the point where the sky meets the sea to the tips of the Gurangus mountains, he was lord of all. The dark lord surveyed his realm, and he hungered for more...."

- Excerpt from the Documentation for Shadowlands, from Domark Software

Aye, my friends, you heard me right. Sit, sit, the Table awaits your return. There, that's better. The Fellowship of The Round Table now begins its monthly gathering with an evil tale indeed. One to make you wretch with the vile bile created by this dastardly deed. And the worst part is, the crime was one of treason. Yes, adventurers, we have been defiled by one of our

own. Allow me to explain in plain English.

Everyone who has read my column for any length of time knows my devoted following of the games produced by SSI. More defined, their role-playing games. I am critical of their releases only because I know fair well what they can produce. Pools of Darkness, reviewed here just recently, is a virtual masterpiece of Amiga game play! That is why I am so upset and angered by the latest news from SSI. Perhaps you remember a game released by them a while back, entitled "Buck Rogers: Countdown to Doomsday". It's a science-fiction affair, following very closely to their tried-and-true "Gold Box" interface and game engine. The plot was true to the book (or vice-versa), and the game itself was unique in that it was Science Fiction, much like Wasteland was. In fact, it was and still is the closest kin to that great game from Interplay. The sequel to this game was due out last year, and after the usual and almost expected delays and due-date shuffling, SSI promised "Matrix Cubed" to the Amiga community on June 30th, 1992.

The date came. No Matrix Cubed. I had a friend at one of the local stores call SSI and find out what had happened. When I talked to him the next day, I expected to hear of another delay and a new due date issued. I NEVER expected to hear what I did: SSI will not release Matrix Cubed for the Amiga. Huh? Excuse Me? What on earth did we do to deserve

such a foul act? Their explanation: The game was to "buggy" and wouldn't be released. I'm sorry, but I just cannot accept that. I've seen some GREAT titles come from SSI, and a few have been a little "buggy" themselves. But to dangle a carrot in front of our faces for as long as they have and then say, "Hah! You can't have it, so there!" That just plain ticks me off! Programs are bound to be buggy. That's why you "fix" them. It's a simple word; only three letters - F.I.X. Fine. So the game takes a few more months to release. If it's good, the game players will understand. Fine. So the game is so fantastic now the price goes up a little bit. If it's good, the game players will understand. Fine.

## REZOLUTION TECHNICAL BOOKS

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(916) 362-0325-fax  
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Mayhew  
at Hwy 50 near  
Capital Christian Center

Not Fine. The game players don't understand. And surely don't deserve this. I would like some honest answers, but most of all, I want the game I've been waiting so long for. The Amiga has a large enough user base to warrant decent releases. Well, SSI? I'm waiting for an answer...

Too hard on them? It's just a game, there are others? No and yes. No, I don't feel I was too hard on them and yes, I agree there are others. But if you find something you REALLY enjoy, and then someone says you can't have it anymore, you get upset and want the problem resolved as soon and as efficiently as possible. Want someone to take away our beloved Amigas? I rest my case.

But all is not lost here at The Round Table, for other adventures and experiences have passed our way. And some of them are pretty good. So frustration and anger temporarily vented, let us continue our voyage, shall we?

New World Computing. Jon Van Canegham. Might and Magic. Ah, true words of adventure! But allow me to define them for the novices and uninitiated among us. New World Computing has been around for several years. Jon Van Canegham is, I believe, the company's founding father. And what all brought it together for New World Computing is Might and Magic. Not separately, but together as an adventure entity rivaled by few others. Might and Magic as well as Might and Magic

II have graced the screens of Commodore computers. The game play has always been delicious and addicting. And now Might and Magic III has arrived to add more flavor to the recipe and further entice that silent monkey upon our backs called "Adventure".

Might and Magic has been a game for true diehard role playing enthusiasts. If you were not one already, this RPG usually made you into one. It's game play system is complex, to say the least. Tons of attributes; dozens of spells; skills in addition to experience to grasp for. All mixed magically together to form a huge gaming world to explore and conquer. Might and Magic III expounds on that winning formula, while adding a new level in graphic awareness. The pictures, colors and animations in Might and Magic III are truly top notch. The sounds, however, are simple to non-existent. But the funny thing is, you really don't notice (At least,

I didn't).

The scenario is set upon the Isles of Terra. An elegantly written, although admittedly cryptic manual accompanies the game, and is entitled "A Passage Through the Isles: The Journal of Corak the Mysterious". Mysterious, indeed. Through this journal you gather slight pieces of the overall objective of the game. The key word there is "slight". I won't reveal that final quest to you, because finding that out, I've discovered, is actually part of the game play. While some may claim the manual is poorly written, I tend to subscribe to the idea it was written as cryptic, or "mysterious" if you would, on purpose.

Have little fear, brave adventurers, as New World Computing does not leave you just hanging there, spending countless hours just

next page 

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

AMIGO	PHONE	HOURS	HELP AREA
Greg Pringle	452-7321	5:30-10PM	Hardware
Jack Cannon	722-7404	reas. hrs.	DR. T's / Music
Dave Bloch	862-1390	before 10PM	Video
Lindsey Fong	AmigaLink	(modem)	Anything
Fred Sakai	488-4343	reas. hrs.	Desktop Publ.
Steve Goodrich	361-7566	6PM-10PM	Beg, Maxiplan, WP, CLI
Ken Krebs	366-3458	reas. hrs.	CLI, Anything
Woody Bear	723-1710	reas. hrs.	Telecom
John Zacharias	363-9153	eves+wknds	Desktop Publ, Video
Jan Zacharias	363-9153	eves+wknds	Video, graphics
Ken Free	292-3151	before 10PM	CLI, Utilities, Generals

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trying to figure out which key activates the save feature. A tri-fold Reference Card (mysteriously folded backwards, I might add) explains what does what and how to get started playing the game. Also included is a full-color large-sized map to help you find your way through the Isles. And if you are completely and absolutely stuck, New World Computing offers a Clue Book for an additional purchase price. I don't normally suggest buying a clue book of any kind, although I will admit to using a few before. There is no greater feeling of accomplishment than to gain entrance to that final reward sequence completely on your own merit. But in this instance I will make an exception and advise toward buying this book, but only if you need to. Why? Well, it's not too expensive (approx. \$15), but you get what you pay for: It's 240 pages thick! Everything you may have wanted to know (maps, main quests, side quests, etc.) are inside this encyclopedia of secrets. But don't just go copying the maps or reading the quest solutions. The book is divided up in such a way that you can read certain sections that are more help than hint. For example, a section on Items and Metallurgy. Or a section on Spells (since the spell info in the manual is nearly non-existent) describing what is needed to cast them, their effects and ranges, etc. Truly HELPFUL material intended to inform you, not give away the game.

But enough of the clue book.

Here's a few technical facts for you. The game comes on 6-disks and is hard drive installable. The game will run on any 1 meg or greater system and is 2.0 compatible. You can play successfully from a floppy-based system, although an installation procedure is required first. It's rather simple and the instructions on how to do do are clearly defined on the Reference Card. Runs like a dream on my Hard Drive/2.0 system. The graphics are fantastic and enlightening. The game play takes a little getting used to, but no more than any other new program requires. Once you become accustomed to its little nuances, you'll see how well-thought out the interface is. And then you can sit back and enjoy the game itself. The game play is fun! Combat requires a little getting used to, but it's not in real time, despite it almost seeming that way occasionally, so you do have time to think out your next move and overall strategy.

Finally, once you get comfortable playing the game, restart. HUH? Yes, I said restart the game. Begin over again. And this time spend as much time as you can looking over every detail. You'll find a treasure trove of neat little things you probably didn't notice before. Don't believe me? Try getting your characters drunk. Yea, you can, and then watch their portraits at the bottom of the screen. I haven't laughed so hard in ages! And also pay attention to the borders of the screen. That lizard doesn't wave his arms at every wall you face.

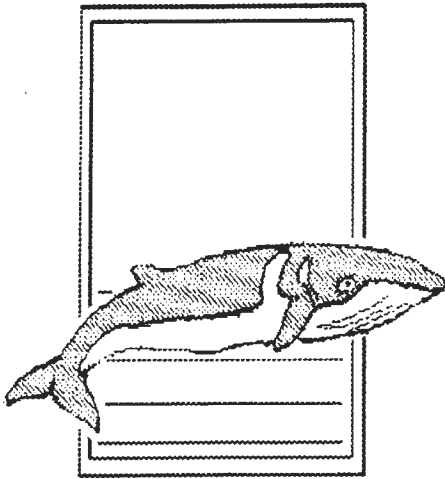
This game is perhaps one of the best ever written for the Amiga or any computer. New World Computing and Jon Van Canegham are to be heralded for a work of art that looks and plays great on the Amiga. The negative points are few and far between in *Might and Magic III*. The manual may be confusing to most adventurers at first, but don't give up on it. There is a LOT of information in those pages (and the manual IS also the game's copy protection). Also, the sound is disappointing. But only at the beginning, as you soon learn to live without it and rely instead on the wondrous visuals that are this game's greatest achievement, second only to the engrossing and HUGE world of game play. You will truly enjoy this game; I strongly recommend it!

