

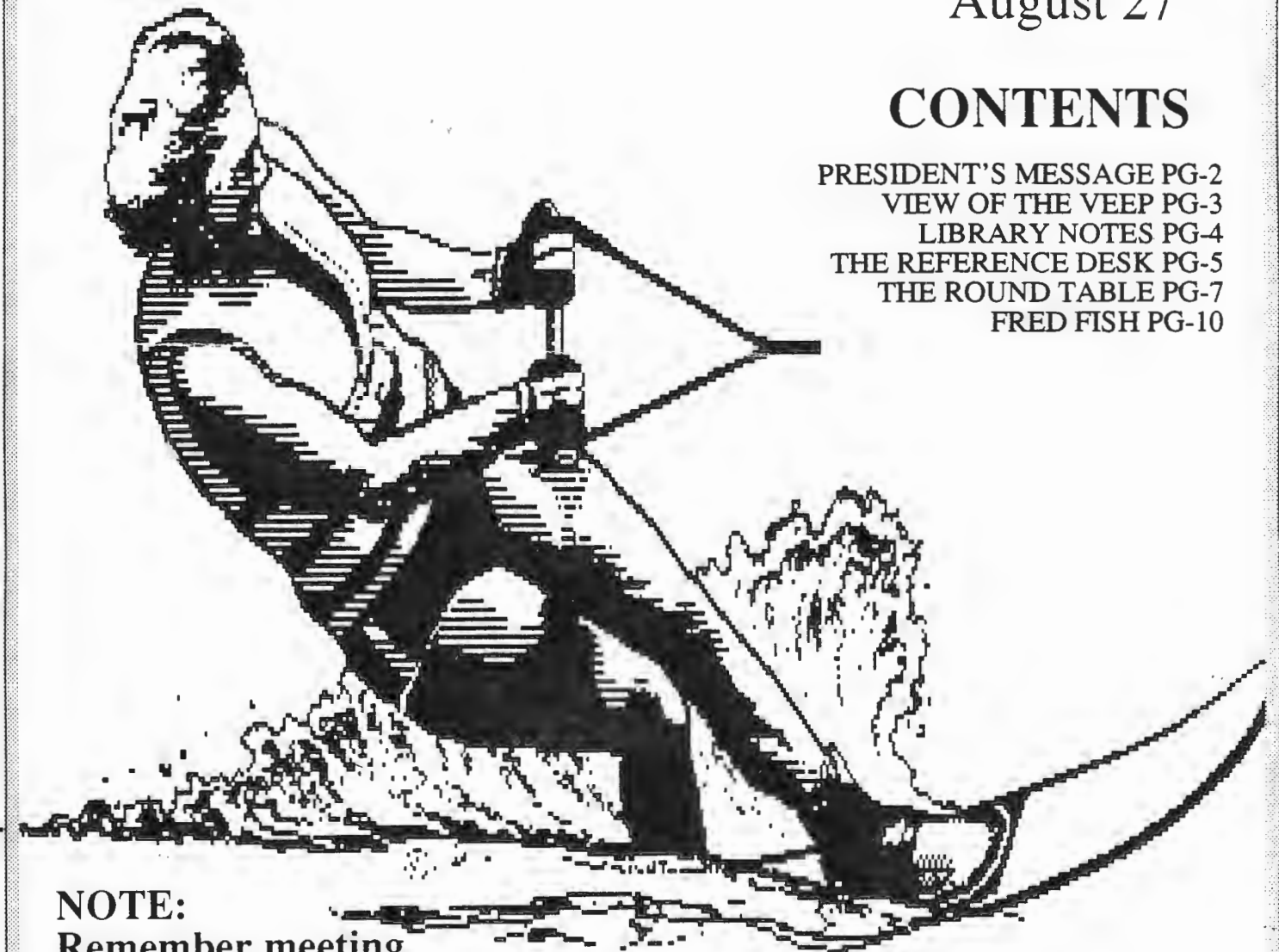
SACRAMENTO AMIGA COMPUTER CLUB \$1.75

# A MIGAZETTE

**GENERAL  
MEETING**  
August 27

## CONTENTS

PRESIDENT'S MESSAGE PG-2  
VIEW OF THE VEEP PG-3  
LIBRARY NOTES PG-4  
THE REFERENCE DESK PG-5  
THE ROUND TABLE PG-7  
FRED FISH PG-10



### NOTE:

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

September 1992

S A C C  
Founded 1986

Vol. 7 Issue 8

**PRESIDENT**  
Willie Hunt 925-6663

**VICE-PRESIDENT**  
James Tysinger 689-0984

**SECRETARY**  
Jan Zacharias 363-9153

**TREASURER**  
Lindsay Fong 682-8872

**BOARD OF DIRECTORS**  
Ken Barton 344-6994  
Braden Lee 441-1422  
Mark Wilkinson 685-7903  
John Zacharias 363-9153  
Ken Krebs 366-3458

**APPOINTED CHAIRPERSONS**

**AMIGALINK SYSOPS**  
Ken Barton 344-6994

**LIBRARIAN SUP.**  
Ken Barton 344-6994

**LIBRARIAN**  
Mark Wilkinson 685-7903

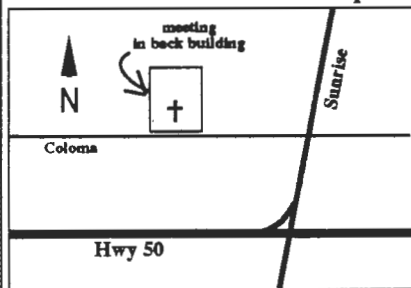
**SIG COORDINATOR**  
Ed Warren 969-1480

**RAFFLE CHAIRPERSON**  
Vacant

**AMIGAZETTE  
EDITOR**  
Willie Hunt 925-6663  
Braden Lee 441-1422  
Fred Sakai 488-4343  
Meyo BlueCloud 448-1132

**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

The last meeting was held at the Church of Christ, our new temporary meeting place, until Pac Bell's Auditorium is renovated. There was a modest turnout of members who attended. Dennis Hayes of Digital Creations was on hand to talk about some new products coming down the pike and to demonstrate their new soon to be released RGB adaptor for DCTV. The device allows you to use an external super Genlock with DCTV to overlay DCTV images over live video. We were the first to get a chance to see this new little goodie from Digital Creations. Thank you Dennis for a great demo and answering all the questions that were asked. The August meeting date is the 27th, a Thursday and not Wednesday the 26th. As long as we are meeting at the Church of Christ, the meetings will always be on the fourth Thursday of the month. When we go back to Pac Bell, the meetings will go back to being on the fourth Wednesday of the month.

The raffle was held at the last meeting and the winners were

as follows. The door prize was: A MousePad - Wayland Minot. The other prizes and winners were: 1) ARexx Book and Disk - William A. Ashley, 2) AD&D - Jan Zacharias, 3) EPIC Game - Richard A. Lorro, 4) Blood Money - Gary Long, and 5) Pixel Script - Chuck Retsello. Congratulations to all winners

I have been receiving some call about the clubs BBS. Many of you have been experiencing some line noise, which causes the BBS to drop the carrier and hangup. The problem is being worked out. I am talking to Ken Barton the SysOp all the time to check to see what the status is of the noise on the lines. Ken has the telephone company out all the time to check and replace things. All we ask of the members is to be patient while the noise problem is being resolved. Thanks.

Went to ACS's (Applied Computer Systems) Grand Opening. The place was packed. Our club's Library was there. Saw a lot of members there. Talked to Premier Software's Roy Tretheway. Will try and get him to come down and show us some of his great Public Domain software. Roy's AD's appear in all the magazines and in the Amiga News Newspaper. Saw this neat little Amiga. It was an A500 stuffed inside a Commodore SX-64 case. It uses the SX-64's monitor for a display. Apparently, the little monitor in the SX-64 must have been RGB for A500 to use it. Looks great. I talked to the guy that did the project and he said that he may write an article on how to put an A500 in a SX-64 case. It will be put in the

newsletter when it is written. By the way, the keyboard being used was one from an Amiga A1000. Also had an opportunity to talk to the Commodore Rep. Ken Brungess. He is interested in coming to one of our club meetings to demo some of the new Products for the Amiga and the new Amiga's themselves when they start to ship. I told Ken that we would be glad to have him come up and show off the new Amiga's. We will keep in touch. I feel that the Grand Opening was a big success.

