



# AmigaZette

S A C C  
SACRAMENTO AMIGA COMPUTER CLUB

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**GENERAL  
MEETING**  
September 24

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

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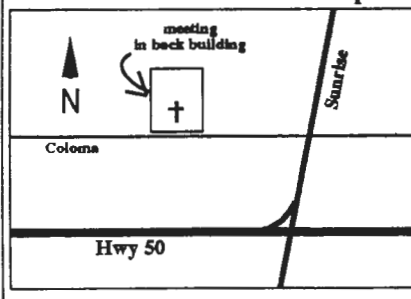
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**GENERAL MEETING**  
July 23, 1992

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



by: Willie Hunt

Just looked at the calender and it's that time again. Gee, how the time flies, where has the year gone. The first half of the year of my being President has been interesting to say the least. We have had three of our scheduled manufacturers/vendors to cancel their appearance and offered to come later in the year and now of course the temporary move to the Church of Christ where we are now holding our meetings. With the club meeting in a new place temporarily, we have had a nice turnout of members at the meetings. When last I checked with Pac Bell, the renovations seem to be going well and is on schedule and it looks like it will be around November when we will be able to get back into the Auditorium. Let's hope that things keep going as they are so that we can get back to our old meeting place, the Pac Bell Auditorium.

The problems with the noise on AmigaLink, SACC's BBS seems to be getting better. Maw Bell finally figured out what was causing the noise and fixed it. I have talked to a lot of members who called me to inquire about the BBS asking questions like, When will the noise problem be taken care of or Why did the board go

down and when will it be back up? I hope that I was able to answer your questions to your satisfaction. We also have about 600 Megs of storage space on the BBS now.

I would like to apologize for the lateness of this newsletter. I am quite sure that everyone knows Murphy. You know, the saying that goes, "Anything that can go wrong, will go wrong". Well, it did and more than once. Fun, fun, fun. Things are back on track now and we are already in the process of assembling next months newsletter. This means that you will be getting your newsletter early. I know that I promised this at the last meeting, but things do happen. We thought that we had all bases covered, but this last newsletter proved that the best laid plans of both mice and men sometimes go wrong. Speaking of the newsletter, I am again asking you the members to write some articles to be placed in the newsletter. It doesn't matter if you are a new member or an old member, try your hand at it. It can be a review of one of your favorite games, or you can tell us why you bought your Amiga Computer or even what you are doing with it. One thing that we ask is that you be careful with your carriage returns. Try not to use it until you want to start a new paragraph. This will greatly help us in that we will not have to go into your article and take out all of the carriage returns. So, come on now, don't be shy, sit down and write an article for the newsletter.

The World of COMMODORE AMIGA, a large Amiga event will be going on in Pasadena, California September 11th, 12th, and 13th. I have been to a lot of AmiExpo's but I have never been to a World of COMMODORE AMIGA so I am looking forward to the event. I hope that a lot of you members get a chance to get down to Pasadena to check it out. I will do a report on the happenings

in the next newsletter. Hope that Commodore will announce the new Amigas and other goodies at this show.

Remember, the meeting is the fourth Thursday the 24th of September at the Church of Christ, located at 10577 Coloma Road in Rancho Cordova. Please make everyone aware of the date being Thursday and not Wednesday and of our temporary meeting location. Be sure to see the map on the inside cover to show you the location.

One more thing, Expansion Systems, the makers of the DataFlyer Express line of Harddrive Controllers and Memory Expansion products, sent SACC one of their DataFlyer Express SCSI/IDE HD Kit for evaluation and review. Look for a review in this issue or next months. We want to thank Expansion Systems for affording us the opportunity to review their SCSI/IDE HD Kit. Thank you Expansion Systems. We will be looking forward to reviewing more of your fine products in the future. 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!

JAMES TYSINGER 689-0984

BRYAN DAVIDSON 3314713

# Views of the Veep



by: James Tysinger

After patiently waiting for months to actually see some rumored new products from Commodore and third-party vendors, it's great to be able to say that I've actually seen a few of the products and can confirm that reports of their existence are not exaggerated. One of the most anxiously awaited products from Commodore is the 3.5" high-density floppy drive. Previously seen only in Amiga 3000's, I recently saw one in a 2000! The drive is made by Chinon, and I was told by the owner of the 2000 that so far, he can only get the drive to work when it is configured as df0: (and it also requires Workbench 2.0 roms).

I've also been keeping my eye out for a CD-ROM drive that will work with an A2000. Well, I just saw one of those, as well. ACS Computers has a Chinon CDS431 installed in the 5.25" drive bay of an Amiga 2000. The CD drive is run from any Amiga SCSI controller. Also needed to make the setup work is an Amiga driver for the CD Drive. ACS is using a driver called AsimCDFS. I got to play around with the drive a little bit, and it works great. The best news is that the price of this setup is under \$500.00! ACS sells the drive for \$399.95, and the driver for \$71.95. A secret that will let you get the driver for free (or darn close): The CD rom drive comes

packaged with an IBM-compatible SCSI controller card. Since SCSI cards for IBM-compatible machines range from \$75.00 to as high as \$175.00, you could sell the SCSI adaptor to help defray the cost of the driver!


Sitting in that CD drive at ACS is a CD-ROM containing the Fred Fish Collection, and the whole shebang is part of ACS' new no-fee BBS! (Phone number 916-338-2543).

There are still several products that I have yet to see in real life: the A600, the A4000, the 386SX Bridgeboard, IVS' combination accelerator / memory card / high speed SCSI controller card. I'm hoping that one or more of these items will make an appearance at the World of Commodore show in Pasadena the weekend of September 12th. Unfortunately, classes will prevent me from attending WOC - if you go, please bring me some pictures.

Because we haven't had another meeting since my last column was written, I can't report on news from the August meeting. However, at the time of this writing, Mark Wilkinson was scheduled to demo Might & Magic III and the raffle is set to raffle off SimEarth and the B.A.D. disk optimizer program.

See you at the meeting!