What a review, huh?

But is he finished? Are you kidding?

Not too long ago I had the good fortune to go to the opening day showing of the film, "Patriot Games" starring Harrison Ford and based on the book of the same name by Tom Clancy. The film (and book) are follow-ups to "The Hunt For Red October". The movie was great, but as this is not a movie review column, suffice it to say I enjoyed the film and suggest

cont. page 18



# FRED FISH

## 501 Fred Fish Disk # 651

This program keeps score for the dart game 501. Games recorded via the keyboard create a data base reflecting each player's performance. The statistics track personal bests, averages, win percentages and high scores. Written and compiled using HiSoft Basic Professional. Version 1.12, binary only.  
Author: Gilles Lepage

## Icons Fred Fish Disk # 651

A bunch of 8-color icons for systems running AmigaDOS 2.0. Previously released 8-color icons from the author appeared on disks 213 and 533.  
Author: Wolf-Peter Dehnick

## SID Fred Fish Disk # 651

A very comprehensive directory utility for the Amiga that supports at least a couple of dozen different commands for operating on files. Version 2.0, an update to version 1.06 on disk 338. Binary only.  
Author: Timm Martin

## ARTM Fred Fish Disk # 652

Amiga Real Time Monitor displays and controls system activity such as tasks, windows, libraries, devices, resources, ports, residents, interrupts, vectors, memory, mounts, assigns, locks, fonts, hardware and res\_cmds. This is version 1.6, an update to version 1.3c on disk 551. Shareware, binary only.  
Author: Dietmar Jansen and F. J. Mertens

## bBase II Fred Fish Disk # 652

A simple database program using an intuition interface. Stores, sorts and searches for information. Limited to 9 fields in each record. Features include fast sorting, search in any field, mailing label support, and best of all, it's really easy to use. This is version 5.32, which fixes some bugs which crept into version 5.3 on disk 609. Binary only.  
Author: Robert Bromley

## Brain Fred Fish Disk # 652

A small multitasking game which is made for entertainment during compiling/linking. Your task is to create a formation of numbers from 1 to 4 given randomly by the computer. If you click on an empty plot, a '1' will appear and all neighbours will raise their numbers by one. Version 1.01, includes source.  
Author: André Wichmann

## Burf Fred Fish Disk # 652

A BackUp ReFresher written in Rexx. Designed to maintain backups of important directories between full volume backups. Copies only new and modified files, using either archive flags or date comparison. Can optionally delete from the backup any files and subdirectories not found in the original. This is version 1.00.  
Author: Michael Tanzer

## Elements Fred Fish Disk # 652

Very nice interactive display of the the Periodic Table of Elements. Includes general row and column information, plus a test mode where the program asks specific questions about

the selected element or row/column. This is version 3.0, an update to version 2.3b on disk 593. Now is completely AmigaDOS 2.0 conformant. Path and language information are configurable from the icon, uses 2.0 proportional fonts, can be opened on a public screen, and includes German and Swedish name files. Shareware, binary only.  
Author: Paul Thomas Miller

## Notify Fred Fish Disk # 652

A suite of Rexx programs that can be used to issue messages or run commands automatically on certain days and/or at certain times of day. Facilities are provided for the adding, editing and deleting of messages, and for displaying the times and texts of pending messages. A chime program is included to enable the time to be announced at regular intervals. This is version 1.02, an update to version 1.01 on disk 603.  
Author: Michael Tanzer

## SwitchColors Fred Fish Disk # 652

Allows you to switch between three palettes: WorkBench 1.x standard colors, WorkBench 2.0 standard colors and your own palette. Version 2.0, includes source in C.  
Author: Guido Wegener

## AniMan Fred Fish Disk # 653

AniMan combines Amiga animation, speech synthesis, and voice recognition, to provide you with an animated talking head that will run any Amiga program by voice command. Ask for an Amiga program by name, and AniMan will oblige. If AniMan becomes impatient, you may be insulted. AniMan will also recite poetry if you ask nicely. This is Version 2.1 of AniMan, which requires only 512K chip memory and supports both the Perfect Sound 3 or Sound Master (Sound Magic) audio digitizers. AniMan is like nothing you've ever seen before. Binary only.  
Author: Richard Horne

## BumpRev Fred Fish Disk # 653

Implements easy creation of source code revision headers, similar to the log headers to be found at the top of the Amiga 'C' include files. Is a rewritten version of the DoRevision program from disk 325. This version can be used for assembler source files as well as C source files. This is version 1.0, includes source.  
Author: Torsten Jürgeleit

## FileSelect Fred Fish Disk # 653

A new file requester which is small, fast and has some new features. It has a flexible filter option, optional DOS-gadgets (delete, rename and makedir), displays the size of a program, is fast, can display all connected devices, etc. Version 2.0, includes source in assembly language.  
Author: André Wichmann

## HardBlocks Fred Fish Disk # 653

A shared library with support routines for Commodore's hard-block standard, and a small tool which demonstrates use of the library. Version 1.1, includes source.  
Author: Torsten Jürgeleit

## MidiDiag Fred Fish Disk # 653

Displays midi data as well as indicating which midi function was detected. Version 2.1, binary only.  
Author: Michael Dosa

## WBase Fred Fish Disk # 653

A handy database which stays as a small window on your Workbench screen and supports PowerPacked files, even crunching them itself. It also allows you to run programs from it. This is version 1.2, binary only.  
Author: Simon Dick

## WControl Fred Fish Disk # 653

A printer style controller which stays on the Workbench screen and allows you to change your printers styles, it works through whatever printer driver you have and so works with all printers. This is version 1.0, binary only.  
Author: Simon Dick

## 2View Fred Fish Disk # 654

2View is an ILM picture viewer for use under Workbench 2.0. It supports all standard Amiga graphics modes, SHAM, MacroPaint-style dynamic hires, color cycling, ARexx, and both the CLI and Workbench. A list of files to display can be given, or each filename can be specified individually. Each picture can be shown for a specified period of time or until the user clicks the left mouse button. Version 1.50, an upgrade to version 1.11 on disk 546. Includes source.  
Author: Dave Schreiber

## DSound Fred Fish Disk # 654

DSound is an 8SVX sound sample player that plays samples

directly off a hard drive, without having to load the entire sample into memory first, making it possible to play samples of any length even under limited memory condition. This version fixes bugs and adds support for stereo samples and playing a mono sample out of both left and right channels. In addition, DSound can now be made resident. Version 1.00, an update to version 0.91a on disk 546.  
Author: Dave Schreiber

**Intuisup** Fred Fish Disk # 654  
A shared library with support routines for using texts, menus, borders, gadgets, requesters, and more, under AmigaDOS 1.3. Includes a template editor and source to library and test programs. This is version 4.0, an update to version 3.0 on disk 601.  
Author: Torsten Jürgeleit

**NewBoot** Fred Fish Disk # 654  
A new bootblock which optionally kills all fastmem, avoids NTSC-Amigas (PAL version only), opens the CLI-screen with the maximum size of 256 pixels (PAL version only), installs a fast TurboFonts routine which speeds up all \_LVOText activities and changes the color during booting to show that no virus is on disk. All options can be skipped by pressing a mouse button. Version 1.1, includes source in assembly.  
Author: André Wichmann

**SANA** Fred Fish Disk # 654  
Main text of the final (v1.0) SANA-II Network Device Driver Specification. To actually develop a SANA-II device or software which directly uses one, you will need additional information (available from CATS). Update to the obsolete version on disk 540.  
Author: Dale Larson, Greg Miller, Brian Jackson, Ken Dyke

**WBLink** Fred Fish Disk # 654  
WBLink adds an 'AppIcon' to the Workbench 2.0 screen that creates a link to whatever file or directory is dragged on top of it. This version fixes some bugs and lets the user specify where the icon will be placed. Version 1.10, an update to version 1.00 on disk 546. Includes source.  
Author: Dave Schreiber

**Ashido** Fred Fish Disk # 655  
A clone of the commercial game 'Ishido'. You must put 62 tiles with 6 different patterns and 6 different colors on a 12 x 7 board, but only tiles with either same color or same pattern may touch each other. Six different game modes. The best players scores are saved to disk. Version 1.0, includes source in assembly language.  
Author: André Wichmann

**Haktar** Fred Fish Disk # 655  
A kind of Adventure Construction Kit based on an easy-to-learn interpreter language. With it, you can create moderately complex multiple choice adventures. Some example adventures are included. Version 1.6, includes source.  
Author: Guido Wegener

**CyberCron** Fred Fish Disk # 656  
A cron utility for AmigaDOS 2.0. Uses the new, more flexible, AmigaDOS 2.0 technique for running programs. Offers an extended set of options that may be specified for any given event. Version 1.2, includes source.  
Author: Christopher Wichura

