

# AmigaZette

S A C C  
SACRAMENTO AMIGA COMPUTER CLUB



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**GENERAL  
MEETING**  
October 22

John Rodgers of Media Scape will be at this meeting to demo Flight Path.

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

**RAFFLE NEWS**  
A 213 MEG HARDRIVE  
WILL BE RAFFLED  
AT THE MEETING

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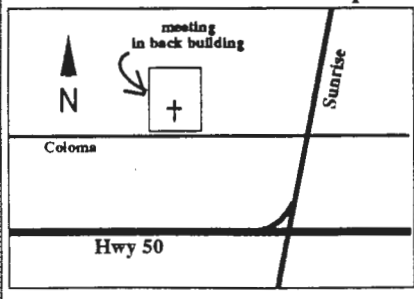
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**GENERAL MEETING**  
July 23, 1992

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



# THE PRESIDENT'S MESSAGE



by: Willie Hunt

Well, another month has come and gone and it's time to write another President's message. For those of you that were not at the meeting, we talked about some of the goodies that were shown at the WORLD of COMMODORE AMIGA down in Pasadena. This was my first WORLD of COMMODORE AMIGA and what I saw made me feel good about the Amiga's future. I was impressed with the way Commodore had their booth set up and with the number of Representatives that were on hand to answer all of your questions. Products introduced in the Commodore booth were the A600, A600HD, A570 CD-ROM DRIVE, AmigaVision Professional, AmigaDos 2.1 and the big surprise was the introduction of the new Amiga A4000 with AmigaDos 3.0 running on it. Exhibitors at the show included: ASDG, Inc., Ambitious Technologies, Amiga Video Graphics Guild, Anjon & Associates, Axiom Software, Black Belt Systems, Carina Software, Centaur Development, Commodore Business Machines, Computer Systems Associates, Digital Creations, Digital Micronics, Ephonics, Gold Disk, Inc., Great Valley Products, Hypermedia

Concepts Inc., ICD, INOVAtronics, Inc., JEK Graphics, MegageM, Memory World, Merit Software, Micro Pace, Inc., Microsearch, Migraph, Inc., New Horizons, Nucleus Electronics, Inc., Octree Software, Optima Technology Corp., Oxxi Inc., Pacific Digital Effects, Premier Software, SAS Institute Inc., Scala, Inc., Soft-Logik Publishing, SunRise Industries, Videographics Toast & Coffee, Vidia, Virtual Reality Laboratories, Inc., and Warner Engineering. Users groups in attendance were: Amiga Users of Long Beach and L.A. Toaster Users Group. Also in attendance were Retail sellers like Winner's Circle, Connecting Point Computer Centers and Memory World. Non- Exhibitors included Progressive Peripherals & Software, Classic Concepts, Expansion Systems, MD Grafix, Saddleback Graphics and Utilities Unlimited, Inc. I was not able to get up stairs to the two standing room only Key-Note addresses by Commodore's Vice President of Engineering, Lou Eggebrecht telling about the direction of the Amiga and of some of the slick new products coming out down the road. I was able to talk to Jay Miner, the father of the Amiga while there. I invited him to come up to one of our meetings in the future. Newsletters were passed out to vendors while at the show. Everyone thought that they were great ( especially, Meyo's COVER). Will talk more about this show in my Editor's Corner article next issue.

Talked to Pac Bell about the renovations being done on the Auditorium. They are proceeding along quite well, I will have to call them the first week in November to find out if we will be able to resume meeting there in November.

Watch the newsletter for more information.

Well, it's that time of year again. The Election's committee has been formed and will start looking for some of you good members both old and new, to run for Office Positions in the club. I hope that some of you will consider running for some position. The positions that you will be considering are: 1) President, 2) Vice-President, 3) Secretary, 4) Treasurer and two Board of Directors positions. So come on, think about it!

Membership in SACC is looking real good. Some of you have let your membership expire just recently. I hope that you will choose to renew your membership with SACC because in the coming months, we will be having some good things going on at SACC. We had to put off some of the things that were scheduled the last couple of months because of the unexpected Renovations going on at Pac Bell. Some of the things that were planned required the big screen. My first day down at the WORLD of COMMODORE AMIGA was spent talking to vendors and manufacturers about coming up and demoing their products. Most all agreed, even Commodore! So, please reconsider renewing your membership.

Remember, the meeting is the fourth Thursday the 22nd of October 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. See you at the meeting.

## Views of the Veep



by:  
James  
Tysinger

I ended my last column by saying that I wouldn't be able to go down to Pasadena for the World of Commodore -- boy, was I bummin'! Imagine my surprise, then, when I found out that my Saturday morning class wouldn't begin meeting until October! I quickly posted a message on Amigalink looking for someone to drive down with me, and it wasn't long before I got a call from club member Ramiro Garcia: "James, my little sister has convinced me to take part in your weekend foolishness." (Yeah, like that took a lot of convincing, huh, Lois?)

We started down on Saturday morning, and reached my sister's house in Tustin ("NOT L.A.!") several political, spiritual, and amateur psychology discussions later. With only a couple of hours left in the Saturday WOC, we decided to wait until Sunday and spend the whole day there.

We were among the first ones there Sunday morning at 10:00 a.m. (That's because we neglected to notice that the Sunday hours were NOON to 5:00.) Anyway, after checking out the designer beepers (in designer neon colors, no less!) at the local mall, we headed back over to the show. I took the obligatory shot of the World of Commodore banner with my brother-in-law's borrowed video

camera, and we again descended into the Pasadena Convention Center.