There was an article that appeared in the CCN(California Computer News) Magazine about SACC. I would like to thank Robert DuGaupe for writing the article about SACC. It is a great article. One thing thou, at the Board meeting everyone kept calling me Willie "Brown", when my name is Willie Hunt. After I read the article I understood why. I thought that it was funny myself.(smile) I am quite sure that it will be corrected in the next issue of CCN. I am enjoying the fun being poked at me over the article. Thanks Robert.

Remember, the meeting is the fourth Thursday the 27th of August at the Church of Christ, located at 10577 Coloma Road in Rancho Cordova. Please spread the word and let everyone know that the meeting date and place have changed to the new location. Be sure to check the map. See you at the meeting.

# VIEWS OF THE VEEP

by  
**James Tysinger**

SACC has seen a lot of challenges these last few months! First there was the Great Modem Debate, then scheduled vendors kept cancelling at the last minute, then we moved Amigalink BBS, then we lost the use of our regular meeting room. Luckily, the members and the Board have met all of the challenges, and believe it or not, membership continues to go up. At last count, paid membership was somewhere near the 220 mark. This month's Golden Ami Award goes to every member of the club - we ALL deserve it.

Finding It Was Half The  
Fun

In case you missed the last meeting, it was held last Thursday, July 23, at the Church of Christ multipurpose building in Rancho Cordova. Turnout was pretty decent considering the last-minute change of meeting place and date. Digital Creations's Dennis Hayes gave SACC the honor of witnessing the debut of their new DCTV RGB Converter. The RGB Converter lets you show DCTV pictures on your RGB monitor without switching to NTSC mode. This means you won't have to switch back and forth between modes as you prepare a DCTV presentation or slideshow. Pretty nifty!

Raffle Notes

The raffle was a pretty

good one this month, too. ACS Computers again donated software for the raffle - the recently released games Guy Spy and Epic. (ACS has been very supportive of SACC. Thank you ACS!) In the Featured Productivity category, we raffled off a book/disk combination that teaches AREXX for the Amiga.

A Challenge For The  
Future

For the last couple of years, SACC has really taken the Pac Bell room and RGB projector for granted. When the room and projector were suddenly unavailable, we realized just how dependant we were on them. Our next challenge as a club should be to purchase our own projector. This way, we will not only be able to set up demonstrations anywhere, anytime, but we will not have to worry about the availability of any equipment or of any facility. What makes the purchase of a projector such a challenge is the cost. However if the cost is spread out over 220+ members, we should be able to find a way to do it. I'm keeping my fingers crossed....

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!

# SEPTEMBER 1992

SUN	MON	TUES	WEDS	THURS	FRI	SAT
		1	2	3 C-SIG REZOLUTION BOOKS	4	5 LIBRARY OUTING ACS
6	7 BEGINNER SIG	8	9 VIDEO SIG	10	11	12 TELECOM SIG
13	14	15 C-SIG REZOLUTION BOOKS	16 DTP SIG	17	18	19 AMIGA VISION SIG
20	21	22	23	24 GENERAL MEETING	25 Game Con	26 st-Pinball
27	28 Graphic Sig on 31st	29	30			

## 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 you 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

## THE REFERENCE DESK



by: Mark Wilkinson

September...Already? What ever happened to Summer? Or was it that really hot spell we had a few days back.....

The Fred Fish Collection is now up to # 700! And quite possibly more may have shown up by now. As always, check the usual places for the latest information. The Club Library has a few new additions as well. Lemmingoids is a game posted on Amigalink by Robert DuGaue and is a version of Asteroids with Lemmings getting in your way instead of large boulders. Kinda corny but cute. It's Club Library Disk #443. John Dublier has sent us another couple of Euro Demos. They follow the usual PAL only restrictions, but if you have that capability, check them out. They are Club Library Disks #444 & #445. And we

also have a copy of Magnetic Pages donated to the Club by Premier Software. This newsletter creation program is shareware and all North American payments may be sent to Premier Software instead of to New Zealand. Check the ReadMe file on the disk for more information. It's Club Library disk #446.

You can get your latest copy of the Library Catalogs directly off of Amigalink. They're located in the Library Room. Just do a .Read Extended directory to glean what you need. Or you can pick up a set at any General Meeting or Library Outing.

Speaking of which, in September we will be at ACS, Saturday, September 5th, from 10am to 3pm. No outing is scheduled for Sunday. Please come prepared with pre-labeled disks of what you want.

We are in need of Disk-of-the-Month volunteers again. Please show your support for SACC and it's Library by putting together a DOM and let everyone see what you can do! It's not too difficult and a lot of fun. Please contact Ken Barton or myself so we can schedule you in and give you further instructions. And thank you in advance.

That's it for The Reference Desk this month. Hope to see you at all the Club Functions and on Amigalink! Later!

## What's New

Downloaded from Usenet

### GPFax

GPFax has been designed as the Fax Solution for Amigas. It supports the TR 29 class 2 draft specifications for FAX modems. A version is also available for Class 1 modems (Rockwell AT224ATF chipset).

Supported modems include the Supra, Maestro, Interlink and many others. (Generally any modem using Rockwell or XR chipsets)

GPFax is a full send and receive FAX package providing the user with more options than available on most fax machines.

The software incorporates:

- \* GPFax runs on any Amiga, PAL or NTSC, under any Amiga OS from 1.3 or later including WB2.xx. 1Mb required and hard disk drive strongly preferred. Operates with a full intuition interface either fully mouse and/or keyboard driven requiring NO external libraries or other software.

- \* Automatic or manual reception of faxes with time, date and sender ID saving. A full transaction log is kept which allows easy access to sent or received faxes and can be printed from within the software.

- \* Multiple faxes may be sent to multiple numbers with auto generation of individual cover pages and fax header stamps. Faxes may be sent immediately or scheduled for unattended transmission at a later time.

- \* Received faxes can be viewed as a 1:1 image, or scaled 1:2, 1:4 or inverted for full width viewing.

Faxes may be printed on standard Amiga printer or saved as black and white IFF images.

\* A printer driver is supplied with the software and is installed as the default printer on request. All printing via the standard Amiga printer device will be converted and saved as a G3 fax, ready for transmission. For example, this allows direct creation of faxes from programs such as Deluxe Paint (standard graphics printing), PPage & PageStream (desktop publishing) and from Prowrite and WordPerfect etc (text to PRT:)

\* Receive 'security' is available on incoming faxes to prevent Junk fax.

\* A full phonebook system is included. Single, multiple and group dialling are supported.

\* User defined cover page information is stored with every phone number entry for automatic generation of fax header sheets. Has the ability to include any IFF image as part of the header for company logo etc. Allows inclusion of scanned or IFF signature files. Transmission of Cover page is optional.

\* Create and send faxes in FINE or STANDARD mode. Received faxes may be re-transmitted as received. Both resolution faxes are able to be printed on a standard amiga printer.

\* Any TEXT file or IFF image can be converted to Group 3 fax image format either prior to or during sending. A limited set of imbedded commands are available with text->fax conversion. These allow highlighting with bold, italic, underlined or reversed text and page breaks, plus inclusion of IFF graphic images within the created fax page.

\* Full AREXX support with more than 25 commands allowing complete remote control of fax functions.

\* Auto-detection between FAX and DATA connections. Ability to interface with BBS software such as STAR-NET etc to provide a fax server capability for dial-in users

\* Faxes are created in the standard CBM IFF FAX form with proprietary extensions. (The format is freely available)

\* Under WB2.04, an application icon can be switched on which enables the user to drop any type of icon onto it and the software will take the appropriate action.