**JbSpool** Fred Fish Disk # 656  
A print spooler written specifically for AmigaDOS 2.0. Has been implemented as a commodity and written with the "User Interface Style Guide" close at hand. Features a complete font adaptable GUI containing a lot of control gadgets and menus. Version 1.0, includes source.  
Author: Jan van den Baard

**Pipeline** Fred Fish Disk # 656  
A game like the commercial game 'Pipe dream' (Pipe mania). Needs a joystick. High scores are saved to disk. This is version 2.0, an update to version 1.0 on disk 358. Includes source in assembly language.  
Author: André Wichmann

**SurfacePlot** Fred Fish Disk # 656  
SurfacePlot is a math tool for drawing 3-dimensional parameterized surfaces. Useful for visualizing the surfaces used in various mathematics classes. Allows you to use three separate functions for the X, Y, and Z coordinates. Includes rotation and zoom for changing the viewpoint. Version 2.0, binary only.  
Author: Ole Bak Jensen

**BaldricDemo** Fred Fish Disk # 657  
Demo version of a commercial platform style game. Works with

PAL or NTSC. Binary only.  
Author: Lindsay Whipp

**K4Editor** Fred Fish Disk # 657  
Demo version of a sound editor for the Kawai K4 Synthesizer. Displays and allow editing of all parameters of midi data dumps. This is version 0.99, shareware, binary only.  
Author: Martin Stengle and Bernd Jessel

**NoDelete** Fred Fish Disk # 657  
This program pops up a requestor to alert you of a file deletion being attempted via DeleteFile() and allows you to accept or cancel it. This also pertains to any files you attempt to delete via "delete". Version 2.01, an update to version 1.5a on disk 477. Includes source.  
Author: Uwe Schuerkamp

**Bump** Fred Fish Disk # 658  
A little tool that makes it easy to keep the version string in your source code up-to-date. Version 1.0, includes source.  
Author: Jan van den Baard

**Enforcer** Fred Fish Disk # 658  
Detects/protects against illegal memory hits. Compatible with all OS versions & machines (requires a Memory Management Unit or 68030 processor). The low 1K of memory and all areas that are not RAM are protected from CPU reads or writes. ROM is marked as read-only. Version 2.8b, an update to version 2.6f on disk 474. Binary only.  
Author: Bryce Nesbitt

**NoFragLib** Fred Fish Disk # 658  
A library containing 6 routines for defragmenting memory. This is version 2.2, an update to the version on disk 503. Includes source.  
Author: Jan van den Baard

**RDM** Fred Fish Disk # 658  
A fast, small, efficient and easy to use DirUtility with UNIX-compress compatible packer and endless number of configurable buttons, as well as all the usual features. This is Version 0.99, the DEMO version of 1.0, which can be ordered from author. Shareware, binary only.  
Author: Reginald Lowack

**Skew** Fred Fish Disk # 658  
Skeleton Writer is a tool for generating C code for various Intuition based applications. You click the mouse and the code gets written. Similar to PowerSource and GadToolsBox, but with slightly different functionality.  
Author: Piotr Obminski

**View** Fred Fish Disk # 658  
A text displayer with many controls and features including searches, file requestors, jump to editor etc. Version 2.0, an update to version 1.5 on disk 570. Includes source.  
Author: Jan Van Den Baard

**Adventure** Fred Fish Disk # 659  
The Colossal Cave Adventure, by Donald Woods and Will Crowther. This program runs from the CLI or Workbench, and is virtually identical to the original mainframe classic. Version 1.00, binary only.  
Author: Donald Woods, Will Crowther; ported by Tony Belding

**Celest** Fred Fish Disk # 659  
AKA Celestial Caesars, a strategy game for up to nine players. This simple wargame pits you against any combination of human or computer opponents. The game uses an Intuition interface, and can be played by file-mail. Version 1.11, binary only.  
Author: Tony Belding

**GadToolsBox** Fred Fish Disk # 659  
A program that lets you draw/edit GadTools gadgets and menus and then generates the corresponding C or assembly code for you. This is version 1.3, an update to version 1.0 on disk 570. Includes source.  
Author: Jan van den Baard

**MungWall** Fred Fish Disk # 659  
Munges memory and watches for illegal FreeMem's. Especially useful in combination with Enforcer. Output can go to either the serial or parallel port. Includes a new MungList program that examines used memory areas for MungWall tag info, and outputs a list of who owns the various pieces of allocated memory, their sizes, etc. Can even identify the owner of the memory by task name. Version 37.51, binary only.  
Author: Commodore Amiga; submitted by Carolyn Scheppner

**Diamonds** Fred Fish Disk # 660  
Drive your little thief buggy around the screen and try to pick up the diamonds while avoiding all the nasties on the

screen. Freeware. Binary only.  
Author: Harshy Wanigasekara

**Eaters** Fred Fish Disk # 660

A screen hack that places a number of creatures called Eaters on the screen. These hungry Eaters live on white dots, consuming them and leaving black droppings in their place. When not near a white dot, they move randomly. Version 1.0, includes source.  
Author: Guido Wegener

**Kan** Fred Fish Disk # 660

A program that patches a replacement delete function into the DOS library. This program will simulate the Trashcan function provided by Workbench. Support programs provided to allow automatic purging of Kan directory from startup sequence. Compatible with 1.3, 2.0 and Amiga 3000. Version 1.0, binary only.  
Author: James Butta

**LoveMice** Fred Fish Disk # 660

A short form of the Mice In Love algorithm published in Scientific American (Spektrum der Wissenschaft). Version 1.0, includes source.  
Author: Guido Wegener

**VMB** Fred Fish Disk # 660

Demo version of Video Music Box, a program designed to provide an easy to learn and use environment for Amiga multimedia background music composition, while requiring no prior music compositional knowledge. Basic sequences are generated in many common musical styles from pre-arranged music pattern templates and chord progressions. Special tools provide the ability to add new notes or parts that follow the chord progression. Compositions can be previewed over MIDI or the internal audio, and saved as MIDI or IFF SMUS files.  
Author: David Strohbeen

**Citadel** Fred Fish Disk # 661

A full featured Amiga BBS program with all the necessary files to setup your own BBS. Citadel is a room structured message system with the fundamental design goal of providing a congenial forum conducive to interesting discussions. Messages are stored and retrieved in chronological order within each room. Callers may travel freely between the rooms, reading old messages and posting new ones. This is part one of a two part distribution. Part two is on disk 662. Both parts are required. Binary only, source available from authors.  
Author: Jay Johnston, Hue JR., and Tony Preston

**BlackHole** Fred Fish Disk # 662

A file deletion utility for v2.04 and greater of the operating system. When run, it puts an appicon on the Workbench screen. Any file/drawer icons that are dropped on it will be deleted. Double clicking on the appicon brings up an options window. Version 1.1, includes source.  
Author: Alan Singfield

**Citadel** Fred Fish Disk # 662

A full featured Amiga BBS program with all the necessary files to setup your own BBS. Citadel is a room structured message system with the fundamental design goal of providing a congenial forum conducive to interesting discussions. Messages are stored and retrieved in chronological order within each room. Callers may travel freely between the rooms, reading old messages and posting new ones. This is part two of a two part distribution. Part one is on disk 661. Both parts are required. Binary only, source available from authors.  
Author: Jay Johnston, Hue JR., and Tony Preston

**Fitness** Fred Fish Disk # 662

A little WorkBench hack with the aim of keeping you fit. A little fellow will pop up on the screen periodically, to remind you to interrupt your work and do some exercises. Version 1.10, binary only.  
Author: Sioe-Lin Kwik

**HiraganaDemo** Fred Fish Disk # 662

Demo version of a Hiragana (Japanese calligraphy) learning module. This module allows the user to see the strokes actually drawn in the proper order to write each Hiragana symbol, as well as hear a digitized pronunciation of the syllable, and a word actually using that symbol. Demo version 1.2, binary only.  
Author: Wayne Quigley Sr

**Ninjo** Fred Fish Disk # 662

A disassembler for memory, boot blocks, objects, libraries, and executables. Version 2.0, includes source.  
Author: Tony Preston

**Space** Fred Fish Disk # 662

Citadel Space Empire is a multiplayer game for up to 25 players. The documentation shows how to set it up as a door for the Citadel BBS. Version 2.6, binary only.  
Author: Tony Preston

**DebugUtils** Fred Fish Disk # 663

Some tools for use in debugging applications. When used with Enforcer and Mungwall, they comprise an integrated set that gives the programmer a powerful and flexible debugging aide.  
Author: Mark Porter

**DeskJet** Fred Fish Disk # 663

A CLI/Workbench interface to control a Hewlett-Packard DeskJet 500 printer, enabling the user to select an internal font to print one or more files, or to initialise the printer. This is version 2.16, an update to version 2.10 on FF539 (where it was called PF). Includes source in SAS C.  
Author: Maurizio Loreti