# OCTOBER 1992

SUN	MON	TUES	WEDS	THURS	FRI	SAT
Happy Holloween! 				C-SIG REZOLUTION BOOKS 1	2	LIBRARY OUTING CANDY 3
LIBRARY OUTING COMPUTETIME 4	BEGINNER SIG 5	6	7	8	9	TELECOM SIG 10
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18	19	C-SIG REZOLUTION BOOKS 20	DTP SIG 21	GENERAL MEETING 22	23	24
25	GRAPHICS SIG 26	27	28	29	30	31

## SIG NOTES



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

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

### AMIGAVISION SIG

Learn to use one of the newest and most versatile programs for the Amiga. Create demos and programs in a flash using icons and menus. One of the most powerful programs on any platform.  
JAN ZACHARIAS 363-9153

### C PROGRAMMING SIG

Come learn the C programming language. If anyone feels that they have the expertise to lead this SIG please step forward (call me) because this is the only thing holding us back from embarking on our C language journey. Any possible members are also encouraged to get in touch with me ASAP.  
LARRY REZNICK 362-0240

### DESKTOP PUBLISHING SIG

Learn to use Pagestream 2.2, 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 BALDAD 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 ROUND

## TABLE

by: Mark Wilkinson

ad-ven'ture...n. 1, a remarkable occurrence; a noteworthy event; a hazardous enterprise. 2, activity of a hazardous or exciting nature.

-v.t. & i. embark upon; take the risk of; dare....

Adventure. 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?

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".

That 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\*!

So 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.

I will try 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=14

- A Male Evil Half-Orc Ranger  
MGT=19 INT=12 PER=14  
END=22 SPD=16 ACY=22  
LCK=14

- A Male Evil Gnome Robber  
MGT=15 INT=12 PER=13  
END=22 SPD=14 ACY=21  
LCK=23

- A Female Good Gnome Cleric  
MGT=16 INT=8 PER=24  
END=17 SPD=17 ACY=15  
LCK=13

- A Female Neutral Dwarf Druid  
MGT=12 INT=18 PER=15  
END=18 SPD=16 ACY=12  
LCK=6

- A Male Neutral Elf Sorcerer  
MGT=9 INT=25 PER=11  
END=19 SPD=18 ACY=10  
LCK=13

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 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.

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!

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.

### 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

DO 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!

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.

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!

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...

From The Round Table.  
This is a reprint of last month's article as by request of the author. (Happy Adventuring.)

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Mayhew  
at Hwy 50 near  
Capital Christian Center



**By Jeff Sprague**

Years ago, when the A500 was introduced, I took the plunge. The old, discolored C-128 was, reluctantly, pushed aside to make room for this sexy new machine. Over the years I had become quite adept at programming the old 8-bit using its native BASIC and mini-assembler and was a little wary to start all over again. Game programming had been my greatest pleasure, but suddenly, tackling 'C' on this intimidating new machine didn't sound like much fun. I knocked around a bit with Amiga BASIC, and, sure, it had a lot of slick commands, but I just didn't care for it. The environment was awkward to use, the language was not very fast, and BASIC was pretty weenie on a machine built for 'C' or 68000 Assembly.

Salvation!  
One night I read an article describing various languages available for the Amiga. The following day I ordered "AMOS: The Creator" and I have been absolutely delighted with it for over a year.

AMOS, distributed by Europress, is the most incredible programming tool I have ever seen. Although some call it "authoring" software, it is nothing like authoring systems such as

AmigaVision. AMOS is a very powerful, structured BASIC-type language which uses advanced features, such as procedures, usually found in 'C' or Pascal. If you have programmed in BASIC, AMOS should not be difficult. With over 500(!) commands at your disposal, you can take full control over all aspects of the Amiga. Screens, BOBs, Sprites, Dual Playfields, Copper Lists, Serial Communications, Sound Samples, Music, Menus, Windows, and Data Files are just some of the tasks that AMOS handles with ease.

#### Speed Demon.

What makes the language truly great is its speed. AMOS blows traditional BASIC-type languages out of the water! Although you're not going to create "Shadow of the Beast III" using AMOS, it is definitely possible to create a commercial-quality game using AMOS. Although I'm stressing games, this full-powered language will handle just about anything. I have written a very attractive, fast, and flexible spreadsheet and a full-featured database program with AMOS.

Also available is the AMOS Compiler, a great bargain if you've finished writing that hot new program. The compiler will translate your program into machine language (in seconds!), making it a fully-functioning, stand-alone application while also speeding it up 200-500% in the process! The code then runs so slick that many programs have to be slowed down because the screen refresh can't keep up with the graphics! Many other goodies come with the Compiler package, such as an Assembly language integrator and extended commands.

The editing environment is much easier to get along with than Amiga BASIC or the 'C' environments. The editor works as a full- feature, integrated word processor. Pressing one function key tests your code for errors in a matter of seconds. You can execute your program right from the editor and instantly return if an error is detected.

The 300-page spiral-bound manual lacks detail about some items, but it is adequate and you'll refer to it often. Included on disk are almost 100 short example programs and a few full games. There are also many PD libraries that carry disks of AMOS programs which can be of great help during the learning process.

My complaints are minor and few... It's a little confusing configuring the system for NTSC (American) Amigas, and there are a few PAL display quirks that can pop up in the editor mode. I also had a little difficulty using the program that installs AMOS on a hard drive (not required).

The sprite editor that comes with the package is powerful, but kind of awkward and kludgy on

an NTSC system. It is guaranteed to drive you bananas.

Also, don't mess with RAMOS (the run-time module); it either hated my hard drive or my 2.0 ROMS... get the compiler instead. Summary:

If you have the time and patience to tackle 'C' or Assembly, go for it. If you want great results, fast, give AMOS a try. AMOS will also help you get very familiar with the Amiga, making it easier to make the transition later on. Please remember, AMOS won't make you an overnight success, it is a structured language, it has a lot of commands, and will take some serious time for you to get good at it, but once you use it, it could easily be love. A simplified version called "Easy AMOS" has been recently released, and in Europe, AMOS-3D is doing some absolutely outstanding 3-dimensional graphics. I expect a U.S. version soon. Street price for AMOS is around \$75, and the compiler around \$40.

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

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

# THE REFERENCE DESK

October. Already. Whatever happened to the rest of the year? By the time you read this, I will have returned from my vacation that I had been waiting all year for. It will be over. Poof. Just like that. Strange to look at it one way and see the other side. Before and after. Yesterday and tomorrow.