\* The program can be iconified full functional background operation.

Recommended retail price for the software is currently \$AUS159.00

-----  
GPFax is available from world wide from Supra Corporation either bundled with one of their FAX/DATA modems or as a stand alone package.

It is also available direct from

GPSsoftware,  
21 Alooomba Rd,  
Ashgrove, Queensland  
Australia 4060

Phone +61 7 3661402  
Contact: Dr Greg Perry,

### ProDraw 3.0

New features list:

- \* radial and linear gradient fills
- \* type and edit text directly on the page
- \* Type 1 and AGFA Compugraphic font support
- \* new type controls (line spacing,

variable X-Y bolding, variable X-Y scaling)

- \* polygons, rounded rectangles, select by attribute, and other "Tool Genies" (i.e. AREXX support)
- \* display individual objects in wireframe or full colour
- \* undo
- \* redo
- \* Pantone colour matching system built-in
- \* improved colour separation algorithms
- \* >100 pieces of professionally drawn clip art
- \* improved autotrace
- \* import 24-bit IFF images
- \* rotate, crop, and scale IFF and EPS images
- \* auto-tiling
- \* landscape printing for dot matrix/Laserjets/Deskjets
- \* special positioning controls for Laserjets and Deskjets

### 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
Dynasoft	753-8788
Low Rider	452-0954
The Out Of	369-7560
Pat's BBS	923-2126
Primus BBS	983-9677
Purgatory	662-3386
Roseville CRC	791-4298
Starship Enterprise	338-4674
Trucker's Inn	974-1294

# THE ROUND TABLE



by: Mark Wilkinson

FORM/dWORDFONT

topazCOLR%\$  
#!PSETè PRECx\$\$óPHè 'ddD  
OC .SECTx.hh"ZPARAhhh  
TABSTEXTad-ven'ture...n. 1, a remarkable occurrence; a noteworthy event; a hazardous enterprise. 2, activity of a hazardous or exciting nature. TEXT2-v.t. & i. embark upon; take the risk of; dare....TEXTTEXTàAdventure. Hazardous. Dare. Exciting. Yes, my fellow members of the Fellowship of The Round Table, it is definitely an exciting voyage we choose to "embark upon", as Webster's Handy College Dictionary defines that road which we choose to travel. And Adventure is what The Round Table is all about - it is its life blood, its essence, its grail of vitality which keeps its very soul alive. Alive to partake in our gathering that we have grown to hold most dear. So shall we begin?TEXTTEXT This month's column will be a little different and vary from what I had planned at the end of last month's Round Table. But before we begin, allow me to point out an interesting fact I

discovered while quoting the above definition of Adventure. A few lines higher on that particular Dictionary page came the word Advantage, meaning benefit, gain, superiority. A few lines below Adventure was the word Adversary, meaning an opponent or enemy. And as I looked at how these words naturally fell into the order they existed on the page, I also noticed something else - how the true secret of succeeding at Adventure does indeed mean "Gaining Superiority OVER an Opponent or Enemy". TEXTTEXTThat just fell together too well, didn't it? But it does lead directly into that which I mentioned above - a difference in this month's column. Sometimes pure strength and slight-of-hand will not let you achieve that necessary advantage over your opponent. All too often I've sat there hacking away at a 5-Eyed Jelly Glob that just happens to be standing between my hearty band of Adventurers and the Golden Spittoon of Eternal Saliva. And my characters will hack and slash, cast and pray, scald and freeze until dead or eradicated and then what? Ah, but if I had known before hand that the 5-Eyed Jelly Glob had once been a time-transported container of Pepto-Bismol which was slammed into this adventure's plane of existence by the evil mage GottaTumyAke and then transformed by him casting the forbidden Belch of a Thousand Beholders spell, well, then I would realize that hot and cold attacks were not the answer. Nay, for the solution to defeat a previous antacid would be, of course, Acid attacks! My cleric and mage would assault the creature with Acid Arrows and Sizzling Snot Sling spells until the creature would explode with one long and loud

\*BELCH\*!TEXTTEXTòSo that is one reason why this month I will be dedicating most all of my article to help and hints on that fantastic game, Might and Magic III. Um...er...the other reason is that since writing my last Round Table when I started playing M&M3, that's all I've been doing - playing M&M3. I have other games to play, mind you. Dark Queen of Krynn from SSI is waiting on my shelf, as is Shadowlands and Ultima VI. But this game is just so awesome in its complexity and addicting qualities that it is very, very hard to just drop in the middle. So I won't. Instead I urge those die-hard adventurers out there to go out and get this game, because it is truly a phenomenal piece of software. And now instead of rattling on about the Why, let's get on with the What.TEXTTEXTQI will try

## REZOLUTION TECHNICAL BOOKS

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

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

5% Discount on books with  
Membership card

\*\*\*\*\*

9500 Micron Ave Suite 104  
Between Bradshaw &  
Mayhew  
at Hwy 50 near  
Capital Christian Center

to help you in those things that will make the game more enjoyable to play by taking a few of the what I deem "unnecessary" mysteries out of the adventure. I will try NOT to give away any major secrets; instead I will try to help you in creating your characters and understanding some of the terminology mentioned in the game.

First of all, you will need a BALANCED party of 6 adventurers. This is all you are allowed to create for one party. However, there is room for 2 more NPCs (Non-Player Characters) in your group. These are computer-controlled adventurers that, for one reason or another, wish to join your band to help in the adventuring (as well as the fact that they require payment of X number of gold pieces each day to stay in your happy little group). You can find the first two NPCs in the inn in Fountain Head, the town where you begin the game. After that, there are generally 2 more NPCs in each town. However, you will usually have to rescue them from the evils beneath each town first. Then they will appear in that town's inn as well. As a personal note, I have found no use for these NPCs..yet. It is very possible that you will indeed need one or two of these characters later, as there are 10 classes of characters and you only have 6. And some places only allow certain characters to enter.

See my point? To begin creating your own characters, take the pre-made party you are forced to begin the game with and go to "Forty Winks", the Inn in Fountain Head. Once checked in, transfer all the items you can to 2 of the characters, then dismiss (permanently) the rest of them. This will free up space in your party as well as free up the

face portraits to use, since only one unique face can be used by your characters throughout the game. Now go into the Character Generation screen and start creating. I found that by writing down the classes and races and statistics of the pre-made party before dismissing them and then trying to create even better characters helped towards my end goal of a well-balanced party. A character can be male or female. There are 5 Races to choose from: Human, Elf, Dwarf, Gnome and Half-Orc. There are 10 Classes to select from: Sorcerer, Archer, Cleric, Paladin, Druid, Ranger, Knight, Barbarian, Robber and Ninja. Each character can choose from 3 alignments (ways of thinking): Good, Neutral or Evil. And each character has 7 attributes which make up their very being: Might, Intelligence, Personality, Endurance, Speed, Accuracy and Luck. Here is my party of 6 characters as an example of a balanced party (they seem to be doing pretty good so far):

A Male Good Human

Paladin MGT=23 INT=11 PER=13 END=28 SPD=20 ACY=18  
 LCK=14TEXTTEXT- A Male Evil Half-Orc Ranger MGT=19 INT=12 PER=14 END=22 SPD=16 ACY=22  
 LCK=14TEXTTEXT- A Male Evil Gnome Robber MGT=15 INT=12 PER=13 END=22 SPD=14 ACY=21  
 LCK=23TEXTTEXT- A Female Good Gnome Cleric MGT=16 INT=8 PER=24 END=17 SPD=17 ACY=15  
 LCK=13TEXTTEXT- A Female Neutral Dwarf Druid MGT=12 INT=18 PER=15 END=18 SPD=16 ACY=12  
 LCK=6TEXTTEXT- A Male Neutral Elf Sorcerer MGT=9 INT=25 PER=11 END=19 SPD=18 ACY=10  
 LCK=13TEXTTEXT