**DiskTest** Fred Fish Disk # 663

A utility to test the integrity of floppy disks, ala Norton Utilities. This is version 1.18, an update to version 1.12 on disk 539, where it was called DT. Includes source.  
Author: Maurizio Loreti

**ENote** Fred Fish Disk # 663

Edit a filenote easier than with the standard filenote program. Version 1.0, includes source.  
Author: D. W. Reisig

**UnixUtils** Fred Fish Disk # 663

A collection of UNIX like programs for the Amiga. Includes head, tail, sort, strings, diff and find. The first four are original programs; find is derived from tree by Tomas Rokicki, diff is a port of the GNU version. Includes source.  
Author: Maurizio Loreti

**XNnote** Fred Fish Disk # 663

Execute a filenote. It looks a little like the Project icon of the Workbench, but this time in the CLL. Version 1.0, includes source.  
Author: D. W. Reisig

**AntiCicloVir** Fred Fish Disk # 664

A link virus detector that detects 21 different such viruses. Version 1.3, an update to version 1.2 on disk 648. Includes source in assembly.  
Author: Matthias Gutt

**DockIcon** Fred Fish Disk # 664

Collection of miscellaneous icons with a definite NeXT flavor, for AmiDock, ToolManager, and a new graphical interface under development.  
Author: Frangais Pinault

**Ishid-o-matic** Fred Fish Disk # 664

An Ishido type game. Lots of features, like single player, two players, tournament mode, highscore tables, sound, etc. Includes partial source in Modula-2.  
Author: Robert Brandner

**ShiftIt** Fred Fish Disk # 664

A small game, for installation on the workbench. Useful if you must wait for the compiler or something else. Binary only.  
Author: Robert Brandner

**Arq** Fred Fish Disk # 665

Replaces the standard system requesters with nice animated requesters which you can also attach different sounds to. Works under AmigaDOS 1.3 or 2.0 to give all the normal system requesters a nice new look. Version 1.66, an update to version 1.61 on disk 527. Now allows custom animations. Binary only.  
Author: Martin Laubach, Peter Wlcek, and Rene Hexel

**DiskSpeed** Fred Fish Disk # 665

A disk speed testing program specifically designed to give the most accurate results of the true disk performance of the disk under test. Automatically updates and maintains an ASCII database of disk results for tested disks. This is version 4.2, an update to version 4.1 on disk 574. Includes source in C.  
Author: Michael Sinz

**Intrepid** Fred Fish Disk # 665

An arcade/strategy game in which you must navigate a high tech tank through the Antarctic to rescue a scientist taken hostage by terrorists. Version 1.5, binary only.  
Author: Peter Gage

- Catacomb** Fred Fish Disk # 666  
A graphic adventure game set on a small island in the middle of the land of EXOUSIA. Your quest is to discover the secrets and treasures of this underground maze, while staying alive. Version 1.6, shareware, binary only.  
Author: Peter Gage
- KME** Fred Fish Disk # 666  
KME is another keymap editor, that you can use to edit the Amiga keymaps used by the Setmap command. Version 1.2, includes source in Oberon.  
Author: Christian Stiens
- Spectroscope** Fred Fish Disk # 666  
A program for realtime frequency analysis with PerfectSound-2 compatible audio digitizers. Version 1.1, includes source in Oberon.  
Author: Christian Stiens
- Cooltunes** Fred Fish Disk # 667  
Two volumes of songs written with MED. Includes "Exarch", "Sedative", "Hypersonix", and "SlowPlay". Uses MEDplayer to play the songs.  
Author: Robert J. Perrine
- PopUpMenu** Fred Fish Disk # 667  
A small program that makes it possible for you to use pop-up menus with any program that uses standard intuition menus. Version 4.3, an update to version 3.5 on disk 422. Includes source.  
Author: Martin Adrian
- Exploding** Fred Fish Disk # 668  
An AmigaDOS 2.0 version of "exploding windows" that explodes and implodes windows in a fancy manner, catches all window resize and move events, works with all OpenWindowTags, and installs as a commodity. Version 1.0, binary only.  
Author: Andreas Schildbach
- Textra** Fred Fish Disk # 668  
This easy-to-use text editor allows multiple windows, and provides a simple mouse driven interface. Those familiar with the "Macintosh style" editors will be comfortable with Textra's Cut, Copy and Paste commands. Documentation included. Version 1.12, an update to version 1.0 on disk 239, with many enhancements. Shareware, binary only.  
Author: Mike Haas
- Vlt** Fred Fish Disk # 668  
VLT is both a VT100 emulator and a Tektronix (4014 plus subset of 4105) emulator, currently in use at SLAC (Stanford Linear Accelerator Center). Although the VT100 part was originally based on Dave Wecker et al.'s VT100, many enhancements were made. Features include use of ARP, an ARexx port, XMODEM 1K/CRC and Kermit protocols, support for additional serial ports, external file transfer protocols (XPR), a "chat" mode, and scrollbar/review/history buffer. It comes in two versions, one with Tektronix emulation, and one without. The Tektronix emulation allows saving IFF files, PostScript files, and printing bitmaps to the printer. This is version 5.517, an update to version 5.045 on disk 468. Binary only.  
Author: Willy Langeveld
- Leggi** Fred Fish Disk # 669  
A powerful ISO/ANSI text reader which strictly follows Commodore's application guidelines. Features include unlimited number of windows on any public screen, scrolling with both mouse and keys, full AUISG menus and ARexx commands, clipboard support, AppWindows, fast and residentable activator, full configurability of the keyboard, preferences file and editor to change preferences, background mode, and more. Version 2.0, binary only.  
Author: Sebastiano Vigna
- Post** Fred Fish Disk # 669  
An excellent PostScript interpreter for the Amiga which implements the full Adobe language. Supports type 1 and type 3 fonts, screen output, file output, and printer output. Requires Arp library V39+ and ConMan V1.3+ (only under AmigaDOS 1.3). This is version 1.7, an update to version 1.6 on disk 518. Includes source in C.  
Author: Adrian Aylward
- SCSIutil** Fred Fish Disk # 669  
A CLI utility to issue commands to a SCSI disk using a specific SCSI id number. Commands include inquiry, seek, start/stop motor, read sector(s), read capacity, etc. Freeware, includes source.  
Author: Gary Duncan
- VirusChecker** Fred Fish Disk # 669  
A virus checker that can check memory, disk bootblocks, and all disk files for signs of most known viruses. Can remember nonstandard bootblocks that you indicate are OK and not bother you about them again. Includes an ARexx port. Version 6.05, an update to version 5.30 on disk 556. Binary only.  
Author: John Veldhuis
- DirWork** Fred Fish Disk # 670  
A fast, small, efficient, DirUtility. Configurable options and buttons, as well as all the usual features. Comes with external configuration editor. This is version 1.51, an update to version 1.43 on disk 570. Shareware, binary only.  
Author: Chris Hames
- Mostra** Fred Fish Disk # 670  
Mostra is a shareware IFF utility featuring real-time unpacking scroll, dozens of options, "smart" analysis of any IFF file (FORMs, LISTS, ... also nested ILBM!), total control over display modes, simple slideshow processing, pattern matching, SHAM, an external link to show Dynamic Mode pictures, double buffering, fast decompression, color cycling, TeXdocs, startup files for easy custom configurations and complete WB support, through ToolTypes and Style icons! This is version 1.06, an update to version 1.04 on disk 476. Binary only.  
Author: Sebastiano Vigna
- Scan** Fred Fish Disk # 670  
Program to scan file contents for matches to one or more specified patterns. Claimed to search hard drives twice as fast as the best search programs currently available, and ram drives five times faster than other programs. Can optionally scan the contents of files in LZH and LHA archives. Supports searching for multiple patterns simultaneously. Other features include extensive wildcard support, optional inverted pattern matching, recursive directory scanning, line search highlights of matching words with selectable color, and more. This is version 1.0. Includes source.  
Author: Walter Rothe
- Dvi2tty** Fred Fish Disk # 671  
A program to convert TeX's dvi output files to ASCII format for printing or previewing on text terminals. Version 4.0, includes source.  
Author: Svante Lindahl, Marcel Mol, et. al. Amiga port by Martin Hohl
- JcGraphDemo** Fred Fish Disk # 671  
Demo version of a ShareWare Business grapher with Intuition interface. JcGraph can show your data as bar, line, planes, stack, blocks, 2D and 3D, etc. Features realtime rotation around X, Y, Z axis, on-line help, professional looking 2D and 3D graph output, and more. Can output EPS, 3D GEO, AegisDraw2000 and IFF ILBM format files. Demo version 0.903. Binary only.  
Author: Jean-Christophe Clément
- Mkmake** Fred Fish Disk # 671  
A make file generator, originally written for Turbo-C and MS-DOS, and now ported to the Amiga by the author. Version 0.3, includes source.  
Author: Martin Hohl
- MPE** Fred Fish Disk # 671  
A compiler tool for users of the M2amiga programming environment. MPE does the same job better than your batch file. You can do everything with the mouse or the right amiga key. With this Modula-2 Programming Environment you can compile, link, and run your program. When there is an error, the editor is started automatically. You can set all switches for M2C, M2L and M2Make. Version 1.0, binary only.  
Author: Marcel Timmermans
- T2rtex** Fred Fish Disk # 671  
Converts documents in UNIX troff format to LaTeX format. It is intended to do the first pass of the conversion, with the user finishing up the rest of the conversion. Most of the converted document will be in LaTeX format, but some of it may be in plain TeX. Amiga version 1.02, includes source.  
Author: Karnal Al-Yahya; Amiga port by Martin Hohl
- Indent** Fred Fish Disk # 672  
A C source code formatter/indenter. Especially useful for cleaning up inconsistently indented code. Version 1.3, an update to version 1.1 on disk 262. Includes source.  
Author: Various, Amiga port by Carsten Steger
- SKsh** Fred Fish Disk # 672  
A ksh like shell for the Amiga. Some of its features include command substitution, shell functions, aliases, local variables, emacs and vi style command line editing, I/O redirect-