My first impression was "Hey, this is BIGGER than AmiExpo -- cool!" Well, for the sake of space, I'll have to accelerate time here, and hit the high points of the show.

-- The Amiga 4000 is awesome! I won't bore you with the specs again, so suffice it to say that I began my A4000 savings account as soon as I got back. I held onto my 2000 through all of this A3000 hoopla -- now I'll be able to sneer at Ken Krebs for a change ("GEEZ, that thing is SLOW! How you put up with it?")

-- The Amiga 600 is a great new entry-level Amiga. My first impression was that it was less of a machine than the 500, but with it's small size, built-in RF modulator, built in IDE hard drive controller, optional internal harddrive and Enhance Chipset, I now see that it's a real upgrade. The 600 is one step away from a portable Amiga. All it lacks is an attached screen, and with the built-in RF modulator, you can use it on any TV -- perfect for powering up in a motel room on the road. The last feature that cannot be discounted is the PCMCIA slot. This slot is an industry-standard that the 600 will benefit from for years to come. I've already seen lots of cards for this interface in the PC world, the fact that it's an industry standard interface should encourage lots of development for it. Look for bigger and better memory modules as well as other devices to be used with the PCMCIA

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# NOVEMBER 1992

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

## SIG NOTES

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

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

### AMIGAVISION SIG

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

### C PROGRAMMING SIG

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

### DESKTOP PUBLISHING SIG

Learn to use Pagestream 2.1, thought by many to be the best DTP program available on the Amiga today. You can compare it to Professional Page, the other premium DTP program on the Amiga. See how this newsletter is put together or create some eye-catching flyers.  
FRED SAKAI 488-4343

### GRAPHIC SIG

If you love graphics on the Amiga this SIG is for you. See great graphics and learn how to create them. Learn all the "tricks" to using the latest drawing programs.  
PETE HOWARD 920-4289

### HARDWARE SIG

If you have a desire to learn the innards of the beast, this is the place for you. Someone to lead us through the mazes is needed here. Any of you techies out there ready for the job?  
TIM BALTAD 992-1702

### BEGINNERS SIG

A brand new SIG. Contact Bryan Davidson if you are interested. He will show all members new to the Amiga the ins and outs of Workbench, CLI, how to customize the startup-sequence, find out what drivers, handlers and devices do, among a myriad of other "necessities" to learn how to really get the most out of your Amiga!  
BRYAN DAVIDSON 331-4713

### TELECOMMUNICATION SIG

Need help with your modem? Having a hard time on the SACC BBS? Well come one, come all because this is your place. Woody Bear hosts this SIG. He is practically Mr. Modem himself.  
WOODY BEAR 723-1710

### VIDEO SIG

Attention Video buffs, professionals, Amiga enthusiasts and anyone else who is planning to make a video. Watch some great videos and learn how they were done. Find out about the latest in video equipment such as genlocks, video cameras and VCR's.  
JOHN ZACHARIAS 363-9153

CONTINUED  
FROM PG 3

interface. ACS Computers in North Highlands has several A600's in stock!

-- Morphing software was EVERYWHERE. The best and smoothest seemed to be ASDG's Morph Plus package. The makers of Art Department Professional have done it again.

-- The lads from Down Under gave a great demo of the Opalvision 16-bit graphics card. It's not only fast, it comes with great paint software as well.

Well, the day finally ended. I left the show with Pinball Dreams, and Ramiro left with Pinball Dreams, a smug grin (from finding out which techs REALLY knew their stuff), and an '040 accelerator. All in all, a great experience!

A bit of raffle news: Last month, we raffled off Prowrite 3.3, Pinball Dreams, and all other software left in the raffle. Congratulations to Meyo Blue Cloud for winning the Pinball Dreams competition!

This month, we will be raffling off one big item: A 213 meg Maxtor SCSI hard drive! Thanks to Rick Murray of RGM Engineering (339-1778) for giving the club a great deal on the drive! Give Rick a call next time you need a hard drive.

This may also mark my last month as Raffle Chairperson, we have some potential volunteers ready to take over.

See you at the meeting!



## ROUND TABLE



by:  
Mark  
Wilkinson

Friends, it is indeed good to be back at the Inn! The Round Table is still here and as warm and as inviting as ever. Tis true I've been away on an adventure of my own this past month. Perhaps I shall share some details with you later. But for now let me enjoy the warmth of the newly kindled fire. The ale tonight, my fellow adventurers, is on the house! Enjoy! Come and sit with me now so we may engage in the talk and comradere that makes us all members of the fellowship of The Round Table.

This month we take a look at two recent releases from SSI: The Dark Queen of Krynn and Treasures of the Savage Frontier. Both are AD&D "Gold Box" adventures and both have good and bad points. I may also throw in a brief look at RoboSport if you're really good, ok?

First, SSI's The Dark Queen of Krynn. This is the third and final installment in the Krynn series, set in the AD&D "Dragonlance" world. Technically, this game easily rivals Pools of Darkness for the best SSI games to date. However, the game play leaves much to be desired. And I do mean MUCH.

Queen is hard drive installable and requires 1 meg to run. It's happy with 1.3 as it is with 2.0. The game is quick and the graphics are clean and the colors vibrant one minute, dark and

ominous the next. The sounds are delicately enhanced from the previous installments and not too intrusive. All in all, a technical wonder for SSI. This is not surprising as MicroMagic did the Amiga conversion not only for this game, but for Pools of Darkness as well. A game I really enjoyed.