My point, however, is that the waiting is the key. Waiting is the intensifier of all emotions. True? Well, I personally HATE the period of time between making a dentist appointment and actually going. The feeling intensifies until nearly unbearable. And as my vacation grows nearer, the anticipation increases ten-fold each day. True? Yes, very true.

And so it goes with the world of Public Domain software. Waiting. New programs not necessarily being worthy programs. Waiting. New versions with more bugs than the previous ones. Waiting. Yes, waiting is something we

all have to do. But the end result is supposedly worth it, right? I don't know...I'm still waiting...

Nothing much new this month. Keep in mind, however, that this Reference Desk is written nearly 3 weeks before publication due to new article due dates imposed to get this great newsletter out even earlier. So keep that in mind when reading about the latest Fred Fish disks or outing dates. Always double check with Ken Barton or myself, either by voice or on Amigalink, to be extra sure of any information and make extra sure there haven't been any last minute changes.

And with that in mind, here's the latest scoop. Last month's Disk-of-the-Month was a two-disk affair put together by myself and featured the much-touted Public Domain raytracing program "Persistence of Vision". The two-disk set contains the program and all the docs and example files you could possibly want. Not to mention a few extra surprises thrown in. At the special price of \$3 for the pre-copied set for Club Members Only, it's a great

deal! NOTE: The \$2 price was for the September meeting only. The \$3 price will stay in effect until the Library Outing after this newsletter publication, after which the standard \$2 per pre-copied disk for Club Members will go back into effect (I.E. \$4 for the set).

Fred Fish disks have been received through #710 as of the writing of this article, but (as always) check the usual sources to verify this. No new Club Library disks yet, but this could also have changed by now. Your best bet for the latest in Library additions is on Amigalink in the Library room, where I try to post updated Library Catalogs whenever something new gets added.

And that's about it for this month's Reference Desk. We still need more DOM volunteers and ANYONE with neat or interesting PD disks for the Club Library, PLEASE bring us a copy so it may be added into our growing collection. Until next month, I'll be just sitting here....

Waiting....

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# LIBRARY NOTES

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## CONTENTS OF DISK 701

- Du** A very small (only 932 bytes) program to display the total disk space used by a directory and all its sub-directories. This is version 2.5, an update to version 1.0 on disk 416. Enhancements include wildcards, totals, clearer output plus the program can be made resident. Requires Kickstart 2.0. Includes source in assembler.  
Author: Stuart Mitchell
- Examiner** Will question you with files produced by SpellCheck. Smaller than SpellCheck, looks better under AmigaDOS 2.0, and has some extra features. Version 1.0, binary only.  
Author: Preben Randhol
- GNUPlot** An interactive function and data plotting program which supports a great number of output devices. Includes extensive on-line help. This is version 3.2, an update to version 3.0 on disk 552. Includes source.  
Author: Thomas Williams, Colin Kelley, et. al.
- SpellCheck** A program which aids you in learning foreign words. You enter the words and their translations, and then the computer quizzes you later. Version 1.3, update to version 1.2 on disk 606. Binary only.  
Author: Torgeir Dingsxyr, Pantheon Softworks

## CONTENTS OF DISK 702

- A-Gen** Latest demo version of a popular genealogy database program. A-Gen now supports both PAL and NTSC systems. This demo is complete but limited to 200 persons/70 marriages, and does not have on-line help. A-Gen includes a text-editor to add free-form reports to records and allows you to show digitised pictures from within the program. This version also includes Ordinances for Church of Latter Day Saints users. Pedigree charts and family group sheets, among other reports, can be printed. A-Gen needs 1Mb of ram. This is version 4.18, an update to version 3.10 on disk 425. Binary only.  
Author: Mike Simpson
- DoubleSquares** A game played on a 10x10 board, where the goal is to set as many tiles on the board as possible. There are 100 different color combinations for a single tile, and rules which control where tiles may be place.  
Author: Manfred Kopp
- Indent** A C source code formatter/indenter. Especially useful for cleaning up inconsistently indented code. Version 1.4, an update to version 1.3 on disk 672. Includes source.  
Author: Various, Amiga port by Carsten Steger

- PointToPoint** A board game where each player gets to alternately set one of his stones on the board until the last field is occupied. The goal of the game is to enclose as many stones of the opponent as possible. Version 1.1, shareware, binary only.  
Author: Manfred Kopp

## CONTENTS OF DISK 703

- BootX** An easy to use boot, file and link virus killer. For use with KickStart 2.0 only. Has lots of options to detect and kill Amiga viruses, extensive manual, locale support and AmigaGuide online help. This is version 5.00, an update to version 4.45 on disk 641. Binary only.  
Author: Peter Stuer
- HunkX** A utility to examine the hunk structure of executables, static libraries, dynamic libraries or object files. Supports all AmigaDOS 2.0 hunks. For use with KickStart 2.0 only. This is version 2.00, binary only.  
Author: Peter Stuer
- LVD** A first defense utility against file and linkviruses. It patches the LoadSeg vector(s) and checks every executable that comes along. Recognizes 33 file or so linkviruses. Version 1.73, an update to version 1.72 on disk 641. Binary only.  
Author: Peter Stuer
- MAssign** A little command to make 'M'ultiple assigns. Allows you to remove all assign and makedir statements from your startup-sequence. For use with KickStart 2.0 only. Version 2.00, binary only.  
Author: Peter Stuer
- MPE** 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. This is version 1.17, an update to version 1.0 on disk 671. Binary only.  
Author: Marcel Timmermans