ion, pipes, UNIX style wildcards, a large variety of commands, and coexistence with scripts from other shells. Well documented. Version 2.0, an update to version 1.7 on disk 489. New features include real pipes, AmigaDos 2.04 support, enhanced ARExx handling, and more. Binary only. Requires AmigaDos 2.04.  
Author: Steve Koren

**KCommodity** Fred Fish Disk # 673  
Multifunctional commodity for OS 2.0. Includes window-activator, time-display in several modes and formats, alarm function, KeyStroke-Clicker, time to environment, Window/Screen cycling, LeftyMouse, ESC-Key can close Windows, Revision Control System, telephone bill calculator, Screen-/Mouse-Blanker, Mapping of german "Umlauts", PopUp Shell, Applcon support, LeftyMouse, user definable HotKeys. Fully controllable via ARExx-Port. All settings can be customized and saved to disk. This is version 1.75, an update to version 1.70 on disk 646, with many new features. Requires OS 2.0. Written in assembly for speed and efficiency. Includes source.  
Author: Kai Iske

**Offender** Fred Fish Disk # 673  
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 1.02, an update to version 1.01 on disk 631. Shareware, binary only. Full version and/or source code available with share payment.  
Author: Fred Bayer

**SANA** Fred Fish Disk # 673  
The official Commodore developer information package for the SANA-II Network Device Drivers. Includes the SANA-II spec, readme files, SANA-II drivers for Commodore's A2065 (Ethernet) and A2060 (ARCNET) boards, docs and includes. More complete package than just the specification included on disk 654.  
Author: Commodore-Amiga Networking Group

**ShellTools** Fred Fish Disk # 673  
Four small useful programs. PIPE provides standard line pipes, HISTORY allows the history to be loaded, saved, and listed, FOREACH provides a for loop and variable expansion command, and RECORDEF provides all console input and output to a file. Binary only.  
Author: Andy Finkel

**Hextract** Fred Fish Disk # 674  
A complete header file reference. Definitions, structures, structure members and offsets, flag values, library contents, function definitions, registers, library offsets, etc. The data from a set of V1.3 Amiga and Lattice header files is packaged into a single included file "headers.z" for immediate reference. Version V1.1, freeware. Includes source and binaries.  
Author: Chas A. Wyndham

**IFFlib** Fred Fish Disk # 674  
A library to use Amiga library which gives you some powerful routines for dealing with IFF files, especially ILBM files (pictures), ANIM files (animations), and 8SVX files (digitized sounds). It is written completely in assembler and is just 3Kb. Includes source and binaries for several example programs that use the library. This is version 2.2, an update to version 16.1 on disk 301. Binary only.  
Author: Christian A. Weber

**NewIFF** Fred Fish Disk # 674  
This is version 37.9 of new IFF code modules and examples for use with the Release 2 iffparse.library. This code release is again 1.3 compatible (the 37.8 release was not). This code is intended to replace the 1985 EA IFF code modules, providing significant enhancements including support for arbitrary display modes and overseen (2.0), clipboard load/save, centralized string handling (for ease of localization), and simplified subroutines for displaying, saving, and printing ILBMs. And the 8SVX reader now plays!  
Author: Submitted by Carolyn Schepner

**P-Writer** Fred Fish Disk # 674  
A text editor with special facilities for inserting text color and style changes and for preparing illustrated texts for P-Reader. Version 3.3, an update to version 3.2 on disk 595. Freeware, binary only.  
Author: Chas A. Wyndham

**F2C** Fred Fish Disk # 675  
A program that translates Fortran 77 source into C or C++ source. F2C lets one portably mix C and Fortran, and makes a large body of well tested Fortran source code available to C environments. Amiga port done for

SAS/C 5.10B, and includes libraries for use with SAS/C. Includes full source in C.  
Author: S. I. Feldman, David M. Gay, Mark W. Maimone  
N. L. Schryer; Amiga port by Martin Hohl

**FBM** Fred Fish Disk # 676  
An Amiga port of the Fuzzy PixMap image manipulation library. This package allows manipulation and conversion of a variety of color and B&W image formats. Supported formats include Sun rasterfiles, GIF, IFF, PCX, PBM bitmaps, "face" files, and FBM files. Also has input converters for raw images, like Digi-View files, and output converters for PostScript and Diablo graphics. Besides doing format conversion, some of the other image manipulation operations supported include rectangular extraction, density and contrast changes, rotation, quantization, halftone grayscaling, edge sharpening, and histograms. Disk 676 contains m68000 binaries and docs, disk 677 contains m68020/m68881 binaries, and disk 678 contains the sources. Version 1.0.  
Author: Michael Mauldin; Amiga port by Martin Hohl

**FBM** Fred Fish Disk # 677  
An Amiga port of the Fuzzy PixMap image manipulation library. This package allows manipulation and conversion of a variety of color and B&W image formats. Supported formats include Sun rasterfiles, GIF, IFF, PCX, PBM bitmaps, "face" files, and FBM files. Also has input converters for raw images, like Digi-View files, and output converters for PostScript and Diablo graphics. Besides doing format conversion, some of the other image manipulation operations supported include rectangular extraction, density and contrast changes, rotation, quantization, halftone grayscaling, edge sharpening, and histograms. Disk 676 contains m68000 binaries and docs, disk 677 contains m68020/m68881 binaries, and disk 678 contains the sources. Version 1.0.  
Author: Michael Mauldin; Amiga port by Martin Hohl

**MakeLink** Fred Fish Disk # 677  
A replacement for the original AmigaDOS 2.0 MakeLink command. Supports both hard and soft links. Residentable. This is version 1.1, includes source.  
Author: Stefan Becker

**Mostra** Fred Fish Disk # 677  
Mostra is a shareware IFF utility featuring real-time unpacking scroll, dozens of options, "smart" analysis of any IFF file (FORMs, LISTs, ... also nested ILBM!), total control over display modes, simple slideshow processing, pattern matching, SHAM, an external link to show Dynamic Mode pictures, double buffering, fast decompression, color cycling, TeXdocs, startup files for easy custom configurations and complete WB support, through ToolTypes and Style icons! This is version 1.07, an update to version 1.06 on disk 670, and fixes a bug with parsing IFF files. Binary only.  
Author: Sebastiano Vigna

**PM** Fred Fish Disk # 677  
A tool that monitors the Amiga system's CPU usage using some hooks that are available in 2.04 EXEC. The program uses the high resolution EClock timer to get real time values for the amount of time the processor spends running tasks and the amount of time it spends between tasks (in task switch and in sleep). Version 37.8, binary only.  
Author: Michael Sinz

**FBM** Fred Fish Disk # 678  
An Amiga port of the Fuzzy PixMap image manipulation library. This package allows manipulation and conversion of a variety of color and B&W image formats. Supported formats include Sun rasterfiles, GIF, IFF, PCX, PBM bitmaps, "face" files, and FBM files. Also has input converters for raw images, like Digi-View files, and output converters for PostScript and Diablo graphics. Besides doing format conversion, some of the other image manipulation operations supported include rectangular extraction, density and contrast changes, rotation, quantization, halftone grayscaling, edge sharpening, and histograms. Disk 676 contains m68000 binaries and docs, disk 677 contains m68020/m68881 binaries, and disk 678 contains the sources. Version 1.0.  
Author: Michael Mauldin; Amiga port by Martin Hohl

**PPLib** Fred Fish Disk # 678  
A shared library to make life easy for people who wish to write programs that support PowerPacker. Loading crunched files from C or assembly is made fast, short and easy. This is release 1.5, an update to version 1.4 on disk 623. Includes example source.  
Author: Nico Francois

**ReOrg** Fred Fish Disk # 678  
ReOrg is a fast disk optimizer that can be used for floppy

disks and hard disks. Supports new Kickstart 2.04 features including hard and soft links, and High-Density drives. Includes program versions in English and German for use with Kickstart 1.2/1.3 or Kickstart 2.04. Versions 1.1 and 2.1, shareware, binary only, first release.  
 Author: Holger Kruse