The above characters are just examples and by no means should you try to copy them exactly. Besides, the game randomizes every roll of the dice in the Character Generation menu and trying to match exactly is nearly impossible. It

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

took me 3 hours of rolling and rerolling to get the statistics you see above. The most important thing to remember is that certain classes of characters require higher numbers in certain attributes. For example, Sorcerers require high Intelligence, Clerics high Personalities, etc. Studying the above examples and the pre-made characters in the game (along with a dash of common sense) should reveal what those attributes are, and therefore what to strive for when rolling your characters' attributes. TEXTTEXT Once you get your characters set up just like you want them, add them into your party one at a time, exchanging items from the pre-made characters you kept until you can delete them as well. Then re-equip your party with their items and you're all set to begin adventuring! TEXTTEXT You may have noticed by now that you are allowed only one save game at a time. THIS IS VERY FRUSTRATING...but I have a solution (of course). This procedure will work only if you're running off a hard drive. Sorry. When I boot-up my machine, I have Directory Opus start automatically in an iconized state. (This will more than likely also work with Disk Master or SID, but since I use and enjoy Directory Opus, I will use it in my explanation. End of explanation of explanation. Now back to the explanation.) Then I double-click on my Might and Magic III icon and begin the game. Once playing the game, I activate Directory Opus by pressing the hot keys (Ctrl-Shift-Alt Combination) to activate Directory Opus. This forces the computer back into multitasking. You can then use Amiga-M to flip back and forth from Directory Opus and M&M3.

Next, select the partition where Might and Magic is stored and then select the directory called MM3-GAMES. Once there, you will notice a large file called SAVE##.MM3, where ## is the number of the game you're playing (probably 00). Now create a directory within the MM3-GAMES directory called something like BACKUP.SAVES or such. Now in the other Directory Opus window, select that directory, then copy the file SAVE##.MM3 from MM3-GAMES into it and RENAME the file by adding a suffix to it describing where you're at in the game. For Example, SAVE00.MM3 could become SAVE00.MM3-START.TEXTYDO NOT EDIT THESE FILES OR DELETE THE SAVE FILE FROM MM3-GAMES. The save game files are all 208919k in size. Any deviation will cause Might and Magic 3 to get real upset. You can repeat the above procedure as many times as space on your hard drive allows. I have about 20 different saved games backed up. You never know when you may have missed an important date or place or did something after you skipped something that you should have done before you did the thing that you skipped and now you're all confused... When you need to restore a previously saved game, first delete your identifying suffix, then replace the current save file in MM3-GAMES with your old one and Might and Magic will load it like usual. Works very nicely! TEXTTEXT If you are running from a floppy-based system, my suggestion would be to get a lot of floppies together to use as the MM3-GAMES disk. Prepare each disk as directed on the game's Reference Card. Then when you save at an

important place, remove the MM3-GAMES disk, mark on the disk label where and when you saved, replace with a new MM3-GAMES disk and save again, then keep playing. The game will never know the difference because you still have a current saved game disk in the drive. TEXTTEXT Well, I could go on, but I won't. That should point you into the right direction to begin with. I will have more helpful hints (including some puzzle solutions) as time goes on. I hope to have some more game reviews by next issue, however I make no promises, but I will try. If you have any other questions regarding this game (or any others), don't hesitate to leave me mail on Amigalink, or if you're really stuck, you can call me at home (during "decent" hours please). My number is listed inside the front cover of this Amigazette. And, of course, keep looking for The Round Table room to be appearing shortly on Amigalink. There you'll find all of my previously published Round Table columns as well as a bevy of hint files, stories in text files and lots and lots of adventure and gaming news. Stay tuned for further developments! TEXTTEXT Well, The Round Table for this month must now draw to a close. You have been armed this month with ammunition to fight the perils of a great Adventure. Use it and fare thee well. For The Round Table will never turn away an Adventurer, be he successful or not. But a coward or imposter shall be cast out like the chamber pots at dawn. Until our next meeting, my friends, I bid you peace and prosperity... TEXTTEXT From The Round Table. TEXTHEADPARAhhh TABSTEXTFOOTPARAhhh TABSTEXT

# FRED FISH

## Term Fred Fish Disk # 681

A gift-ware telecommunications program written for AmigaOS release 2.x (Kickstart 37.175 and Workbench 37.67 or higher required). Features include total configurability, full ARExx control, Xpr-transfer support, filetype-identification after download, cut & paste/point-and-click on screen, auto upload and download, scrollable review buffer of unlimited size, solid and fully-featured VT100/VT220/ANSI emulation, optional fast atomic terminal emulation, hotkey support, powerful phonebook and dialing functions, ability to save and print the contents of the screen as IFF-ILBM or ASCII file, full overscan and screen resolution support (new ECS screen modes included), asynchronous operation and a lot more. Comes with seven Xpr-transfer libraries (ascii, jmodem, kermi, quickb, xmodem, ymodem & zmodem) and documentation both in German and in English. This is version 2.2a, an update to version 1.9c on disk 589. Includes full source in 'C' and assembly language.  
Author: Olaf 'Olsen' Barthel

## AmiBack Fred Fish Disk # 682

Demo version of Ami-Back v2.0, a nice backup utility for the Amiga. Features include backup to any AmigaDOS compatible device (such as floppies, removable hard disks, fixed media hard disk, and tape drives), compression, no copy protection, configuration files, complete backups, incremental backups, selective backups, file exclusion filter, setting of archive bit, password protected backups, online help, AREXX support, etc. Demo version does not have restore. Version 2.0a, an update to version 1.04 on disk 517. Binary only.  
Author: MoonLighter Software

## CyberCron Fred Fish Disk # 682

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 1.3, an update to version 1.2 on disk 656. Includes source.  
Author: Christopher Wichura

## ReqChange Fred Fish Disk # 682

A little program that patches the system requesters to use the similar requesters in ReqTools.library. It also patches the ARP requester and all requesters in Req.library. It is very flexible, allowing you to modify where the requester should appear, which of the libraries to patch, etc. Includes a pair of small utility programs, GetFile and ReqAsk, that can be used in scripts to put up file requesters or other requesters. Version 1.08, includes source.  
Author: Magnus Holmgren

## RexxHostLib Fred Fish Disk # 682

This is a shared library package to simplify the ARExx host creation/management procedure. Rexx-message parsing is also included making it possible to control ARExx from programs such as AmigaBASIC (can you imagine AmigaBASIC controlling AmigaTeX?). This is version 37.1, an update to version 36.14 on disk 403. This version has been updated for use with Kickstart 2.0. Includes source in 'C' and assembly language.  
Author: Olaf 'Olsen' Barthel

## Zoom Fred Fish Disk # 682

A fast and efficient floppy disk archiving utility based on the data compression / decompression algorithms used by lh.library. Has an Intuition and a Shell interface, fully supports Kickstart 2.0, is able to add texts and notes to archived output files, knows 274 different bootblock viruses, includes a number of compression parameters (such as encryption of the output file) and a lot more. Version 5.4, an update to version 4.1 on disk 459. Binary only.  
Author: Olaf 'Olsen' Barthel

## GMC Fred Fish Disk # 683

A console handler with command line editing and function key support. GMC provides extended command line editing, function key assignment in four levels, extended command line history, online help for functions in the handler, and an iconify function. Also includes an output buffer (dump to printer and window), filename completer, script function, undo function, prompt beeper, pathname in window

title, close gadget for KS 2.0, etc. This is version 9.13, an update to version 9.11 on disk 587, with some new features and some bug fixes. Shareware, binary only.  
Author: Goetz Mueller

## KFAST Fred Fish Disk # 683

Key Frame Animator with Skeletal Technique. A collection of functions to implement a two-dimensional object based animator designed to use the skeletal technique of modeling objects and simple tweening to free the animator from the labors of producing smooth transitions between key drawings. A crude demo program has been included utilizing the routines. Version 0.5, includes source.  
Author: Craig M. Lever