But it is the awkwardness of game play that left me cold and frustrated. The battles are very unfair and mismatched for the average party, even at novice level. Your first battle is against a group of dragons. Tough, no holds barred dragons. If you don't have a dragonlance from the previous Death Knights volume, you're probably gonna be cooked a few times. And it only gets worse. In the Lighthouse section of the game, you're forced to face a squadron of Beholders! These creatures will always fire a Death Ray, Flesh to Stone Ray, and Disintegration Ray and well as casting Fear and Slow spells EACH combat turn. Even the best character can only throw saving rolls so many times. And resurrection lowers a character's constitution by one each time. And if you have an elf in your party, forget it! Elfs cannot be resurrected. I tried unsuccessfully for two FULL days to get past these Beholders with my whole party intact, meaning none of them dead, stoned or disintegrated. I would have been satisfied with all of them only having one hit point left, as long as I can rest afterwards. But forget that as well. Because in the very next room is another pair of Beholders and a legion of UMBER Hulks! AAARGH!

Another upsetting point is that if you didn't play your character's from the very first volume (Champions of Krynn) as Human, Single-classed characters, you're in for a rude

awakening. This game will only allow human characters to advance to higher levels, because the other races have reached their level limits. Only perhaps a Kender Thief can continue successfully on. Also, don't you dare have multi-classed characters. They will never advance fast enough to keep up with these enemies you're forced to face so quickly. The only reason I had a party full of them is because when I first started playing this series, the SSI Hint Line strongly suggested using multi-classed characters. So way back then I did. And I fostered these characters through Champions and Death Knights only to have them be a hindrance now??? It's just plain irritating!

In a nutshell, if you have human, single-classed characters and a lot of patience, then perhaps you may enjoy this game. There are some promising aspects, to be fair. Part of the adventure is held underwater (best part of the game I got through). The story line looked to be very enjoyable, if the other aspects hadn't turned me away so fast. And it's these things that just may make me replay the first two volumes again some day, knowing what I know now, just to get through these later obstacles. Maybe. Someday.

Treasures of the Savage Frontier has a whole different set of goods and bads. The bads are almost the exact opposite of Dark Queen's goods - it's technical points. Some of you may remember a while ago when I reviewed it's predecessor, Gateway to the Savage Frontier. That's the game that talked so much about being hard drive installable and then enclosed a tiny, lime-green card saying floppy-disk only. I was optimistic back then, figuring since it was a new conversion team (Beyond Software), they

just had to learn the same lessons MicroMagic had to on their conversions of the Krynn series and Pools series.

Guess what. Treasures is floppy-disk only as well. And slooooooow as a snail with gum stuck to his sneakers. The access times are long and happen often. I personally have one external drive, which in the cases of some European Disk-Only games has been plenty. But Treasures comes on 3 disks plus a formatted save game disk. And it needs to access all 4 disks constantly. So unless you've got three externals (which this game actually supports), be prepared to disk-swap a lot! It seems that no communication between these conversion teams via SSI happens at all, because the much-acclaimed features of Pools (like being able to load while in camp and hard drive installation) are no where to be found in this

game. No where.

So what's good about it? The game play. Simply enthralling. A map that is intriguing, cities full of adventure, and a plot of heroism against difficult but defeatable foes that makes me keep playing this game. I admit I haven't gotten far on it, but only because of the energy and slow-play forced by it's technical calamities. If Beyond Software and SSI could only have corrected these OBVIOUS problems, this game would easily rival Pools of Darkness in playability and enjoyment value. But they missed the exit ramp and decided to take the winding, curvy road, forcing us along for the ride to endure 50 miles of cutback after switchback after turnout only to travel the equivalent of 5 miles on I-5. Go figure.

RoboSport from Maxis is cute. 'Nuff said.

Okay, okay. Let me add a few more details. It's a strategy game with cuteness thrown in for good measure. The only problem is that cute is a perishable good. Cute only lasts so long before making a person sick. Kind of like eating moldy bread. You know, you try to scrape that white and green fuzz off, but it still doesn't taste right, now does it?

The game's premise goes like this. It's the future and robots have come into a race of their own. So they get together with us human-types and decide to create this game show called RoboSport (of course) to satisfy our barbaric thirst for violence, which we seem to be quenching on poor helpless robots. There can be 2, 3 or 4 teams of robots on the playing field during a game, and a team can consist of several different types of robots specializing in certain types of

**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

warfare - machine guns to missile launchers to grenades to time bombs. The strategy aspect comes into play by trying to manuever these robots into defeating the other team(s). There are a variety of playing fields as well as games to play. Hostage is one type, Capture the Flag another. Or just plain DESTROY EVERYONE is another popular choice. Where, then, is this cuteness? Well, when a robot gets shot, is screams Aarrgh! When it gets destroyed, it blows up. This small animation aspect wears off way too soon for my tastes. It could have been avoided by more varied reactions and animated responses. A lot more.

Overall, the game is fun and I don't regret buying it. Nor do I even regret playing it. There is a lot to this game and if you can get pack the dreaded "cuteness factor" then you'll probably enjoy this game. I'm trying to. No, really....

What lies in the future for The Round Table? Gee, there's a good question. With game prices going up faster than my raises at work and losing the much-appreciated backing CSS gave me, I may end up writing this column every other month. But we'll just have to see. There are a lot of new games out there and I'd love to try and write about them all, good or bad. But until that time comes when cutting back is the only option, I'll still try to do my darnedest to bring you up-to-date reviews of entertainment software for the Amiga. And with your continued support, The Round Table will continue to grow and prosper as it has in the past...and will in the future.

Until next month, I bid you peace and good fortune.

## THE REFERENCE DESK



by: Mark Wilkinson

Boo! Did I scare you? Okay, how about this?