## CONTENTS OF DISK 704

- Flex** A replacement for the UNIX "lex" (lexical analyzer generator) program that is faster than lex, and freely redistributable. Lexical analyzer generators are generally used in combination with parser generators (such as yacc or bison), to generate frontends for language compilers and other tools. Version 2.3.7, an update to version 2.3 on disk 407. Includes source.  
Author: Jef Poskanzer, Vern Paxson, et. al.
- GrabIFF** Lets you grab any screen, window, portions of a screen or a mousepointer-image as an IFF-ILBM-file, which can be used by nearly any paint program on the Amiga. Gives you lots of useful options. Implemented as a commodity. Version 1.00. Includes documentation in german and english language.  
Author: Hartmut Stein / Bernstein Zirkel Softworks
- PowerPlayer** A very powerful, user friendly and system friendly module player. It can handle nearly all module-formats, can read powerpacked modules, and comes along with its own cruncher that uses the lh.library written by Krekel/Barthel. Has a simple to use user interface and an ARExx port. Needs the powerpacker.library and the retools.library to run, both included in the package. This is version 3.0, an update to version 2.7 on disk 687. Freeware, binary only.  
Author: Stephan Fuhrmann
- SFCoder** 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 3.2, an update to version 3.0 on disk 687. Freeware, binary only.  
Author: Stephan Fuhrmann
- SPClock** A clock that uses sprites to display the time. This allows the clock to remain visible no matter what screen is being displayed and no matter where you scroll on a Workbench 2.0 autoscrolling screen. Version 2.1, includes source.  
Author: Mark Waggoner
- SunClock** Displays a map of the world showing the portion that is presently illuminated by the sun. Version 1.0, ported from X11 and Suntools versions. Includes source.  
Author: Mark Waggoner, John Mackin, John Walker

## CONTENTS OF DISK 705

- CrossMaze** 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 1.0a, an update to version 1.0 on disk 694. Binary only.  
Author: James Butts
- FishCat** A program designed to allow searching the entire library. Was written specifically for KS 2.0. Features very fast searches and the built-in ability to easily add new disks to the database. Supports many 2.0 features such as AppWindow and public screens. Iconifies. This is version 1.2, an update to version 1.1 on disk 607. Adds a simple AREXX port, printing, compact update files, and fixes all known bugs.  
Author: Matt Brown
- MFR** Magic File Requester is a replacement for other file requesters. Features include complete keyboard control, nice outfit, proportional font support, multiple directory caching, file find mechanism, file class support, file notification, many configuration options, history list, etc. This is version 2.0a, shareware, binary only.  
Author: Stefan Stuntz
- NewIFF** New IFF code modules and examples for use with the Release 2.0 `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 overscan (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! This is version 37.10, an update to version 37.9 on disk 674.  
Author: Submitted by Carolyn Scheppner

## CONTENTS OF DISK 706

- ABackup** A new backup utility for the Amiga. May be used both for hard disk backup and for file archiving. Has a full Intuition interface, can save/load file selections, handles HD disks, etc. Includes both French and English versions. This is version 1.31, shareware, binary only.  
Author: Denis GOUNELLE
- APrf** A freely redistributable printing utility for the Amiga. Features include a full Intuition interface, preview function, page selection, margin setup, line numbering, an AREXX port, a multi-columns mode, 2.04 system release support and more. Includes both French and English versions. This is version 1.30, an update to version 5.00 on disk 628. Binary only.  
Author: Denis GOUNELLE
- AUSH** A new command line interpreter, designed to replace the CBM shell. Features include file name completion, pattern expansion, expression computation, command history, for...done loops, and much more. Almost fully compatible with ARP or Commodore shells. This is version 1.42, with full support of AmigaDOS 2.04, a heavily modified parser, "pure" code, a few Enforcer/Mungwall hits removed, and other bug fixes and enhancements. Requires "arp.library" under 1.3. Binary only.  
Author: Denis GOUNELLE
- PatchOS** Enhances OS 2.04 with three new features: keyboard-shortcuts for menus while a string-gadget is active, use of the star (\*) in AmigaDOS pattern matching and input of any char by typing its ASCII-code on the numeric pad. Requires at least AmigaOS 2.04. Implemented as a commodity. Version 1.00. Includes documentation in german and english language.  
Author: Hartmut Stein / Bernstein Zirkel Softworks
- WalkingMan** A small screen hack that makes a variable number funny men appear on the WorkbenchScreen and CustomScreens. They move depending on the graphics shown and changing graphics will be noticed by them. Includes source.  
Author: Jan P. Katz

## CONTENTS OF DISK 707

- AMines** A small game, like the X-Window's game X Mines. The aim of the game is to detect all of the 99 mines in a 30 by 16 playing field. Selecting a field uncovers a number that indicates how many of the adjacent fields contain mines. This is version 1.1, binary only.  
Author: Manfred Huesmann
- Aniso** A small puzzle game for your Workbench screen, similar to the "Brain game". Played in a small window containing two 3 by 3

grids. One grid is already filled with numbers between one and four, and the other is empty. The goal is to form an image of the first grid by clicking on squares in the empty grid. Includes source.  
Author: Barry McConnell

- MungWall** 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 37.54, an update to version 37.52 on disk 699. Binary only.  
Author: Commodore Amiga; submitted by Carolyn Scheppner
- RayShade** Rayshade is a ray tracing program ported to the Amiga from UNIX. Rayshade's features include eleven types of primitives, composite objects; several types of light sources, texturing, bump mapping, antialiasing, linear transformations, rendering of stereo pairs, rudimentary animation support, and more. Includes some example input files, original sources in C, and diffs for the Amiga. Version 4.0PL6, Amiga Release 0.5, an update to version 4.0PL6 Amiga Release 0.4 on disk 679.  
Author: Craig Kolb, Rod Bogart, Martin Hohl, et. al.

## CONTENTS OF DISK 708

- HardBlocks** A shared library with support routines for Commodore's hard-block standard, and a small tool which demonstrates use of the library. Version 1.2, an update to version 1.1 on disk 653. Includes source.  
Author: Torsten Jirgeleit
- Icons** Some WorkBench 1.3 icons with a WorkBench 2.0 3D look. They also look pretty good under 2.0 when simply run through one of the many icon remapping tools available.  
Author: L. Guzman
- Intuisup** 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 4.2, an update to version 4.0 on disk 654.  
Author: Torsten Jirgeleit
- SmartED** Demonstration release of a DX7 voice editor, librarian, bulk storage utility. When you run the Smart-ED demo you have one voice. Load, Save, and Receive voice have been disabled. This is version 1.0, binary only.  
Author: William Adjei
- VoiceBoy** A small WorkBench utility which allows you to use DX7 voice libraries produced by both Smart-ED DX7 and Music-X. Also contains a voice library drawer with a total of 64 voices for you to try out. This is version 1.1, binary only.  
Author: William Adjei