## LE-NAG Fred Fish Disk # 683

LeverEdge NAG is a program to remind you of events before you miss them. Events can be scheduled to occur once or repeat daily, weekly, monthly or yearly. You can be alerted of the event in a number of ways from a screen flash to a message requester. Version 92.05.02, shareware, binary only.  
Author: Craig M. Lever

## PrintFiles Fred Fish Disk # 683

A freely redistributable print utility to replace the standard workbench Printfiles command. Supports ARExx, application icon, and setting up a print list with unlimited number of entries. Requires OS 2.04. Includes two versions, V0.91e in English and V0.91d in German. This is an update to V0.9 on disk 632. Includes source.  
Author: Karlheinz Klingbeil

## ShowLink Fred Fish Disk # 683

Tool to list hardlinks. Also tells which file or directory the link points at. Version 1.1, includes source in Oberon.  
Author: Christoph Teuber

## AL Fred Fish Disk # 684

Archive Lister. Recognizes and lists contents of archives created by ARC, LHarc, LHA, LZ, ZOO, APE, ZIP, WARP, DMS and ZOOM. AL is fully standalone and doesn't call upon the original archivers to list contents. Binary only.  
Author: Oliver Wagner

## CpuClr Fred Fish Disk # 684

A hack in the spirit of "CpuBlit". Replaces the BltClear() call in graphics.library with an 68030 optimized processor routine. Includes source in assembly.  
Author: Oliver Wagner

## EmptyHandler Fred Fish Disk # 684

Another example of a filehandler. This one creates empty files of any given length. Includes source in C.  
Author: Oliver Wagner

## MagPages Fred Fish Disk # 684

A software package that allows you to create and display a disk-based magazine. The magazine produced is of a similar format to that of a traditional paper magazine. You can combine text and graphics on a single page, branch to different sections by clicking on icons and play sound and music. Features a full intuition driven interface. Version 1.30, an update to version 1.0 on disk 372, with many new features, bug fixes, and an improved user interface. Shareware, binary only.  
Author: Mark Gladding

## PlaySound Fred Fish Disk # 684

A tool to replay IFF-8SVX sounds using double-buffering while the sound file is being loaded from disk. Also serves as an iffparse.library and audio.device programming example. Requires Kickstart and Workbench 2.04 (or higher). Version 1.1, includes source in 'C'.  
Author: Olaf 'Olsen' Barthel

## DiskPrint Fred Fish Disk # 685

A label database which prints and stores disk labels for 3.5" and 5.25" disks. Primarily created as a combined database and print utility for FD disks, it includes easy-to-use label library functions (like printing labels for a whole FD series in one turn or multiple print of one label) and labels for most FD disks which are available within a few mouse clicks. Features include a fast search routine, user-definable label layout, different label sizes, intuition-based disk directory read-in and a lot more. Very configurable. Works fine with every printer connected to the parallel port and AmigaOS 1.2, 1.3, and 2.x. This is version 3.51, a major update to version 3.4.3 on disk 567. Both English (PAL & NTSC) and German versions. Shareware, binary only.  
Author: Jan Geissler

## FreeCopy Fred Fish Disk # 685

FreeCopy is unlike most copiers in that it does not actually copy disks. It removes the protection so disks can easily be backed up with almost any program, and in some cases be installed on your hard drive. This is version 1.8, an update to version 1.4 on disk 498. Public domain, binary only.  
Author: Greg Pringle

**MCMaster** Fred Fish Disk # 685  
MCMaster is another cassette tape cover printing utility which should work together with any printer which supports pica and fine. Other features include a search function and a list function which allows you to put all the song names in a list gadget to scroll around. Version 1.1, freeware, includes source in C.  
Author: Michael Watzl

**PublicManager** Fred Fish Disk # 685  
Public screen tool which opens public screens which are freely configurable (depth, size, font, etc) and have their own menu (palette, quit, tools, etc). Includes two little tools to modify the public screen modes and the default public screen. Version 1.2, freeware, includes source in C and assembly.  
Author: Michael Watzl

**YaZ** Fred Fish Disk # 685  
One player Yatzee game. This program was written to take up little memory and to multitask nicely. This is version 1.1, an update to version 1.0 on disk 498. Public domain, includes source in C.  
Author: Greg Pringle

**BonAppetit** Fred Fish Disk # 686  
Bon Appetit is a recipe database manager that automates recipe collections and allows for far more flexibility than regular index cards. You can search for recipes by title, keyword, or ingredient. You can import recipes in BonAppetit's own format or 3 popular MS-DOS formats, so you can quickly build a recipe collection. Includes complete recipe utilities and 24 recipes to get you started. Version 1.3. New features include recipe browsing, mass export, less cryptic error messages, and many bug fixes. Shareware, binary only.  
Author: Boris Shor

**DWFIcons** Fred Fish Disk # 686  
A collection of icons for WorkBench 2.0, including some that are for an interlaced WorkBench.  
Author: David W. Ferguson

**DWFPresets** Fred Fish Disk # 686  
A collection of AmigaDOS 2.0 presets for pointers, palettes, screen modes, and WorkBench backdrop patterns.  
Author: David W. Ferguson

**MultiBox** Fred Fish Disk # 686  
Request utility which can be used in scripts. Unlike other tools (QuickRequest, Request, etc) it uses checkbox gadgets. Includes source in C.  
Author: Michael Watzl

**NewPos** Fred Fish Disk # 686  
A tool to resize and move the active shell window directly or from scripts. Freeware, includes source in assembly.  
Author: Michael Watzl

**AmigaEMS** Fred Fish Disk # 687  
A utility program for Amiga bridgeboard users that allows you to use any amount of Amiga memory as expanded memory on the bridgeboard. AmigaEMS is LIM/EMS 4.0 compatible. This is version 1.01, shareware, binary only.  
Author: drs. A. D. Hagen

**FracBlank** Fred Fish Disk # 687  
A commodities screen blanker written for Kickstart and Workbench 2.04 (or higher). When running will blank the screen and start to draw real plane fractals such as described in the September 1986 issue of Scientific American. The resulting images may remind you of spiders' webs, lace or even the Chladnian patterns formed by grains of sand strewn across a vibrating surface. This is version 2.2, an update to version 1.8 on disk 588, and includes numerous bug fixes and enhancements (such a new fractal type and a font-sensitive user interface). Includes source in 'C' and assembly language.  
Author: Olaf 'Olsen' Barthel

**PowerPlayer** Fred Fish Disk # 687  
A very powerful, user friendly and system friendly module player. It can handle nearly all useful module-formats (Noisetracker, MED, Oktalyzer, etc.), can read powerpacked modules and comes along with its own cruncher that uses the powerful lh.library written by Krekel/Barthel. Needs the powerpacker.library and the reqtools.library to run, both included in the package. Also includes some sample modules.