The Library is gone. Stolen by thieves. They took everything - the computer, the disk files, even the membership roster with everyone's names and addresses. And my Colt 45 too. They cleaned me out. And they left me a message saying, "Thanks for the list of new victims..."

Now did I scare you? Heh, heh. I love Halloween! Boo! Scream! Fooled ya' all! HA HA HA HA!....uh, er, sorry about that. I tend to get a bit carried away sometimes...IN A BODY BAG! HAHAHAHA!

But enough levity! Let me tell ya' whats I gotta tell ya' all! First, allow me to apologize for not putting in the specific dates, locations and times of last month's Library Outings in this column. I must admit it was entirely my fault. I got so wrapped up in my vacation I completely forgot. Huh? Oh, yes I had a great time in Disneyland! Thanks for asking... (Even if you didn't).

November's Library Outing is a solo affair once again. Saturday, November 7th, we will be at ACS on Watt Ave. from 10am to 3pm. As always, please try to come

prepared with pre-selected and pre-labeled disks; break them into groups of 5, as ACS is our busiest outing; and don't forget to get your up-to-date catalog files straight from Amigalink in the Library Room.

Speaking of catalog files, here's what's new in the Library as of the writing of this column (October 2nd, 1992). As you can see, this article is written a little ways before you actually get it, so please check on Amigalink, or personally with Ken Barton or myself to glean the latest information.

We're up through Fred Fish 730 and have added 8 new disks to the Club Library Collection. They consist of two new Euro-Demos, a 2-disk Demo of how Commodore might try to increase their sales, a PD game released by Accursed Toys called Dr. Who, 2 disks of previews of

### RESOLUTION TECHNICAL BOOKS

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

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O'Reilly Nutshell Books  
Electronics & Engineering

5% Discount on books with  
Membership card

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

upcoming games like Lemmings 2 and Zool, and a great little program I found called TEKK Display, which may be of special interest to those Trekkers out there! Check out the latest updated ClubLib catalog file for further information and exact disk numbers.

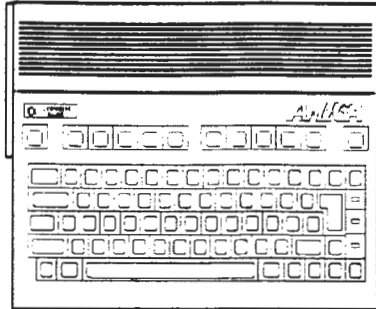
Now available! Blank Fred Fish labels featuring our cute little fishy-wishy. Aww! Only \$1.60 a sheet. That's 9 - count'em - 9 labels for keeping your personal Public Domain library nice, neat and tidy. And on top of that - all funds go directly into supporting the library. Available at all Library Outings and General Meetings.

Once again I must plead with the members of SACC to give unselfishly of their time and talents and help this poor Librarian make sure no month goes without it's accompanying DOM. Won't you please help? I ask not for money or food or housing. Nay; instead I request you to show your skills and put together an upcoming Disk-of-the-Month guaranteed to knock the socks off of the whole membership! You know you want to do it. It's the charitable thing to do.....

Well, next time I write this column, Turkey Day looms ever so closer. Stuffing. Roast Turkey Breast. Stuffing. Cranberry Sauce. Stuffing... Did I mention stuffing? Oh, well. That's then and this is stuffing - er, I mean now. No, not stuffing now. Not that that wouldn't be a good idea, but that's not what I meant to stuff- uh, say. Aw, heck, this is turning out to be a real turkey of a column, so to speak. Heh. BOO!

Now did I scare ya?

# A600



by: Braden Lee

You might have heard the rumor of the A600 from across the seas, it is a rumor no more. The A600 was announced and being sold at the World of Commodore Show in Sept 92. This mighty midget is not a reboxed A500, it is a totally different machine. With a small size, built in hard drive interface, standard one meg configuration and the ECS chips; its sure to be a winner.

The Cpu is the same as the old A500 ( 68000 7mhz) but with the new ECS Agnus, Denise and Gayle chips this machine can really rock. Two meg chip ram is now addressable, giving you

more room to multitask, show bigger animations, work with monster size pictures, and to show those picture is a host of new resolutions. The A600 come with 2 expansion slot: a A601 slot that is fixed under the Amiga to give memory and a special PCMCIA slot on the side. The only product out for the A601 slot is a 1meg board but 3rd partys in Germany have already announced accelerators and 386 pc emulators to fit into the new slot.

The PCMCIA is an industrial standard expansion slot used currently in many handheld and laptops. It's the hottest thing in expansion on laptops. Currently credit card size memory cards (some time call flash memory cards) are available, with price dropping to compete with standard memory chips. The card appear in 128k to 120meg variety. Many manufacturers of laptops think of using these as harddrives on a card. The PCMCIA is not confined to just memory expansions. On the IBM side, PCMCIA modem cards, harddrive interface cards, network cards and even graphics

**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

card have been announced. With many of these reaching market as soon as Christmas.

As a Amiga user you might say "So what? That's on other platforms." Well not so, the PCMCIA is a standard interface so what fits there will fit in your Amiga. All that is required is software drivers to access them. The PCMCIA card will be a plus to both Amiga users and developers in the future. It might seem like a trade off now opposed to the old A500 port, but the future Amiga user will have access to alot more periferial and developers will have a bigger market for their goods.

To support all of these new abilities and expansion slots, the machine comes with the new 2.1 Operating system. The 2.1 Dos is a work of art, it orchestrates and improves upon almost everything the Amiga does. The Amiga 600 is really just a down scaled A3000, making it a fantastic new entry level computer. With the proper future upgrades the Amiga 600 will give the A3000 more than a run for it's money.