**ResAnalyzer** Fred Fish Disk # 678  
 An OS 2.04 compatible ResModules monitor. ResAnalyzer can show you all information related to Captures, KickMemPtr, KickTagPtr, KickChkSum and ResModules entries in the ExecBase structure. A great help for resident modules developers and for people who want to check if something (like a virus) is resident in memory. ResAnalyzer can detect ResModules OS 2.04 system flags. Version 2.2, binary only.  
 Author: Silvio Umberto Zanzi

**Backcoupling** Fred Fish Disk # 679  
 A simulation of screen-camera-backcoupling. Generates a series of backcoupled pictures out of a start picture. You can change several parameters, such as sharpness, rotation angle and signal translation. Includes both German and English versions. Version 1.0, binary only.  
 Author: Michael Gentner

**RayShade** Fred Fish Disk # 679  
 Rayshade is a ray tracing program ported to the Amiga from UNIX. Rayshade's features include eleven types of primitives (blob, box, cone, cylinder, height field, plane, polygon, sphere, torus, flat- and Phong-shaded triangle); composite objects; point, directional, and extended (area) spot, and quadrilateral light sources; solid procedural texturing and bump mapping of primitives; antialiasing through variable-rate "jittered" sampling; arbitrary linear transformations on objects and texture/bump maps; Use of uniform spatial subdivision or hierarchy of bounding volumes to speed rendering; options to facilitate rendering of stereo pairs; rudimentary animation support, and more. This is version 4.0, patchlevel 6, and includes sources in C. The modifications for Amiga & SAS/C are distributed as diff files. Some example input files are also included. This is an update to version 3.0 on disk 596.  
 Author: Craig E. Kolb, Amiga Port by Martin Hohl

**ATAP** Fred Fish Disk # 680  
 Adobe Type Access Package allows users of Professional Page (Gold Disk, inc.) and compatible applications to use typefaces available from Adobe Systems or other vendors. Includes AFM and screen font converters, sample AFMs and screen fonts from the Macintosh, and a Macintosh/USA1 keymap. Includes source in C for AFM converter and font unpacker.  
 Author: Gordon Fecyk

**SatTrack** Fred Fish Disk # 680  
 A satellite tracking program. Allows for selection of a database that can contain up to 300 satellites. Tracks satellites on a graphics display of the world. All graphics are IFF compatible, allowing for loading of display to standard painting program. Allows for input of satellite information using either standard data format or by simple user input. All operations use standard windows and menus. SatTrack has a simulation mode that allows for predictions in the future. This is version 2.1A, demo copy, binary only.  
 Author: Randy Stackhouse

**VirusChecker** Fred Fish Disk # 680  
 A virus checker that can check memory, disk bootblocks, and all disk files for signs of most known viruses. Can remember nonstandard bootblocks that you indicate are OK and not bother you about them again. Includes an ARExx port. Version 6.06, an update to version 6.05 on disk 669. Binary only.  
 Author: John Veldthuis

Sacramento Amiga Computer Club  
 Quarterly Income and Expense  
 June 30, 1992

EXPENSES					
	Jan - Mar	Apr - Jun	Jul - Sep	Oct - Dec	Yr-to-Dt
Printing-NL	868.12	1092.10	-	-	\$1960.22
Postage-NL	225.00	150.00	-	-	\$375.00
Postage	87.80	35.47	-	-	\$123.27
Printing	12.96	2.42	-	-	\$15.38
Phone-BBS	80.43	183.86	-	-	\$264.29
Phone-Info	28.07	25.30	-	-	\$53.37
Office Sup	15.94	40.00	-	-	\$55.94
Software	7.13	-	-	-	\$7.13
Hardware	425.61	131.00	-	-	\$556.61
PO Box	49.00	-	-	-	\$49.00
Mouse Pads	256.30	-	-	-	\$256.30
Lib Reimb	100.00	-	-	-	\$100.00
Expen Misc	20.00	-	-	-	\$20.00
<b>TOTAL</b>	<b>2176.36</b>	<b>1660.15</b>	<b>-</b>	<b>-</b>	<b>\$3836.51</b>

INCOMES					
	Jan - Mar	Apr - Jun	Jul - Sep	Oct - Dec	Yr-to-Dt
1992 Dues	2151.00	272.00	-	-	\$2423.00
1993 Dues	82.00	184.00	-	-	\$266.00
BBS Dues	96.00	42.00	-	-	\$138.00
Ads	238.50	316.00	-	-	\$554.50
Mouse Pads	92.00	18.00	-	-	\$110.00
Lib Disks	160.90	12.00	-	-	\$172.90
<b>TOTAL</b>	<b>2820.40</b>	<b>844.00</b>	<b>-</b>	<b>-</b>	<b>\$3664.40</b>

Cash Flow	644.04	-816.15	-	-	-\$172.11
Plus carry over from 1991					\$2667.39
Checking account balance as of 6/30/92					\$2495.28
Plus Petty Cash account					\$ 50.00
<b>Treasury Grand Total</b>					<b>\$2545.28</b>

Submitted by: Lindsey Fong, Treasurer  
 June 30, 1992

**Aug 10-15th**

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**She told us to "Sell Lots!!!"**  
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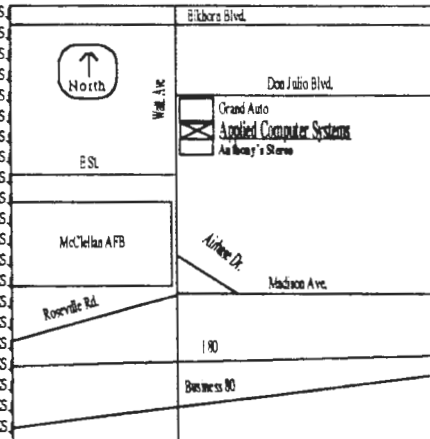
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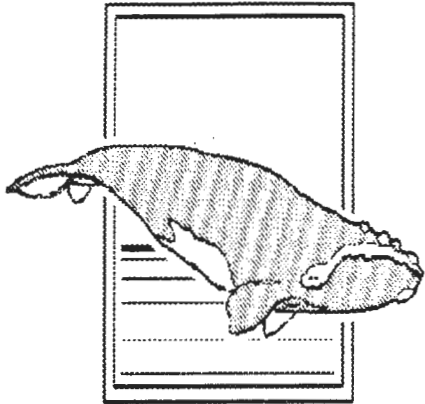
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# TIDBITS



by: **Braden Lee**

Latest on AMax2Plus here is the official upgrade notice from ReadySoft. The condensed version.

#### Hardware:

- Internal card
- Allow all Amiga drives to read/write standard 800K Mac disks.
- Two Mini DIN-8 RS422 ports.
- AppleTalk 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 supported to access 1.4M Mac disks.
- Super Drive is emulated to support 720K MS-DOS disks (or 1.4M with HD drive) with Apple File Exchange, SoftPC, etc.
- Virtual screens upto 2048x2048
- Parameter RAM is written to

hard disk.

- Extended keyboard emulation including function keys, Escape key and IBM equivalent keys.
- Enhanced startup preferences. Hard Disk/SCSI Preferences. New memory preferences.
- An "auto" keyword allows A-Max to be autorun from the CLI

Software only upgrade is \$49.95 + \$5.00 shipping. Hardware & Software upgrade is \$349.95 + \$10.00 shipping. There is a \$100.00 credit for returned cartridges.

It's a definite 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.

Ameristar Technologies, Inc., a leading developer of advanced networking and graphics products for the Commodore Amiga is pleased to announce the 1600GX graphics board for the A3000. The 1600GX is a high resolution, accelerated 32 bit graphics product specifically designed for those users who require a high performance graphics display for demanding applications such as CAD, desktop publishing, graphics production, and the X Window System.

#### Features:

- Programmable resolutions up to 1600x1280, including non-interlaced 640x480, 800x600, 1024x768, 1152x900, 1280x1024, 1600x1200. Pixel output rate is software programmable to 180 million pixels per second.
- 32 bit, Zorro-III host interface.

Over 5 times increase in host interface performance compared to graphics boards designed for the older Zorro-II bus.

- Pipelined graphics processor draws quadrilaterals, triangles, lines, and points at full bandwidth of video memory. Direct support for X-Windows drawing modes. BitBlt operations at full video ram bandwidth. - 100 million pixels per second drawing rate.

- Direct access, memory mapped frame buffer for image processing applications. Packed pixel data representation.

- 16 million color palette.

- X-Windows compatible hardware cursor support.

The 1600GX board will be available separately or bundled with selected workstation quality monitors. Software will include support for Commodore's A3000UX Unix system and X windows under AmigaDOS by GFXbase. The 1600GX is currently shipping to selected developers now, with full production starting in 2Q92.