This is version 2.7, an update to version 2.1 on disk 647, freeware, binary only.  
Author: Stephan Fuhrmann

**SFCoder** Fred Fish Disk # 687  
A program that allows you to encrypt and decrypt files by using a password. Uses complex routines to assure the security of your data. Requires OS 2.0 to run. Version 3.0, freeware, binary only.  
Author: Stephan Fuhrmann

**XPRD** Fred Fish Disk # 687  
eXternal PProtocol Driver. A standalone driver utility for doing file transfers with XPR libraries. Has many features like carrier checking and return code redirection (for "stupid" languages). Includes source in C.  
Author: Oliver Wagner

**XSB** Fred Fish Disk # 687  
eXternal ScreenBlanker Standard. Documentation and examples of a new library standard for fancy screenblankers. Includes Standard, Shuffle and Psychedelic blankers. Public Domain, source in C is included. OS 2.0 only.  
Author: Oliver Wagner

**OctaMEDPlayer** Fred Fish Disk # 688  
Standalone player program for playing songs made with OctaMED. Can load sng-samples-format and MMD0/MMD1-modules made with MED V2.10 or later, or any version of OctaMED. Can play standard four channel Amiga songs, MIDI songs, 5 to 8 channel OctaMED songs, and multi-modules. Has a nice 2.0 look and works fine under 2.0 as well as 1.3. Version 3.00, binary only.  
Author: Teijo Kinnunen and AMIGANUTS UNITED

**ScreenSnap** Fred Fish Disk # 688  
ScreenSnap allows you to save and close screens of any application. It requires OS 2.04 and includes German documentation. This is version 1.12, binary only.  
Author: Oliver Graf, T.O.M. Software Wuppertal

**UpdateIcon** Fred Fish Disk # 688  
A tool to add icons to files and drawers which do not yet have icons attached, to update the default tools and to reset the positions of icons. Very handy for installation scripts. Requires Kickstart and Workbench 2.04 (or higher). Version 1.0, includes source in C.  
Author: Olaf 'Olsen' Barthel

**AssignWedge** Fred Fish Disk # 689  
An AssignX clone, redesigned from the ground up, which fixes a couple of potential bugs in the original program and is also able to cope with an internationalized operating system. Kickstart and Workbench 2.04 or higher required. Version 1.1, source in 'C' is included.  
Author: Olaf 'Olsen' Barthel

**Phone** Fred Fish Disk # 689  
A funny strategy game. Your goal is to connect everyone to the phone system without running out of wire. The country in which these people live is full of high mountains, deep rivers, and highly frequented roads, so connecting everyone up may not be easy. Binary only.  
Author: Tobias Eckert

**TKEd** Fred Fish Disk # 689  
TKEd is a very comfortable Intuition-based ASCII editor. It can read texts packed with PowerPacker, has user-definable menus, a comfortable AREXX-interface with 102 commands, an interface to some error tools for programmers, macros, undo, supports foldings, and many other features. TKEd is reentrant and can be made resident. It also checks itself for link-viruses. Version 1.05, an update to version 1.00a on disk 620. Binary only.  
Author: Tom Kroener

**FastGif** Fred Fish Disk # 690  
A fast GIF87 file viewer written in very optimised asm, but displays only pictures with no more than 32 colors. Supports overscan, NTSC & PAL display, allows scrolling for big pictures. Version V1.00, binary only.  
Author: Christophe Passuello

**Find** Fred Fish Disk # 690  
Yet another file find utility, different from other programs of this kind in that it requires Kickstart and Workbench 2.04 (or higher) to run, sports a font-sensitive user interface, includes Workbench ApplIcon/AppWindow support, filetype identification and other goodies. Version 1.7, includes source in 'C' and assembly language.  
Author: Olaf 'Olsen' Barthel

**HDFixer Fred Fish Disk # 690**

Some of the newer A3000's have high density floppy drives. In the 37.175 version of kickstart, HD disks are not completely supported in HD mode. This program patches the system so that kickstart V37.175 owners are able to use 1.71 MB HD disks in the floppy drive. Requires Workbench 2.04. This is version 1.10, an update to version 1.00 on disk 645. Binary only.  
Author: Peter-Iver Edert

**Rescue Fred Fish Disk # 690**

A non-multitasking shoot'em up game with smooth scrolling in three directions, four different pieces of music, highscore list, cheat mode, etc. Automatically notices if started on an NTSC or PAL machine, and uses full PAL screen or NTSC overscan screen. Binary only, shareware.  
Author: Tobias Eckert

**VirusHunter Fred Fish Disk # 690**

A harmless screen hack.  
Author: Tobias Eckert

**CManual Fred Fish Disk # 691**

Disk 1 of a 5 disk distribution of one of the largest collections of documents, examples, and utilities in C for the Amiga. It consists of six manuals, with more than 40 chapters, 175 fully executable examples complete with source code, and several utilities and other goodies. The manuals describe how to open and work with Screens, Windows, Graphics, Gadgets, Requesters, Alerts, Menus, IDCMP, Sprites, VSprites, AmigaDOS, Low Level Graphics Routines, etc. They also explain how to use your C Compiler and give you important information about how the Amiga works and how your programs should be designed. When unpacked, the manuals and examples nearly fill up twelve standard Amiga floppies. This is version 3.0, an update to version 2.0 on disks 456 and 457. Because of its size, it is distributed on five library disks, 691 through 695.  
Author: Anders Bjerin

**CManual Fred Fish Disk # 692**

Disk 2 of a 5 disk distribution of one of the largest collections of documents, examples, and utilities in C for the Amiga. It consists of six manuals, with more than 40 chapters, 175 fully executable examples complete with source code, and several utilities and other goodies. The manuals describe how to open and work with Screens, Windows, Graphics, Gadgets, Requesters, Alerts, Menus, IDCMP, Sprites, VSprites, AmigaDOS, Low Level Graphics Routines, etc. They also explain how to use your C Compiler and give you important information about how the Amiga works and how your programs should be designed. When unpacked, the manuals and examples nearly fill up twelve standard Amiga floppies. This is version 3.0, an update to version 2.0 on disks 456 and 457. Because of its size, it is distributed on five library disks, 691 through 695.  
Author: Anders Bjerin

**CManual Fred Fish Disk # 693**

Disk 3 of a 5 disk distribution of one of the largest collections of documents, examples, and utilities in C for the Amiga. It consists of six manuals, with more than 40 chapters, 175 fully executable examples complete with source code, and several utilities and other goodies. The manuals describe how to open and work with Screens, Windows, Graphics, Gadgets, Requesters, Alerts, Menus, IDCMP, Sprites, VSprites, AmigaDOS, Low Level Graphics Routines, etc. They also explain how to use your C Compiler and give you important information about how the Amiga works and how your programs should be designed. When unpacked, the manuals and examples nearly fill up twelve standard Amiga floppies. This is version 3.0, an update to version 2.0 on disks 456 and 457. Because of its size, it is distributed on five library disks, 691 through 695.  
Author: Anders Bjerin

**CManual Fred Fish Disk # 694**

Disk 4 of a 5 disk distribution of one of the largest collections of documents, examples, and utilities in C for the Amiga. It consists of six manuals, with more than 40 chapters, 175 fully executable examples complete with source code, and several utilities and other goodies. The manuals describe how to open and work with Screens, Windows, Graphics, Gadgets, Requesters, Alerts, Menus, IDCMP, Sprites, VSprites, AmigaDOS, Low Level Graphics Routines, etc. They also explain how to use your C Compiler and give you important information about how the Amiga works and how your programs should be designed. When unpacked, the manuals and examples nearly fill up twelve standard Amiga floppies. This is version 3.0, an update to version 2.0 on disks 456 and 457. Because of its size, it is distributed on five library disks, 691 through 695.  
Author: Anders Bjerin

**CrossMaze Fred Fish Disk # 694**

A crossword puzzle game where the player is given the words but no clues. The object is to find a way to place all the

words back into the puzzle. Options include 10, 20, or 30 word games with one or two players. Version 1.0, binary only.  
Author: James Butts

**Kan Fred Fish Disk # 694**

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 1.0a, an update to version 1.0 on disk 660. Binary only.  
Author: James Butts

**PgmToShd Fred Fish Disk # 694**

Takes a standard PGM format graphics image and creates from it a PPM image containing information to view black and white images in 151 shades of gray instead of the Amiga's standard 16. It uses the monochrome composite video output jack available on the Amiga 500 and 2000, so provided you have one of these computers and a monitor capable of receiving its input through composite video, no modifications are required to the Amiga. The PBMPPlus library of graphics manipulation routines is required to make use of this program, as well as a standard IFF viewer such as Mostra. A sample test image is included. This is version 1.0, binary only.  
Author: Dan Charrois