The Technical spec of the machine is below. For more information contact a local Amiga dealer.

### Amiga 600 Technical Specifications

#### CPU:

- Motorola (R) 68000, 16/32 bit
- 7.16 Mhz NTSC
- Multi-Chip coprocessor system for DMA, Video, Graphics and Sound

#### MEMORY:

- Expandable to 2MB Chip RAM
- Maximum RAM expansion

6MB with PCMCIA

#### SOFTWARE:

- 512KB ROM
- AmigaDOS (TM) Release 2 Multitasking Operating System in ROM
- Workbench 2.X and Utilities software

#### KEYBOARD:

- Integral 78 Key International

#### MOUSE:

- Opto-mechanical
- 2-button design

#### DISK DRIVES:

- Built-in 3.5-inch 880 KB floppy disk
- External 3.5-inch floppy disk
- Internal IDE hard disk drive (optional)

#### GRAPHIC MODES:

- Color palette of 4096 colors
- Selectable resolutions
- Supports full overscan

#### VIDEO DISPLAY OUTPUT:

- RGB analog 15 KHz Horizontal Scan Rate
- Color Composite
- RF Modulated

#### SOUND:

- Four channel stereo sound

#### DIMENSIONS:

- 14" deep x 9.5" wide x 3" high

#### WEIGHT:

- Approx. 6 lbs.

#### POWER REQUIREMENTS:

- Switching power supply 23 watts

#### INTERFACES:

##### External:

- Floppy Disk (DB23)
- Mouse/Joystick/Lightpen (2 DB9)

- Serial (RS-232, PC-compatible)
- Parallel (Centronics -- PC-compatible)
- Video RGB analog (DB23 15 KHz)
  - Color Composite (RCA)
  - RF Modulator (RCA)
- PCMCIA Card Slot

##### Internal:

- Internal AT IDE connector

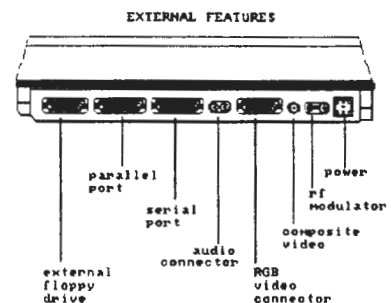
#### A600 CONFIGURATIONS:

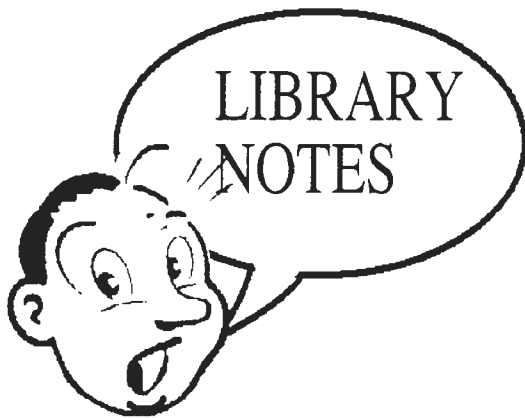
##### A600 P

- Amiga 600 with Motorola 68000 Processor, internal 3.5" 880K Floppy Drive, 1 MB RAM
- Integral Keyboard
- Release 2.X Operating System and Utilities
- 2-button Mouse

##### A600HD

- Amiga 600 with Motorola 68000 Processor, internal 3.5" 880K Floppy Drive, 1 MB RAM
- Internal 40MB IDE Hard Drive
- Integral Keyboard
- Release 2.X Operating System and Utilities
- 2-button Mouse





## Latest Fred Fishes around

### CONTENTS OF DISK 721

- DataFiler** A database for names, addresses, phone numbers, etc. Has search and print capabilities. Version 1.01, binary only.  
Author: Ken Winfield
- DirWork** A fast, small, efficient, DirUtility. Configurable options and buttons, as well as all the usual features. Comes with external configuration editor. This is version 1.62, an update to version 1.51 on disk 670. Shareware, binary only.  
Author: Chris Hames
- Division** An educational program for kids of all ages that helps to develop and sharpen division skills. Has four levels, a practice section, and a testing section. Version 1.1, binary only.  
Author: Ken Winfield
- DPU** Disk Peek and Update, a hex disk and file editor. Functions include show device info, show bitMap, check disk, zap file, zap disk, zap fileSystem and zap rigid disk blocks. This is version 1.2, binary only.  
Author: Frans Zuydwijk
- Octothello** An othello type game, but played on an octagonal board. There are hundreds of variations to the game, with resizable boards, different corner shapes, and a play to lose mode. Shareware, binary only.  
Author: PC Solutions
- VCR** A database for all your VCR tapes. Has built in search and print capabilities. Version 1.1, binary only.  
Author: Ken Winfield

### CONTENTS OF DISK 722

- Counting** An educational program for kids from 4 to 14, that helps to develop and sharpen skills in addition, subtraction, and multiplication. Version 1.0, binary only.  
Author: Ken Winfield
- 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 4.5, an update to version 4.4 on disk 715.  
Author: Torsten Jrgeleit

### CONTENTS OF DISK 723

- 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 3.2 of AniMan, an update to version 3.0 disk 712. Either the Perfect Sound 3 or Sound Master (Sound Magic) audio digitizer is required, along with 1MB of fast memory. Binary only.  
Author: Richard Horne