The 1600GX is priced at \$2995. A bundled system, including the 1600GX, Mitsubishi Diamond Pro 20 monitor, and cable is priced at \$5995.

For further information contact:

Ameristar Technologies, Inc. (516) 698-0834

GfxBase, Inc. (408) 262-1469  
Further to the review of EPIC by Ocean / Digital Image Design by Jarno Kokko, I have a few extra tidbits about the game:

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First, a very brief summary of Jarno's review:

Epic is a 3D space shoot-em-up based on a series of missions. Missions vary from destroying a mine field to blasting some ground targets. Huge space battles are also promised at the end by the manual. Missions are a bit simple, basically shoot <objective> until you are deemed to have shot enough.

The introduction is atmospheric, but the in-game between mission story sequences are not-so-good. No music during game, and the 3D, though fast considering the number of objects, is slow on a standard A500. No hard disk install.

End of summary.

This is a fair review, but having played the game a little more (though without completing it yet) I can add some more comments.

First, the game play. In the early stages it is a bit limited, being of the 'shoot what we tell you to' variety. Later stages do add a little puzzle-solving, such as having to work out how to destroy a target which is too well-shielded to be damaged by your weapons, but the main problem is the short time you have to work out the fairly simple solutions.

The mission that has impressed me most so far was the first of the big space battles. You start beside one of your fleet's battleships. All around are an array of other large ships - tankers, food ships, accommodation ships. You are directed to the rear of the convoy, where some REXXON fighters (the enemy) are attacking the fleet. The sight of your huge ships with the tiny enemy fighters buzzing

around like flies is quite impressive, and the ensuing battle really does give a feel of being just a tiny part of a large fleet, as you see your own fighters engage the enemy and try to protect the convoy ships.

Second, the 3D. As Jarno says, on a standard A500 it is quite slow - but there is no way round this; a 7MHz 68000 just isn't up to the job. On an accelerated Amiga (in my case 16MHz 68020) it is much, much better. This makes a large difference to the game play - this is a game that really benefits from a faster processor. As to Jarno's warning with compatibility, no problems with my accelerator (indeed, the game intro sequence reports 'MC68020 detected'). The box states that the game is A3000 compatible, so I am sure 1MB CHIP ram Amigas are fine - though I haven't checked this.

So, to summarise: I really can't recommend this game for owners of unaccelerated Amigas. For those who have a faster machine, I'm still not sure. Some of the sequences are very impressive, in particular the space battles, but overall the game play is fairly repetitive, and the mission-oriented approach means that once every mission is completed (which shouldn't take very many days for a good player) there is no more fun to be had from the game. So, it's good... but it's not that good.

I do enjoy the space battles, though!

Andrew Leaver                      Oxford  
University Computing Laboratory  
-----  
leaver@prg.ox.ac.uk -- Jason L.  
Tibbitts III | System  
Administration and User Support:

"Blob Shop Programmers:|  
University of Houston  
Mathematics Dept. Because We're  
Bored!" | Moderator:  
comp.sys.amiga.reviews  
Disclaimer: Opinions are my own,  
not those of the UH System.

TMS34010 Processor allows applications to run independently of the Amiga. "With the double buffering feature enabled you can display up to sixty frames per second." The resolution is programmable and supports both PAL and NTSC. The Resolver's overlay planes allow instantaneous pop-up of menus. It is "fully compatible with both AmigaDOS and UNIX System 5 Release 4 operating systems and supports X Windows R11." On board memory can go as high as 4MB of display VRAM, 1MB of overlay VRAM, and 8MB DRAM. Now, here comes the good part: software support. DMI Paint, UNIX Sys 5 Rel 4, AmigaDOS 2.0, Art Department Professional, and Image Master all currently run on the DMI Resolver. Much more software is already being ported to the Resolver: Draw 4D Professional, DynaCADD, Professional Page 3.0, Imagine, Calagari, AniMagic, Video Titler, Presentation Master, Disk-Master, and 3D Professional. Other major manufacturers should soon be porting their software to run on the DMI Resolver, as well. Now comes an even better part: SAGE. Standard Amiga Graphics Environment is the Amiga's version of DIG. It is "a standard way for applications programs to access the graphics processors currently available for the Amiga - the University of Lowell Board from Commodore, the Resolver from DMI, and soon the Rambrandt from PP&S." "SAGE allows the hardware to become

transparent to the software." Besides the advantages of resolution, more colors, and a fast processor, the Resolver has built-in hardware support for High definition TV. I was surprised to see that DMI is selling its own Amiga setup--but I couldn't ask for a better system! The 3000UX Desktop includes the Motorola 68030 @ 25MHZ, 16MB Main Memory, 520MB Disk Drive, 20" CadVision Color Monitor, DMI 34010 Graphics Controller @ 1280 x 1024, 3-1/2" Floppy Drive, and Ethernet Controller. Options include the 33MHZ 68040 at 25 MIPS, the 1280 x 1024 x 24-bit Color Graphics Controller which allows up to 4 Graphics Math Co-Processors for a total of 160 MFLOPS, up to 64MB of main memory in increments of 8MB, and a tower system which adds 2 more expansion slots, 1/4" cartridge tape bay, 2 full-height Winchester drive bays, and 2 3-1/2" Winchester drive bays. WOW! The Amiga has always offered an excellent low-end system--the A500. Now, for the true power users, this A3000UX workstation cannot be beat. "Graphics speed is better than that of the Sun SparcII. In blind tests, using Motiff, users were unable to tell the 3000UX from the HP-Apollo 400T." Now, if enough people would start buying this hardware, maybe the prices would drop to something I could afford!

GVP had two computers with their new, high-end graphics board installed. This board, which quite cleverly requires that one have a GVP accelerator, is capable of some of the most stunning feats of electronic legerdemaine that it has ever been my pleasure to witness... The EGS-110/24 is a VERY high performance graphics card, with a 64bit internal architecture, fast graphics processor, and some very

impressive software. First and foremost, under WB2.0, the board intercepts all calls to the Amiga's graphics libraries and reroutes them through the EGS' libraries. This allows a 24bit, 1600x1280 workbench screen! Its very accessible, you just load up the screenmode pref, and the new modes can be chosen from there. Lovely! This is just the beginning, though, because the board will also intercept calls from other programs! I used Imagine 2.0 running on a 1280x1024 screen. Believe me, this is a very different feeling from the usual, scrunched-up 640x400 screen. MUCH more can be seen and worked on. Pagestream 2.2 was also working very happily, with fast screen updates, and a large part of a full page visible using the board. WB2.0 was a happy experience, too, with 24bit pictures in windows, which could be moved around in realtime. I have used SGI systems that were not this fast! The software also included a slick 3D vector game, and software for playing 24bit animation in realtime. This wasn't very impressive, a lot of banding and blurring, but when the animation was of a smaller object on a still background, it was quite acceptable. Benchmarks/data of note: Max 24bit resolution: 1600x1280 Max resolution, in 8 bit, is a STUNNING 3200x2560, NON-INTERLACED. Now if this wouldn't make DTP easier, I don't know what will...of course, finding a monitor capable of that would be quite a feat. 110 million pixels/second with 24bits/pixel. up to 140Hz refresh rate up to 80KHz scan rate. bandwidth: 50Mbytes/second with the 68040. Faster if using 68040 burst mode. graphics data bus bandwidth: 440Mbytes/sec with 64-bit interleave (!) average line draw on an '040 Amiga: 3 million pixels/second. Software included:

several demos, C-language includes, Cluster modules for EGS livs, some source code examples, Macropaint, preference settings programs/tools, Demo of TVPaint, EGS libraries (6 of them.) Pricing: with 4mb of VRAM: \$2699. with 8mb of VRAM: \$3399...4mb SIMM upgrade for 4meg model is \$800

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VAN GOGH Video Enhancer Card for the Amiga: INCREASE RESOLUTION, DISPLAY MORE COLORS, ADD the 2MB AGNUS TO YOUR AMIGA

Your display is your canvas and now you can paint and display images using more colors with greatly enhanced resolution and add a 2MB Agnus to your Amiga computer. Expansion Systems presents the Van Gogh Video Enhancer Card. Start from a color palette containing over 16,000,000 colors to display up to 256 colors using 8 bit planes. Display this color in one of 13 different resolutions available. The Van Gogh Video Enhancer Cards lets you use the 1MB Agnus in your computer or add the new 2MB Agnus chip on both the A500 or A2000. Sockets are provided to install up to 2 Megabytes of chip memory in 512K increments. Using a standard VGA monitor, you can generate up to an 800x600 display. If you choose a Super VGA, you will see an incredible 1024x768.

The Van Gogh Video Enhancer Card was designed for anyone wishing to display high resolution images using a wide range of

cont. on page 21

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cont. from page 9

it to all who like a good story of action and intrigue.