**CManual Fred Fish Disk # 695**

Disk 5 of a 5 disk distribution of one of the largest collections of documents, examples, and utilities in C for the Amiga. It consists of six manuals, with more than 40 chapters, 175 fully executable examples complete with source code, and several utilities and other goodies. The manuals describe how to open and work with Screens, Windows, Graphics, Gadgets, Requesters, Alerts, Menus, IDCMP, Sprites, VSprites, AmigaDOS, Low Level Graphics Routines, etc. They also explain how to use your C Compiler and give you important information about how the Amiga works and how your programs should be designed. When unpacked, the manuals and examples nearly fill up twelve standard Amiga floppies. This is version 3.0, an update to version 2.0 on disks 456 and 457. Because of its size, it is distributed on five library disks, 691 through 695.  
Author: Anders Bjerin

**ICalc Fred Fish Disk # 695**

A powerful calculator with many features, including user-defined variables and functions, C-style programming constructs, complex number calculations and more. Has comprehensive instructions, and numerous examples. This is version 2, a significant update to version 1.1 on disk 550. Binary only, source available from author.  
Author: Martin W. Scott

**PPData Fred Fish Disk # 695**

A small utility for crunching data files using Nico Francoia's powerpacker.library. Requires Kickstart 2.0 or later. Includes source.  
Author: Martin W. Scott

**CLITools Fred Fish Disk # 696**

Two small shell commands, touch and time, which behave like their UNIX cousins, and can be made resident. Kickstart 2.0 or later required. Includes source.  
Author: Martin W. Scott

**Drivers Fred Fish Disk # 696**

Printer drivers for the Canon BJ10, BJ20, BJ130, BJ300, BJ330, and the 9 pin Epson mode Star printers. Includes preferences programs for controlling additional options such as margin, timeout, job end signal, arXon switch box, greyscale conversion function, customized tab stops, default typeface, and more. Binary only.  
Author: Wolf Faust; distributed by Canon Europe N.V.

**IFSLab Fred Fish Disk # 696**

An Iterated Function System fractal generator. This one focuses on the "Collage Theorem". It permits you to draw an approximate outline of the planned fractal, then create the collage directly, jigsaw-puzzle style, from actual reduced images of the outline that you can manipulate and deform with the mouse. The attractors of the resultant IFS codes can be rendered in black and white or in grayscale, and saved to IFF files. Version 1.0, includes source in C.  
Author: Nathan Zeldes

**MemSnap Fred Fish Disk # 696**

A small memory monitor useful for seeing how much memory other programs take up. Based on a program called Memeter, which broke under Kickstart 2.0. Requires Kickstart 2.0 or higher. Includes source.  
Author: Martin W. Scott

**TinyClock** Fred Fish Disk # 696

A cute little analog clock with lots of features, including pop-to-front, hourly chirp, and alarm. Size and colors used are configurable, and it uses very little memory or cpu time. Requires Kickstart 2.0 or higher. Binary only.  
Author: Martin W. Scott

**WindoTiler** Fred Fish Disk # 696

A WB2.0 commodity for arranging windows. Comes with many tool types to help customize it. Supports virtual screen users, tiling, cascading, refusing windows & screens, exploding windows, etc. This is version 2.1b, an update to version 1.2.1 on disk 623, with many enhancements and bug fixes. Binary only.  
Author: Doug Dyer

**Hackdisk** Fred Fish Disk # 697

A complete replacement for trackdisk.device minus support for 5.25 inch and 150RPM floppies. It offers a verify option and is faster than trackdisk 2.0. Hackdisk is supplied as a Rom-Tag module and may be RamKick'ed or placed directly in the Kickstart ROM. Free for non-commercial use, assembly source included. This is version 1.10.  
Author: Dan Babcock

**HiSpeed** Fred Fish Disk # 697

A high speed printing utility for DeskJet printers. Output is reduced to about 1/4 of its original size. The maximum processing speed is 4 pages/min. Supports ANSI/ESC codes (e.g. Italics), single or double sided printing, multiple copies, and free layout. Two fonts are available. DeskJet RAM cartridge required. Version 2.7, shareware, binary only.  
Author: Dietmar Eilert

**QMouse** Fred Fish Disk # 697

An unusually small and feature-packed "mouse utility". Was inspired by, but not derived from, the original QMouse by Lyman Epp. Features include automatic window activation (like WindX), top-line blanking for A3000/A2320 users, system-friendly mouse blanking, mouse acceleration/threshold, "Pop-CLI", click-to-front/back, "SunMouse", "NoClick", "WildStar", Northgate key remapping, and more. Requires Kickstart 2.0, but is not a commodity. Only 3K. Version 2.10, public domain, assembly source included.  
Author: Dan Babcock

**TypoGrapher** Fred Fish Disk # 697

A softfont editor package for 24-pinwriters and DeskJet printers (any model). Editor supports Laser fonts, DeskJet fonts, Amiga fonts, pinwriter fonts and IFF files. Features include about 40 drawing commands, special effects (e.g. 3D look), import/export of IFF images, generation of width tables, and more. Includes several tools for easy download (e.g. simulation of "soft" font cartridges). Requires at least 1Mb of memory. Version 2.05, shareware, binary only.  
Author: Dietmar Eilert

**SCRAM500** Fred Fish Disk # 698

The first of a series of Public Domain "KitWare" hardware projects for the Amiga. On this disk you will find the design for an 8Meg RAM and SCSI controller for the Amiga 500 (SCSI RAM for the 500 = SCRAM 500). You will also find an order form to obtain PCB, chips and whatever you need to build one. The SCRAM 500 is easy to build, cheap and should be useful to a lot of people. Included in this distribution is complete documentation on how to assemble a SCRAM 500, notes for Amiga 1000 owners, a description of the custom chips, design notes, troubleshooting guide, user's manual, bill of materials, 12 HPGL plot files for schematics and PCB layout, hard drive partitioning software, a mountable device driver, a ROMable driver, and more!  
Author: Norman Jackson

**EZAsm** Fred Fish Disk # 699

Combines 68000 assembly language with parts of C. Produces highly optimized code. Uses C-like function calls (supports all 2.04 functions), braces, "else", ".fd" support, and much more. Comes bundled with A68k and Blink, for a complete programming environment. This is version 1.7, an update to version 1.6 on disk 592. Includes example source and executable files. Binary only.  
Author: Joe Siebenmann

**IFFConvert** Fred Fish Disk # 699

A program to convert the different compression methods of IFF ILBM files. It supports the normal compression, a new compression method that compresses column by column instead of row by row, and uncompressed files. Version 1.11, includes source.  
Author: Matthias Meixner

**MungWall** Fred Fish Disk # 699

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. This is version 37.52, an update to version 37.51 on disk 659. Binary only.  
Author: Commodore Amiga; submitted by Carolyn Scheppner

**ReOrg** Fred Fish Disk # 699

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 2.04 only. This is version 2.3, an update to version 2.1 on disk 678. Shareware, binary only.  
Author: Holger Kruse

**Shrink** Fred Fish Disk # 699

A new archiver that uses dynamic arithmetic encoding with a dictionary size from 1-64Kb. Slower than other archivers, but seems to get better compression ratios. Another interesting feature is that it uses a new IFF format for it's archive files. Version 1.1, binary only.  
Author: Matthias Meixner

**Sizer** Fred Fish Disk # 699

Reports the size of selected disk objects (including subdirectories). It reports the number of bytes in all plain files and the number of blocks occupied by files and directories. It is intended for the Workbench user who wants to know if there is room to drag-copy one or more icons. Includes source and binary.  
Author: Fabbian G. Dufoc, III

**TeXtPlus** Fred Fish Disk # 700

TeXtPlus Professional is a TeX frontend word processor. Now you are able to create TeX documents without having to know anything about the professional typesetting program TeX. Makes use of PasTeX, Georg Hessmann's Amiga implementation of TeX. Contains both the English version (4.00EN) and the German version (4.00N). These versions are updates to the 3.00 versions on disk 484. Shareware, binary only.  
Author: Martin Steppier