## CONTENTS OF DISK 709

- CPUClr** A small hack, inspired by CPUBlit, that replaces the BitClear routine of the graphics library with a highly optimized 68020 (or higher) routine. This results in about a 60% speed up on a 68020 and should be even more on a 68030/68040. This is version 2.000, includes source.  
Author: Peter Simons
- LittleBoulder** A "Pick 'n Run" Action-game, which contains eight different levels to be completed within a certain time limit. This is version 1.0, binary only.  
Author: Carsten Magerkurth
- Planets** A pair of programs to calculate the positions of the planets and the moon (as viewed from a specific point on the earth), for an arbitrary date and time. This is version 1.1, an update to version 1.0 on disk 321. Includes source.  
Author: Keith Brandt et al.
- ThinkAMania** A 'Concentration' like board game. It features excellent hires graphics, funny sound effects and enormous fun for up to two players regardless of age and education. This shareware version is 100% functional, but does include a requester that pops up from time to time to remind you of the shareware fee. All options are available and the complete set of stones is integrated. Version 2.9, an update to version 2.1 on disk 541. Binary only.  
Author: Thomas Schwoeppe, Dirk Respondek

## CONTENTS OF DISK 710

- AntiCicloVir** A link virus detector that detects 25 different such viruses. Version 1.5, an update to version 1.3 on disk 664. Share-

	ware, binary only. Author: Matthias Gutt		disk 466. Shareware, binary only. Author: J. Edward Hanway
bBaseII	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 5.5, an update to version 5.32 on disk 652. Enhancements include a 270% increase in storage capacity, range search, and add or delete a field. Binary only. Author: Robert Bromley	JEyes	Amiga version of XEyes, a program which opens a window on the WorkBench screen containing eyes, which follow the cursor about the screen. Version 3.0, binary only. Author: John D. Gerlach Jr.
CryptoKing	A game for those who like to solve Cryptograms, (those coded sentences that have to be decoded to be read). Operate with keyboard or mouse. This is Version 1.1, an update to Version 1.0 on disk 609. Shareware, binary only. Author: Robert Bromley	Solitaire	An amiga version of klondike solitaire. Provides multiple options including six different decks, customizable game rules, game timer, the ability to view a stack, and an undo feature. Binary only. Author: David Meny and Albert Penello
CONTENTS OF DISK 713			
TypoGrapherFix	A patch for the TypoGrapher v2.05 font editor on disk 697. It fixes a bug which kept the program from running on KickStart 1.3 machines. Author: Dietmar Eilert	Free	Display how much free space (bytes or blocks) you have on any or all of your mounted disk volumes. Runs from CLI only. This is version 1.06, an update to version 1.01 on disk 388. Free now searches your device list if desired (under AmigaOS 2.0+ only), and several minor bugs have been fixed. Includes source. Author: Daniel J. Barrett
CONTENTS OF DISK 711			
MouseAide	A demo version of a "Mouse utility" with all the standard functions; mouse acceleration with threshold, window and screen manipulation by mouse and keyboard, mouse and screen blanking, SUN (auto-activation) mouse, user definable "hot key" command, keyboard "string" macros, etc. Also has functions other mouse programs do not, such as multi-icon-select with only the mouse, left and right button swapping, mouse port switching, WorkBench to the front function, freezing of the mouse and keyboard of all input, etc. Written in assembly language for efficiency in size and CPU usage. Version 5.02a, an update to version 4.23a on disk 646. Shareware, binary only. Author: Thomas J. Czarnecki	ICalc	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 2.1a, an update to version 2.0 on disk 695. Enhancements include flexible number-base control and scripts to perform numerical integration. Binary only, source available from author. Author: Martin W. Scott
Solitaire	A shareware solitaire game of klondike solitaire. The rules can be varied, and there are five different ways of working through the deck. Also includes an undo function that will un-move more than the last move, a wrapup function for when a game is all but won, a palette requester to fine tune the colors to your liking and a save-setup function that remembers how all the options are set. This is version 1.9, an update to version 1.8 on disk 511. Shareware, binary only. Author: Gaylan Wallis	JoinSounds	A utility to join 8SVX sound files. Graphical interface allows samples to be previewed, and start/stop points to be set. This program will join both stereo and mono sound files in any combination. Uses buffered disk I/O, allowing samples larger than available memory to be joined. This is version 2, binary only. Author: Joe Tatman and Brian Roy
TheWeb	A graphic-diagram based, interactive environment for data acquisition and processing. This is a freely distributable demonstration edition that has a restricted set of modules, and cannot save things to disk, but is otherwise fully featured. The concept is of data packets travelling along paths between data handling elements. Configurations are built by placing and connecting the desired elements on screen using the mouse. Needs the 2.04 or later operating system and at least 1MB of memory. Version 1.1, binary only. Author: Pete Goodeve and David Navas	LongPlay	An 8SVX IFF sound file player. Reads samples directly from disk while playing, allowing unlimited length samples. Runs as a background task and multi-tasks well. Can also be used as the default tool of a project icon. Binary only. Author: Joe Tatman
Windowtool	Windowtool is a program that allows you to switch between windows, to close them and to change their size. You can also open a new shell and stop multitasking. The program is a standard commodity and can be controlled by the workbench exchange program. Version 1.0, includes source. Author: Klaas Hermanns	MathsAdv	A simple game where you, the young adventurer, must try to escape the king's Maths Adventure. To do this you must pass through a series of rooms. In each room you are given a math problem to solve, after which you can proceed to the next room if you answer correctly. The problems become more involved and more difficult in each room. This is an update to the version on disk 602. Includes source. Author: Jason Lowe
CONTENTS OF DISK 712			
AniMan	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 3.0 of AniMan, an update to version 2.1 disk 653. It corrects a bug that caused AniMan to crash on some machines but not others. This version will also automatically adjust for either NTSC or PAL systems. Either the Perfect Sound 3 or Sound Master (Sound Magic) audio digitizer is required along with 1MB of fast memory. AniMan is like nothing you've ever see before. Binary only. Author: Richard Horne	ReflexTest	A game which tests your addition, subtraction, or multiplication skills. The goal is to answer forty math questions in the shortest possible time. Binary only. Author: Jason Lowe
HamLabDemo	Demo version of an expandable image format conversion utility that converts GIF, IFF, JPEG, Targa, BMP, TIFF, PBMP, LUS, MTV, Spectrum 512, QRT, and Sun images into IFF (normal, HAM, half-brite, and "sliced" variations of each). Images can be scaled, dithered, color corrected, and cropped. This demo version is limited to processing images of 512 by 512 pixels or less. This is version 2.0.6, an update to version 1.1 on	CONTENTS OF DISK 714	
		CoGo	An engineering/surveying program to solve coordinate geometry problems for highway design, surveying, subdivision layouts and construction. Needs 1 Mb of memory. CLI only with output to screen or printer. Manual, with sample problems, available from author. This is version 1.0, binary only. Author: Don R. Benson
		JoeyDemo	A demo version of a Sokoban type game where your task is to push Grullies (the only food of the Joey) to the stock, which is designated with little rhombic symbols on the floor. To complicate things there are iceblocks and teleporters. The demo version contains 5 levels while the registered version contains 60 levels. Shareware, binary only. Author: Richard Ziegler, Roland Schreiner
		XStat	A UUCP utility that computes several statistics from the Xfer-Stat file (similar to UUTraf). Offers lots of options. Requires Andrew "Charly" Kopp's uucico V1.15c or later, and also Kickstart 2.04 (V37.x) or later. Version 1.07, freeware, includes source in Modula-2. Author: Jrgen Weinelt
		CONTENTS OF DISK 715	
		Intuisup	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 4.4, an update to version 4.2 on