- DiskMate** A multitasking floppy disk utility program. Features include multidrive disk copier, disk formatter, disk eraser, disk checker and installer. Version 2.1, binary only.  
Author: Malcolm Harvey
- EternalRome** A historical strategy game, that in spite of its high complexity is fast and easy to play. Fully mouse controlled with a fine zoomable map of the Roman empire (overcan and interlaced options). The simulation delivers many historical insights because of its accuracy (may be used for educational purposes) and is a challenging and entertaining game for two or more players (also interesting for solitary studies). Version 1.1, an enhanced update to version 1.0 on disk 502. Tryware, binary only.  
Author: Sven Hartrumpf
- MemGauge** A graphical memory gauge. Displays your computer's memory (chip, fast, public) in three horizontal bars. Version 1.2, binary only.  
Author: Malcolm Harvey
- PrinterCTRL** A printer interface program which allows you to send raw HEX and device driver commands to your parallel printer. Also has provisions for printing text files to the printer.device. Makes extensive use of the req.library functions. This is version 1.00, freeware, includes source.  
Author: Paul Miskovsky

### CONTENTS OF DISK 724

- BackUP** A hard drive backup program that features a custom Intuition interface, multi-floppy drive support, incremental/full backups, on-the-fly compression using lh.library, optional verify and a restorable configuration. BackUP requires Workbench 2.0, arp.library V39 and lh.library V1. Version 3.5, binary only.  
Author: Felix R. Jeske
- DonsGenies** A collection of more than forty ARExx "genies" for use with Professional Page, plus some supporting material. Also includes two example ARExx scripts for Art Department Professional. Version 1.0, shareware, includes source.  
Author: Don Cox
- XSearch** A program to search files and directories on any Amiga device. Uses AmigaDOS 2.0 style interface. Includes both German and English versions. Includes source in KICKPascal.  
Author: Stefan Plvchinger

### CONTENTS OF DISK 725

- MagIcon** A program which takes 'fake' icons dropped on the Appicon and turns them into 'real' icons. The program also supports a Tools-menu entry so 'fake' icons spread over several windows can be easily iconified. Support for 38 file formats and the appropriate icons are included. Requires Kickstart 2.0 or higher. This is version 1.0, binary only.  
Author: Oystein Larsen, Ultima Thule Software
- Mine** A new Modula-2 implementation of an old computer game. You have an N \* N square with mines hidden in some fields. Your job is to mark them with a flag as fast as possible. High-score lists are supported. Important parts of the source code are included. Requires AmigaDOS 2.0.  
Author: Thomas Ansoerg
- SnoopDos** A utility for monitoring AmigaDOS calls. In particular, it allows you to see what libraries, devices, fonts, environment variables or startup files a program is looking for. Very useful when you're trying to install a new application. Version 1.5, an update to version 1.2 on disk 451. Includes source in C.  
Author: Eddy Carroll
- Term** A gift-ware telecomm program written for AmigaOS 2.0 or higher. 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, unlimited size scrollable review buffer, 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 overcan and screen resolution support (new ECS screen modes included), asynchronous operation and a lot more. This is version 2.3, an update to version 2.2a on disk 681. Includes full source. Because of its size, it is distributed on two disks. This is part 1 of 2. Part 2 is on disk 730.  
Author: Olaf 'Olsen' Barthel

CONTENTS OF DISK 726

- HamLabDemo** Demo version of an expandable image format conversion utility that converts GIF, IFF, JPEG, Targa, BMP, TIFF, PBMPLUS, 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 2.0.8, an update to version 2.0.6 on disk 712. Shareware, binary only.  
Author: Ed Hanway
- Hextract** A complete header file reference. Definitions, structures, structure members and offsets, flag values, library contents, function definitions, registers, library offsets, etc. The data from a set of V1.3 Amiga and Lattice header files is included and packed for immediate reference by Hextract. Version 1.2, an update to version 1.1 on disk 674. Has greatly reduced search times. Freeware, includes partial source.  
Author: Chas A. Wyndham
- P-Index** A program for creating active index/selector pages to replace the normal window/icon display. Appearance of pages is only limited by the capabilities of your paint program and your imagination. Index lines can be shown as arrays of boxes (as with current "selector" programs), or as icon look-alikes, or anything else you fancy, with normally a large saving in disk space. Freeware, binary only.  
Author: Chas A. Wyndham
- P-Reader** An all-purpose reader that displays texts, pictures, animations and sounds, which may be uncompressed or compressed with 'P-Compress'. Texts can include embedded static or animated illustrations and sounds. This is version 6.2, an update to version 5.2 on disk 595, and includes scrolling and a variety of screen colours, with other enhancements and bug fixes. Freeware, binary only.  
Author: Chas A. Wyndham
- PowerSnap** A utility that allows you to use the mouse to mark characters anywhere on the screen, and then paste them somewhere else, such as in another CLI or in a string gadget. Checks what font is used in the window you snap from and will look for the position of the characters automatically. Recognizes all non proportional fonts of up to 24 pixels wide and of any height. Works with AmigaDOS 2.0 in both shell and WorkBench environments. This is version 2.0, an update to version 1.1 on disk 542. Binary only.  
Author: Nico Francois