Sacramento Amiga Computer Club  
Quarterly Income and Expense  
July 31, 1992

EXPENSES

	Jan - Mar	Apr - Jun	Jul - Sep	Oct - Dec	Yr-to-Dt
Printing-NL	868.12	1092.10	326.74	-	\$2286.96
Postage-NL	225.00	150.00	23.70	-	\$398.70
Postage	87.80	35.47	-	-	\$123.27
Printing	12.96	2.42	-	-	\$15.38
Phone-BBS	80.43	183.86	147.05	-	\$411.34
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	475.02	-	\$1031.63
PO Box	49.00	-	-	-	\$49.00
Mouse Pads	256.30	-	-	-	\$256.30
Lib Reimb	100.00	-	-	-	\$100.00
Expen Misc	20.00	-	25.00	-	\$45.00
TOTAL	2176.36	1660.15	997.51	-	\$4834.02

INCOMES

	Jan - Mar	Apr - Jun	Jul - Sep	Oct - Dec	Yr-to-Dt
1992 Dues	2151.00	284.00	176.00	-	\$2611.00
1993 Dues	82.00	184.00	172.00	-	\$438.00
BBS Dues	96.00	30.00	-	-	\$126.00
Ads	238.50	316.00	41.00	-	\$595.50
Mouse Pads	92.00	18.00	12.00	-	\$122.00
Lib Disks	160.90	12.00	-	-	\$172.90
Incom Misc	-	-	1.40	-	\$1.40
TOTAL	2820.40	844.00	402.40	-	\$4066.80
Cash Flow	644.04	-816.15	-595.11	-	-\$767.22
Plus carry over from 1991					\$2667.39
Checking account balance as of 7/31/92					\$1900.17
Plus Petty Cash account					\$ 50.00
Treasury Grand Total					\$1950.17

Submitted by: Lindsey Fong, Treasurer  
July 31, 1992

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

This Amigazette was published using an Amiga 2000. DTP by ProPage 2.0, PageStream 2.2 and ProDraw 2.0. Amiga is a registered trademark of Commodore-Amiga, Inc. PageStream is a registered trademark of Soft Logik Publishing Corp. ProPage and ProDraw are trademarks of Gold Disk, Inc. Clipart by Eclips I & II, copyright AlohaFonts. Camera ready art printed on an AST Turbo Laser PS.

Sacramento Amiga Computer Club, SACC, the SACC logo, and AMIGAZette are registered trademarks of the Sacramento Amiga Computer Club. All contents of this newsletter, except for the articles used by permission, are copyright 1992 by the Sacramento Amiga Computer Club. The articles, drawings, and other material which are submitted and printed in the AMIGAZette are the views of the contributor and not necessarily the views of SACC or the AMIGAZette staff. All rights reserved.

The staff of AMIGAZette and the officers and Board of Directors of the Sacramento Amiga Computer Club do not advocate or encourage the use of any product or service advertised herein for illegal purposes. AMIGAZette and SACC assume no liability, implied or otherwise, for the use of any product, service or article contained herein for any purpose whatsoever. The readers of AMIGAZette hereby agree to use all said products, services and article suggestions at their own risk, with no liabilities to be assumed by AMIGAZette or SACC in any way, shape or form.

Permission is hereby granted to reproduce any text contained in this publication for non-commercial purposes, under the following conditions. An article must be reproduced in its entirety, with full credit given to the author and the AMIGAZette (SACC) as sources. All other changes must be approved in writing, in advance, by the author or SACC.

### Deadlines

All commercial ads and user articles can be uploaded to the SACC BBS at 332-5144 (2400), 332-5130 (9600) & 443-8786 (2400). The deadline for articles and space reservations for the any edition of the AMIGAZette is the 25th 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

## GUIDE TO SUBMITTING ARTICLES

### DEADLINE: 25th of the month

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

# Back To School With Candy Computer

Get that homework  
done with:

Final Copy  
Electronic Thesaurus  
A Star 24pin printer  
Deluxe Paint IV  
A Star Ink Jet printer

Take those recesses  
in style with:

Agony  
Adams Family  
Dark queen of Krynn  
Megafortress  
Epic

We carry software for: Amiga, IBM, C-64

**= CANDY COMPUTER =**

9744 ELK GROVE - FLORIN RD  
ELK GROVE, CA 95624  
(916)685-7247

# 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 1600 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. 600 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.

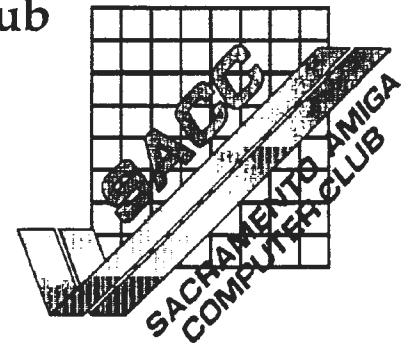
**SPECIAL NOTE:** For those not wishing to join SACC at this time, but would like to obtain member priviledges on the club board, we now offer an AmigaLink BBS Membership for \$30.00 per year. This membership entitles you to online yakking and unlimited download priviledges to it's extensive file bases. If you would like to join SACC, pick up an application at Computertime, ACS or Candy Computer enclose a check or money order payable to "SACC" and mail to:

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

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

## Sacramento Amiga Computer Club

Application for Membership/ Renewal



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

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

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

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

### CHECK AREAS OF INTEREST:

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

### HARDWARE OWNED:

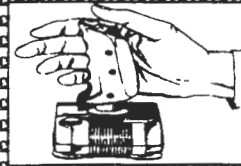
Amiga computer own \_\_\_\_\_  
 Monitor own \_\_\_\_\_  
 Memory Amount \_\_\_\_\_  
 Drives 3.5 \_\_\_\_\_ 5.25 \_\_\_\_\_ HD \_\_\_\_\_  
 Printer: \_\_\_\_\_ Modem: \_\_\_\_\_  
 Emulators: \_\_\_\_\_  
 Other \_\_\_\_\_

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

# APPLIED COMPUTER SYSTEMS

6108 Watt Ave.  
North Highlands, CA.  
(916) 338-2000

**HOURS**  
MON - SAT  
10 - 6  
SUNDAY  
11 - 5



**\*\*\*SPECIAL\*\*\***  
**ROCTEC 52MB ROC HARD HARDDRIVE**  
**FOR THE A500, EXPANDABLE TO**  
**8MB RAM. NOW ONLY \$399.95**

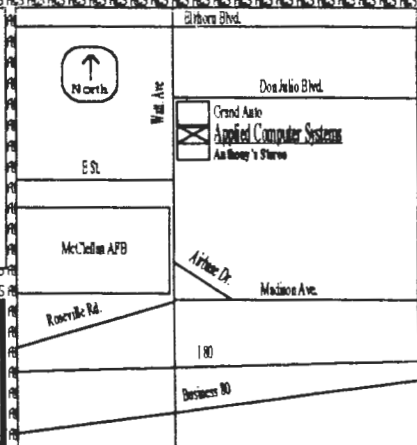
**CHECK OUT  
THESE PRICES**

**CHECK OUT  
THESE PRICES**

## COMMODORE AMIGA PRICING

AMIGA 2000 & 1084S	\$1199.00
AMIGA 2000HD & 1084S MONITOR	\$1399.00
*NEW* AMIGA 2000HD/100 & 1084S	\$1529.00
AMIGA 3000-25/50	\$2199.00
AMIGA 3000-25/100	\$2639.00
AMIGA 3000T-25/200 & 1960	\$3599.00

LONG AWAITED PRICING FROM IVS ON THEIR NEW LINE OF  
ACCELERATORS WILL BE IN SOON CALL AND BOOK YOURS NOW.  
THESE ARE GOING TO GO FAST!!



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

**OPEN 7 DAYS  
A WEEK**

SACC  
P.O. Box 19784  
Sacramento, CA 95819-0784



12/31/92

Dan Hood  
2741 San Luis Court  
Sacramento CA 95818