Intrigue. Ah, there's the key! For it was not but a few days later I discovered a new game released by Microprose called "Covert Action". First and foremost, allow me to clarify "new", as this game is not a new game in itself. It has been around on the IBM since 1988 or 89. But it is new for the Amiga. Clarification ended. The game was written by the infamous Sid Meyer and is based around the antics of Max Remington, Super Spy. Max? Yes, Max - short for Maxwell or Maxine, depending on which gender you wish to play. (Want a kick? As you read the manual, notice how intentionally they avoid to making ANY references to Max being either male or female.)

The game is a spy simulation. Your job is, as Max Remington, to break up several spy rings and terrorist organizations until, eventually, putting all 26 Criminal MasterMinds behind bars (or dead). The program integrates various action sequences with strategy and sleuthing to provide some very interesting game play. You'll have to deal with hand-to-hand combat and high-speed car chases. Set a few wiretaps to gain valuable incriminating evidence, or perhaps kidnap a organization's key player and force him to spill the beans on how they're going to blow up the Queen and the President who, by the way, are

both close personal friends of yours...

I was surprised on how easy the game was to get into, despite the overwhelming manual (96 pages). The interface is a well-planned affair that apparently hasn't changed much from the IBM version. This normally turns me off to a game right there and then. But not this one. It could obviously use an Amiga overhaul, but is fine and enjoyable in its current condition. The game is truthfully a puzzle game. You have to put together the right pieces of the puzzle to make a conviction stick and/or thwart an evil plan in the making. But in order to succeed and gain the incriminating evidence you so desperately need, you must deal with a few action sequences and strategy elements. It all makes for an interesting marriage of a computer game.

The game comes on 3 disks and is hard drive installable. Requires 1 meg minimum and works successfully with 2.0. The bottom line is: is it worth it? Well, this one's gonna be tough to call. I enjoyed the game, but given the choice of buying it again knowing what I do now about it, I'd probably pass it up. Not that some people might not enjoy the game. On the contrary. Most people will indeed find it enjoyable. But it is, overall, an average game. You've been informed. Your mission, should you choose to accept it, is waiting at most Amiga dealers.

Before I close the inn down for the evening, let me make a few notes. First, allow me to apologize for the

incoherency of part of last month's Round Table. In particular, I speak of the A-10: Tank Killer v1.5 review. The error occurred during the final lay-out process before printing and was not discovered until it was too late. If you could not follow (through a little creative puzzle work) that part of the column and would like a copy of the review, you may download last month's Round Table column from Amigalink. All my past columns will be available there soon in a room called The Round Table. The room will be a gathering place for adventurers to spout off about their own tales of heroism as well as a sort of headquarters for game hints and help. Stay tuned for more details.

Next month, I plan on delving into that which provided this month's column opening. I speak of Shadowlands, a new adventure game from Domark, as well as a European game that seems to be taking the Amiga world by storm...Pinball Dreams.

But that is the future. As for the present, it seems to become the past all too quickly. For once again, my friends, the fire dims to an ember-glow and the chairs of the great Table creak and groan under the weight of another month's tales and tails. So I bid you a fond farewell, my fellow adventurers, until the next Gathering. For it is not the Highlander we should fear, but our own fears themselves. And only we can undertake that adventure ourselves, hmm?

Until that time, The Round Table awaits....

colors. This is especially useful with paint programs. It also greatly enhances tasks where resolution is more important than color, such as desktop publishing and word processing.

The Video Enhancer card works with most all major software, such as paint programs, word processing, spread sheet, database, video titling, desktop publishing, CAD and drawing programs and most games that can be loaded onto a hard drive. Software products that do not use the Commodore graphics library or do not open from a Workbench or shell window are not compatible with the Van Gogh Video Enhancer Card. These include HAM type programs like DigiPaint, DigiView, and games that must be booted from DF0:. The Van Gogh Video Enhancer Card and VGA or SVGA monitor can be used in tandem with your standard Amiga monitor so that any programs that cannot be displayed on the VGA will automatically appear on your existing monitor. (Some monitors will display all types of programs eliminating the need for two). The Van Gogh Video Enhancer Card installs into the Agnus chip socket of your Amiga. Your existing 1 Megabyte (or a new 2 megabyte) Agnus chip is then installed on the Enhancer card.

If you are looking for a multitude of colors and brilliant clear resolution then the Van Gogh Video Enhancer Card with a VGA or Super VGA display is just the product to add to your Amiga.

#### MONITORS

The Van Gogh card will work with either a VGA or SVGA display.

Both your original Commodore monitor (and its flicker correcting product) as well as the Van Gogh Card and a VGA monitor can be attached to your Amiga at the same time. The Van Gogh Card has its own cable and connector. Van Gogh software will automatically direct each of your programs to the monitor that provides the best resolution.

#### DISPLAY

The standard Commodore 1080 provides a 320x200 screen display. HiRes increases that to 640x200. When placed in the 640x400 HiRes interlace mode the Amiga cannot generate video fast enough to display an image without flicker. The flicker correcting products display alternating screens eliminating this distraction. Unfortunately it is still limited to the same 640x400 resolution and 4 bit planes displaying 16 colors. The Van Gogh card speeds up the video signal so that it will display a multitude of resolutions depending on the monitor you have chosen. In addition, the bit planes are increased to 8 allowing a display of 256 colors from a palette of over 16,000,000.

#### INSTALLATION

The Van Gogh Video Enhancer Card installs into the Agnus socket of your A500 or A2000 computer and the Agnus chip is installed onto the Video Enhancer Card. A nin pin monitor cable exits the computer case.

#### AGNUS OPTIONS

If you have a 512K (8370) Agnus, you must upgrade to a 1 Megabyte (8372A) Agnus. The Van Gogh Card also adapts your computer to use the new 2 Megabyte (83XX) Agnus chip.

#### CHIP MEMORY

The Van Gogh Video Enhancer Card provides ZIP sockets for up to 2 Megabytes of chip memory using 256x4 Video RAM. Minimum 100ns. Chip memory must reside on the Van Gogh Card and existing chip memory on the mother board can be remapped into \$c000000 with the optional Gary board (VGC-02). The Video Enhancer Card maps totally as Chip memory.

#### COMPATIBILITY

The Enhancer Card works with blitters and copper as well as the first two sprites.

#### TECHNICAL SPECIFICATIONS

VGA Mode HFreq = 23.0KHz  
VFreq = 56.24 Hz  
BandWidth = 36MHz Res =  
800x600, 400x600, 800x300,  
400x300

SVGA Mode HFreq = 23.0KHz  
VFreq = 43.5Hz Bandwidth  
= 44.9MHz Hres =1020x768,  
680x768, 340x768, 1020x384,  
680x384, 340x384, 1020x192,  
680x192, 340x192

Planes Below is the number of planes and colors that can be displayed in each of the above resolutions. Each color can be mapped to a palette of  $3 \times 2^8$  or over 16,000,000 colors.

PLANES	COLORS	01	12
2	4	3	8 4 16 532
6	64	7	128 8256

Horizontal MOD = 512 or 1024  
Horizontal position = 16 pixel boundaries  
Vertical position = 1 pixel boundaries.

NOTICE - this information is subject to change. This product is scheduled for delivery January 1992.

Expansion Systems 44862 Osgood Road Fremont CA 94539 Voice: 510-656-2890 Fax: 510-656-5131

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

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### Deadlines

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

### Commercial Ad Sizes/Prices

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

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

## GUIDE TO SUBMITTING ARTICLES

### DEADLINE: 25th of the month

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

# CLASSIFIED ADS

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

**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.  
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(OR TRADE FROR OTHER VIDEO EQUIPMENT)

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# ANNOUNCEMENTS

Julys General Meeting will not be at Pac Bell. The Building that we regularly use

of which is the Auditorium, is scheduled for renovation starting the second week in July. For the July 23rd meeting, that's right, NOT the 22nd as was scheduled. We will be meeting at The Church of Christ, 10577 Coloma Road in Rancho Cordova just off of HWY 50 at Sunrise and Coloma Road. This will only be temporary until the renovations are completed at Pac Bell. Please see map on page 2. The meeting site is in the smaller

# 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.

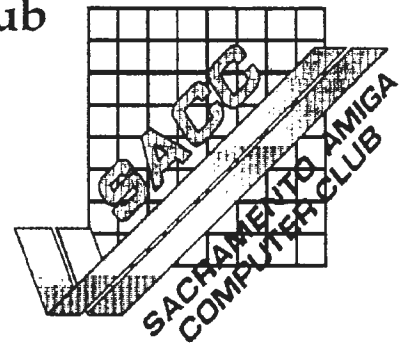
**SPECIAL NOTE:** For those not wishing to join SACC at this time, but would like to obtain member priviledges on the club board, we now offer an AmigaLink BBS Membership for \$12.00 per year. This membership entitles you to online yakking and unlimited download priviledges to it's extensive file bases.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

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

# C omputer T ime

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## July Software Sale

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Bring in this coupon for an additional 10% off on new and used software, or a mouse or joystick. Coupon valid until July 31st. So come on in.

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12/31/92

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