CONTENTS OF DISK 727

- 2View** 2View is an ILBM picture viewer for use under Workbench 2.04 or later. It supports all standard ECS graphics modes, SHAM, Macropaint-style dynamic hires, color cycling, ARExx and both the CLI and Workbench. Version 1.52, an update to version 1.50 on disk 654. This version fixes a bug in 1.50 and adds support for 2.04-style wildcards from the CLI. Includes source.  
Author: Dave Schreiber
- Adventure** The Colossal Cave Adventure, by Donald Woods and Will Crowther. This program runs from the CLI or Workbench, and is virtually identical to the original mainframe classic. This is version 1.10, an update to version 1.00 on disk 659. Binary only.  
Author: Donald Woods, Will Crowther; ported by Tony Belding
- Format** A 2.04-only replacement for the AmigaDOS Format command. It uses a much more complete Workbench user interface (allowing for greater control over formatting from the Workbench) and is smaller than the original Format command. Version 1.00, includes source.  
Author: Dave Schreiber
- Vertex** A 3D object editor that differs from other 3D editors in many ways. You can choose any view, including perspective, to select points and examine objects. The view can be rotated, positioned and scaled at will by either typed in values or using the mouse, which makes the editor fast and responsive. This is version 1.62a, an update to version 1.36.3 on disk 648. Shareware, binary only.  
Author: Alexander D. Deburic

CONTENTS OF DISK 728

- 501** This program keeps score for the dart game 501. Games recorded via the keyboard create a data base reflecting each player's

performance. The statistics track personal bests, averages, win percentages and high scores. Written and compiled using HiSoft Basic Professional. Version 1.15, an update to version 1.12 on disk 651. Binary only.  
Author: Gilles Lepage

- LastRefuge** A fast action game, written entirely in assembler. Takes over the entire machine and loads off a special bootable disk. Uses lhwarp (included) to regenerate the bootable game disk. Binary only.  
Author: Carsten Tag
- PatchMan** An editor for the Roland JD-800 programmable synthesizer. You can receive/transmit/save/load single patches, the special setup, all internal patches, "ALL"-datas, set parameters for the three effect systems used in Multi mode and edit the various part parameters. Version 1.0, binary only.  
Author: Michael Fuchs

CONTENTS OF DISK 729

- BBBBS** Baud Bandit Bulletin Board System. Features include up to 99 file libraries with extended filenotes, up to 99 fully threaded message conferences, number of users, files, messages, etc. are only limited by storage space, controlled file library and message conference access for users and sysops, interface to extra devices like CD-ROM and others, all treated as read only, complete Email including binary mail, and multiple forwarding, user statistics including messages written, files uploaded or downloaded, time, etc. plus much more. Version 5.4, binary only.  
Author: Richard Lee Stockton
- DSound** DSound is an 8SVX sound sample player that plays samples directly off a hard drive, without having to load the entire sample into memory first, making it possible to play samples of any length even under limited memory conditions. This is version 1.20, an update to version 1.00 on disk 654. This version adds sample looping, the ability to abort using CTRL-C, and the ability to prevent DSound from opening a window. Includes source.  
Author: Dave Schreiber
- FF** FF is a file find utility for use under Workbench 2.04 or later. It features a full, font-sensitive GUI, AppWindow support, dynamic find-list update, the capability to recognize both hard and soft links, and the ability to optionally descend into hard links to directories. This is version 1.01, includes source.  
Author: Dave Schreiber

CONTENTS OF DISK 730

- Term** A gift-ware telecom program written for AmigaOS 2.0 or higher. 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, unlimited size scrollable review buffer, 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. This is version 2.3, an update to version 2.2a on disk 681. Includes full source. Because of its size, it is distributed on two disks. This is part 2 of 2. Part 1 is on disk 725.  
Author: Olaf 'Olsen' Barthel

CONTENTS OF DISK 731

- FindIt** A fully Intuitionised file finder. Features include search multiple drives/directories, search for file names starting with/not starting with given text, file names containing/not containing given text, file names ending with/not ending with given text, files created on/after/before/not-on given date, files containing given text, etc. Found files can be copied, deleted, viewed, or printed. Requires Workbench 2.0. This is version 1.0, binary only.  
Author: Gary Smith
- GadToolsBox** A program that lets you draw/edit GadTools gadgets and menus and then generates the corresponding C or assembly code for you. This is version 1.4, an update to version 1.3 on disk 659. Includes source.  
Author: Jan van den Baard

**QMouse** 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-CLF", click-to-front/back, "SunMouse", "NoClick", "WildStar", Northgate key remapping, and more. Requires Kickstart 2.0, but is not a commodity. Only 3K. Version 2.20, an update to version 2.10 on disk 697. Public domain, assembly source included.  
Author: Dan Babcock

#### CONTENTS OF DISK 732

**FontViewer** A program to view fonts. Features include selectable screen resolutions, outline font support (WB 2.0), ColorFont support, up to thirty fonts shown at once with each in its own window, up to three lines of changeable text for viewing fonts, use file requester to find fonts to view (WB 2.0). Version 1.2, binary only.  
Author: Gary Smith

**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, M2Make, M2Project, and M2LibLink. This is version 1.31, an update to version 1.17 on disk 703. Binary only.  
Author: Marcel Timmermans

**PSUtils** Some utilities for postscript and adobe fonts. Resetadobe (version 1.0) is a program to modify the AFM files of adobe fonts which do not appear to have the correct spacing after being generated by AFM2PFM. Postsplit (version 1.0) is a program to split a color PageStream postscript file into individual color/page files for multipass printing. PFM2AFM (version 1.0) generates AFM files for adobe fonts. T1Utils is a set of adobe font manipulation tools including a font disassembler.  
Author: I. Parker, D. Spencer, Ken Borgendale, Lee Hetherinton

**Riff** A little iff reader written in M2amiga Modula-2. Version 1.0, includes source.  
Author: Marcel Timmermans

**RTracker** A MOD player that is small, easy to use, highly configurable, follows CBM's style guide, supports automatic decompression of MODs, and more. Version 2.0, shareware, binary only.  
Author: Mike Manzano

#### CONTENTS OF DISK 733

**AntiCicloVir** A link virus detector that detects 25 different such viruses. Version 1.6, an update to version 1.5 on disk 710. Shareware, binary only.  
Author: Matthias Gut