disk 708.  
Author: Torsten Ilrgeleit

LhA A very fast archiver that is compatible with MS-DOS LhArc V1.13 and LHA V2.13, as well as the Amiga LhArc. LhA is very memory efficient, has been written with stability and reliability in mind, has carefully optimized compression and decompression routines, is multitasking reentrant and pure, handles multiple volume archives (registered version only), and more. Version 1.32, an update to version 1.22 on disk 637. Shareware, binary only.  
Author: Stefan Boberg

#### CONTENTS OF DISK 716

BCount A utility to count files, directories, hardlinks, and softlinks for a given root directory. Requires Amiga OS 2.04. This is version 1.12, binary only.  
Author: Norbert Bazin

ReOrg 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 2.31, an update to version 2.3 on disk 699. Shareware, binary only.  
Author: Holger Kruse

TalinCode A bunch of source code for demos, tests, and experiments, that the author wrote over a period of 8 years, mostly for recreation or for general R&D for projects that never materialized. Includes 3D techniques, a maze generator, logarithms, basic utility functions, dos functions, random numbers, and much more. Includes source, mostly in assembly code.  
Author: David Joiner

Wasp A picture format converter. Input formats supported include GIF (87a), IFF (lores, hires, HAM, EHB, 24-bit, sliced, dynamic, etc), SRGR, Sun rasterfile, PPM (P5 and P6), HL2, and MTV. Output formats supported include IFF, SRGR, and PPM. Version 2.02beta. Includes source.  
Author: Steven Reiz

ZMachine A program which can interpret Zork Implementation Language (ZIL) data files. ZIL is the language used by the interactive fiction series of games from Infocom Inc. Version 1.0.3, binary only.  
Author: leo@marco.UUCP, Amiga port by Kent Dalton

#### CONTENTS OF DISK 717

ADev11 A complete development system for Motorola's 68HC11 processor, including a macro assembler, linker, librarian, downloader and disassembler. Supports multiple source file and multiple relocatable segments per file. Binary only.  
Author: Stan Burton

ALock A limited multiuser security system for your Amiga. This is version 1.04, binary only.  
Author: Trevor Andrews

FileStat Facilitates the editing of all information about a file, such as protection bits, name, comment, etc., using a graphical interface. Version 2.0, binary only.  
Author: Robert Lang

PacMan A pacman type game with 20 levels, 5 bonus levels, and extra tools. Automatically adjusts to either PAL or NTSC. Can be controlled with a joystick, mouse, or keyboard. Written in assembly. Version 1.1A, shareware, binary only.  
Author: Edgar M. Vidgal

SpaceII A hot-key program with over 50 functions including four screen blankers, screen shuffler, path/filename transmitter, text reader, virus checker, boot block display, calculator, disk copier and/or formatter, palette selector, screen dumper, etc. Version 2.3 beta, binary only.  
Author: Edgar M. Vidgal

ViewIcon Simple program to view icons from the shell. Opens up a sufficiently sized window so that the icon can be displayed in it. If you click the icon, it has the same effect as clicking it on the workbench, so you can see the icon's alternate image. Version 1.0, binary only.  
Author: Robert Lang

#### CONTENTS OF DISK 718

BootPic BootPic allows you to install nearly any IFF picture that you like in place of the WorkBench hand that appears after a reset, and additionally plays a MED-Module. Version 2.1b,

an update to version 2.0 on disk 635. Includes source in assembly.  
Author: Andreas Ackermann

Less A port of a UNIX text file reader. It can use pipes, accepts multiple filenames, and has many convenient positioning commands for forward and backward movement, marking positions, etc. This is version 177.4 an update to version 1.4Z on disk 511. Includes source.  
Author: Mark Nudelman, port by Frank Busalacchi

Settime Set the system time from the internal hardware clock. Written to be very small and fast. Also includes versions that can be installed as boot blocks. Version 0.9, includes source in assembly.  
Author: Andreas Ackermann

SmallMath "Drop-in" replacements for the Commodore IEEE math libraries for users with a math coprocessor. Since these libraries do not contain the coprocessor-emulation code normally present, they are 60%-90% smaller than the usual libraries. For the same reason, however, they cannot be used without a coprocessor. Version 1.1, public domain, partial source included.  
Author: Laz Marhenke

#### CONTENTS OF DISK 719

CreListsComplete CRC check files for disks 521-710 using the brick program. These were made directly from my master disks. Along with the CRC lists from previous disks, these lists will allow you to check all of the disks in the library to make sure they are correct and complete.  
Author: Fred Fish

DefTool Programs that allow you to easily change the default tool of one or more project icons, from either the CLI or from WorkBench. The WorkBench version is a commodity. Binary only.  
Author: Robert Lang

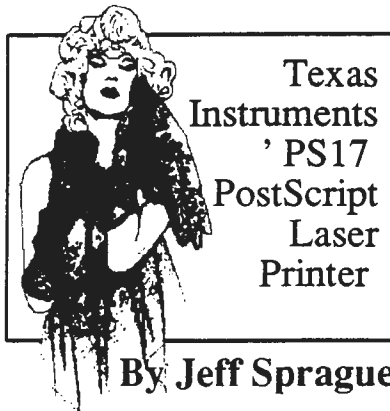
DrawMap A program for drawing representations of the Earth's surface. New features include seven new types of map projections, user specifiable point to be at the center of the maps, and box views that can now cross the international date line. Also includes accelerated version requiring a 68020 CPU and 68881 FPU, and versions for PAL systems. Requires 1.5 Mb of memory and a hard disk with 1.6 Mb of free space. Distributed in two parts, the other part is on disk 720. Both parts are required. This is version 4.1, an update to version 4.0 on disks 639 and 640. Includes full source.  
Author: Bryan Brown.

FixIcon Fixes some icons that show bad markings when run on greater than 4 color Workbenches. Doesn't fix them all, but fixes a common problem. Includes source in C.  
Author: Robert Lang

MakeIcon Allows you to create any of the Workbench 2.0 default icons for anything, disks, projects, drawers, the works. Designed for people who work from the shell making disks that will ultimately run from the Workbench. Requires Workbench 2.0. Binary only.  
Author: Robert Lang

#### CONTENTS OF DISK 720

DrawMap A program for drawing representations of the Earth's surface. New features include seven new types of map projections, user specifiable point to be at the center of the maps, and box views that can now cross the international date line. Also includes accelerated version requiring a 68020 CPU and 68881 FPU, and versions for PAL systems. Requires 1.5 Mb of memory and a hard disk with 1.6 Mb of free space. Distributed in two parts, the other part is on disk 719. Both parts are required. This is version 4.1, an update to version 4.0 on disks 639 and 640. Includes full source.  
Author: Bryan Brown.



In the past, I have heard nothing but horror stories about using a PostScript laser printer with the Amiga. At the very least, users report incompatibilities, unexpected results, and lack of support. Well, I have a story with a happy ending, but first these messages...

#### PostScript vs Traditional:

A traditional laser printer operates very much as a dot matrix printer. To print straight text, the computer sends the text to the printer in ASCII codes; one number represents one letter. For example, the computer sends a "65" which the printer knows is the letter "A", and the printer already knows how to draw an "A", so it is very quick.

To print graphics, or to print text in a font that the printer doesn't already know, the computer must send a number for every dot (or pixel) that makes up that letter. A letter in a large font that measures 1" x 1" requires 90,000 bits (300 x 300 dots per inch on a standard laser printer) of information! This is why graphics or custom fonts are excruciatingly slow on a standard laser printer and even worse on a dot matrix.

PostScript printers are equipped with the PostScript language from Adobe. These printers are actually computers in their own right. They usually have 17 - 45 built-in fonts which can be drawn at any size and still retain the highest resolution of the printer. PostScript fonts and graphics are mathematically described by the host computer, and interpreted by the printer. For

example: To draw a circle with a diameter of one inch on a standard laser printer involves 90,000 bits of information, as described earlier, but a PostScript printer will accomplish the same thing if the host computer says "Draw a circle at coordinates X,Y with a radius of one-half inch.". The same goes for printing text... the computer says "Draw an 'A', one-inch high at coordinates X,Y in the Times-Roman font." The computer can also specify shading, rotation angle, bold, outline... all kinds of neat stuff. A PostScript printer can also be told how to do new fonts by "downloading" them into its memory. Once downloaded, the printer can quickly print in the new type style.

Another great advantage is that PostScript is a universal language, understood by all of the computer platforms. Once in PostScript format, your files can be read by any other computer or professional printer (as long as the disk format is compatible) or even sent to a print shop via modem.

In August I gave myself an early birthday present and purchased a Texas Instruments PS-17 MicroLaser. I had never used one or even seen one advertised, but they suddenly popped up locally at BizMart (\$1350), Office Depot (\$1200), Comp USA (\$1270) and Price Club (\$1170). By several hundred dollars, this was the cheapest price I had ever seen on a brand-name PostScript laser printer. Much to my relief, it has not given me one lick of trouble and has performed flawlessly for over 1500 pages this month alone! It is also one of the fastest, spitting out text at nine pages per minute and graphics in as little as 20 seconds. A really complex desktop publishing page can still take several minutes if there are bitmaps or several fonts. The printer comes with 1.5 megabytes of memory, but if you want to use legal size paper, large bitmaps or more than two complex fonts on the same page, you'll need to buy a 1-meg upgrade (\$69 at

Comp USA). I installed the upgrade on the main board myself in just a few minutes with only a butter-knife for a screwdriver.

The PS17 comes equipped with Courier, Helvetica, Helvetica Narrow, Times, and Symbol fonts burned into ROM. It prints at 300 dots per inch resolution and has a 250-sheet paper feeder and will print on envelopes. To use the printer with software that does not support PostScript, you can switch to HP LaserJet II emulation... this setting, in effect, makes it a dot matrix laser printer and should be compatible with anything... including AmigaDOS. Until the rumored AmigaDos 2.1 with PostScript support is available, you will find yourself using the HP II emulation for CLI work. In HP II mode, non-scalable courier and line-printer fonts are supported as well as dot-matrix graphics.

Professional Page 3.0 has worked perfectly with the printer and has opened many new features not previously available. I'm sure that PageStream will work just as well. Even old WordPerfect 4.1 seems to work just dandy except that you are limited to one main font and severely restricted on font sizes. The newer word processors such as Final Copy et al should work flawlessly with this printer also.

The PS17 is quiet and has a very small footprint. The 14" square cube takes up less desk space than any dot matrix printer. The printer comes with a one-year on-site warranty and is comparatively cheap to maintain. Toner, which is rated at 3000 prints, can be found for under \$40 at Office Depot. The list price on the PS17 is \$1499.

I use this printer daily with my Amiga 500, and with the 1-meg memory expansion I have not had a single complaint or problem. Thanks, Texas Instruments, the PS17 is a perfect companion to the Amiga line!



by: Ramiro Garcia

Amiga Format magazine is written for the game player, the beginner, and the floppy-only user with limited resources. The success with which Amiga format has targeted its market is evinced by the fact that at a monthly circulation of 115,000 (UK), it is the largest Amiga Magazine in the world.

AF has very extensive game reviews, with nearly 90 pages of its 300-page December issue devoted to them. This includes Top Ten lists of every sort, previews, reviews, pages and pages of gamecheats, and general industry information. Although not much of a game player myself, I sometimes find myself with the urge to pick one up after reading a particularly highly-recommended one. They have anywhere from 1 to 11 screenshots per review, and clearly differentiate between graphics, sound, playability, value, and longevity, giving you a good idea whether to chance the 30 quid or not.

Once past the language barrier, the beginner will find this a naff magazine, with many basic questions answered clearly and simply, yet step-by-step leading you into some fairly extensive knowledge of the Amiga's operating system and hardware. Amiga Format's writers take little for granted. With a great deal of their target market having 512K

machines and a single drive, everything everything from backing up the coverdisk to running it is carefully and thoroughly explained. Usually.

If you're more technically oriented, you'd probably do better with its sister magazine, Amiga Shopper. No game reviews at all, but it deals with everything from AmigaDOS to BASIC, from assembly language to hardware mods, and at all levels of knowledge and experience. Everything from "how do I copy a file from one disk to another using the CLI 'copy' command?" to "How can a process know and modify its stack, using something more efficient than Execute() and Stack?"

The software reviews in Amiga Format are on a par with what you find in US magazines, although the timing will differ; some things they'll have before we see them here in the states, something they'll have later. Unfortunately, some fine-looking products don't seem to make it across the pond, and that goes double for the hardware. Unless you wish to make the international connection, a lot of what is advertised in the magazines won't be available here. That's not generally a drawback, however; most of the high-end stuff like hard drives and accelerators originates here, and sells overseas at a horrendous markup.

The hardware reviews emphasize the lower end--mice, floppy drives, things which tend to be neglected here for the flashier, more expensive items. I found their reviews invaluable when I was in the market for a new mouse. When they do look at things like hard drives, there's a gee-whiz attitude I find understandable, from the viewpoint of an amazed floppy-only user, but useless in trying to

determine what to buy, from a performance standpoint. I have yet to see any kind of benchmark figures on their HD reviews, just "compares quite favourably with competitors' models" and for another, "In terms of speed, though, it's the best...." By what measure, I wonder? Lemmings per second? Their readers even complain about wasting space on reviews of expensive hardware, reflecting a relatively unsophisticated market at the high-end side.

An excellent feature of AF is its PD software reviews. Public Domain software is software that's been written to be distributed for a nominal charge, generally a few dollars above the cost of copying and shipping the disk, usually \$5-7 here in the states. Some of it is completely free; some of it consists of demonstration versions of expensive commercial software; and some of it is shareware, if you use it and like it, you're asked to send the author some \$\$\$. PD is very big business overseas, there are extensive collections, and many distributors. There are things reviewed that you'd see rarely, if ever over here, unless you regularly communicate with computer bulletin boards all over the country. It's well worth the effort to track some of these programs down--excellent multi-part 3D ray-traced animations, full-featured music programs, and the like.

It comes with a coverdisk, and some very good software can often be found there. There's always a game demo or two, always with a few levels playable; often additional complete games; assorted utilities, art samples, and sound. The December issue was kind of special, featuring two coverdisks that included: a complete, full-featured commercial

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

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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.

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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.

quality paint program, Graphic Workshop; a complete, functional, MIDI sequencer, Sequencer One; a Demo version of Stereo Master, a sound sampler/editor; and the special Christmas demo (a present from Psygnosis to the Amiga community) of Lemmings, one of 1992's hit games. If you don't have the \$70 or so for DPaintIII, Graphics Workshop is a very functional alternative. but my favorite part of the disk was the Lemmings Demo, with lots of snow, bouncing snowmen, Santa Claus Lemmings, etc. I wasted entirely too much time playing it.

Because 85% of the world's Amigas are being sold in Europe, there's a lot of activity over there in terms of new products and releases, and AF gives very thorough coverage to the computer shows. Attendance over there is in the tens of thousands, and makes

for lively gatherings. It's a good way to keep posted of what's hot and up-and-coming for the Amiga.

The magazine as a whole has something of a daft writing style, and its layout, though considerably toned down from its earlier, supermarket-tabloid format, is still pretty lively. You may not hear the British accent, but the feel is definitely quite different from US mags like AmigaWorld or Amazing. It's big, bright, entertaining, clearly written, (once you get past the "get serious with your crimbo dosh" parts), and a pretty good value, with the cover disk. If you're in its target market--a beginner, a game player, or someone interested in good PD--I can heartily recommend this magazine.

This month as everybody knows is "The World of Commodore show". The show will be in Pasadena on Sept 11, 12 and 13. A host of Amiga software and hardware developers will be on hand. Commodore is also schedule to announce the release of several new products. Rumor has it among these will be the Amiga 600 ( a low price Amiga with the ECS chip set ), a Amiga 4000 ( a high end machine sporting the new 68040 chip and a new advance AA chip set. This new chip set will enable the Amiga to do a host of fantastically-wonderfully-super-great stuff.).

Not only will Commodore be releasing new products but many other companies are scheduled to do the same. Some old favorite softwares will be getting upgrades. Among these will be Professional Draw, Excellence, Ami-pro, and Cando. Furthermore, hardware developers have a whole mess of new gadgets. From 68040 accelerators for the 500 to adaptor boards for Toaster. It seems that every body has been waiting for this show to show off all their new goodies.

We will have a run down on the latest and greatest in our next newsletter, or if you can't wait come to the general meeting and ask our Pres. he will be heading down there for the weekend.

# 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

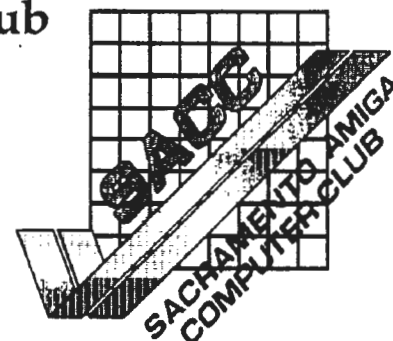
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