**Cube** An animated Rubik's Cube simulator, solver, and tutorial. It uses two solving algorithms, one which can be applied by a human using simple rules, and another that is too complicated to be used except by a computer. Shareware, includes source.  
Author: Martin Gitelson

**Sushi** A tool to intercept the raw serial output of Enforcer 2.8b, Enforcer.megastack 26.f, Mungwall, and all other tool and application debugging output that uses kprintf. This makes it possible to use serial debugging on a single Amiga, without interfering with attached serial hardware such as modems and serial printers. Sushi also provides optional signalling and buffer access to an external display/watcher program. Version 37.7, binary only.  
Author: Carolyn Scheppner

**Termcap** A port of the GNU termcap library for the amiga. Termcap is a library of C functions and a database of terminal descriptions, that allows an application to send control strings to terminals in a way independent of the specific terminal type.  
Author: Various

#### CONTENTS OF DISK 734

**PowerVisor** A powerful machine language debugger and system monitor designed for the serious Amiga programmer. PowerVisor supports all Amigas and all processors (including the 68040). There are two versions, one for AmigaDOS 2.0 and one for AmigaDOS 1.3 (or 1.2). Among many other things, PowerVisor supports

symbols and ARExx (with 215 different ARExx commands). It is also very customizable. The AmigaDOS 2.0 version supports online help with 'AmigaGuide' and is installable with the 2.0 Installer. This is version 1.20. Source for some examples is included. PowerVisor is shareware. Registered users can order the complete PowerVisor source. This is part 1 of a two part distribution. Part 2 is on disk 735.  
Author: Jorrit Tyberghein

**UCD** A utility for changing the current directory that scans a disk and builds a file containing information about the directory structure that makes it possible for UCD to change directory to any directory in the scanned volume by simply naming the directory without pathname information. Version 1.0, shareware, binary only.  
Author: Uffe Holst Christiansen

#### CONTENTS OF DISK 735

**PowerVisor** A powerful machine language debugger and system monitor designed for the serious Amiga programmer. PowerVisor supports all Amigas and all processors (including the 68040). There are two versions, one for AmigaDOS 2.0 and one for AmigaDOS 1.3 (or 1.2). Among many other things, PowerVisor supports symbols and ARExx (with 215 different ARExx commands). It is also very customizable. The AmigaDOS 2.0 version supports online help with 'AmigaGuide' and is installable with the 2.0 Installer. This is version 1.20. Source for some examples is included. PowerVisor is shareware. Registered users can order the complete PowerVisor source. This is part 2 of a two part distribution. Part 1 is on disk 734.  
Author: Jorrit Tyberghein

#### CONTENTS OF DISK 736

**EasyStart** A program to start other programs in a very easy way. It can start programs with a popup menu, a popup screen, with menu items in the WorkBench menu, with a window containing gadgets, and more. Version 1.12, binary only.  
Author: Andreas Krebs

**InTime** A program to overlay a 'timecode' onto videotape while making working dubs of original footage. The display consists of a tape number, hours, minutes and seconds. It is designed to be used as an aid in logging and finding sections of a video tape. The display can be in any shown in any font. This is version 1.2, binary only.  
Author: Gary Smith

**MegaD** A directory utility with multiple directory windows so you may copy from multiple sources to a single destination, copy from one source to multiple destinations, or copy from multiple sources to multiple destinations. Full font support, full screens support, application icons, application menus and application windows support. Includes 126 page tutorial and 47 page user guide. Other features include 72 user defined command gadgets with simple keyboard equivalents, and multiple filters on directory listings. Version 2.00, binary only.  
Author: John L. Jones

#### CONTENTS OF DISK 737

**AMPlotDemo** A demonstration version of a commercial graph plotting program designed for publication quality plotting of scientific data. The demo allows datasets no larger than 10 datapoints and will not create hard copy plots. Version 2.0, binary only.  
Author: Andrew Martin, SciTech Software

**ANSI** A small CLI utility to convert C source between ANSI and Kernighan and Ritchie function definition formats. Also allows generation of prototypes. No Amiga extensions and should be portable. Version 1.6, an update to version 1.0 on disk 598. Includes C source.  
Author: Andrew Martin, SciTech Software

**DBuff** Source code with a small demo to implement double buffering by adding a second ViewPort to an Intuition screen. Version 1.3, an update to version 1.0 on disk 599. Includes C source.  
Author: Andrew Martin, SciTech Software

**PrLabel** A utility to print laser printer labels. Support 3x8, 2x8 and 2x7 A4 label sheets. The program may easily be modified for other formats. Also serves as a demonstration of using STSLib for gadgets and menus. Version 1.2, an update to version 1.1 on disk 599. Includes C source.  
Author: Andrew Martin, SciTech Software

CONTENTS OF DISK 738

- CanonBJC** Color printer driver package for Canon BJC 800 and Canon Epson emulation printers. Supports Epson 24/48 pin and BJC emulation compressed native mode. This driver is not limited to 16/4096 shades/colors. Includes font independent preferences programs for controlling additional options, free definable dither routines (many are included), ink compensation, color adjustment, timeout, and more. Version 1, binary only. Author: Wolf Faust, Distribution by Canon Europe N.V.
- CanonStudio** Prints IFF pictures from disk in 24/8 bit accuracy on normal WB printer driver. Pictures can be printed in any size (poster function) without need for much memory. Supports most IFF formats (incl. EHB, HAM6, HAM8, IFF24). Provides a nice font independent user interface, free definable ordered dithers, error adjustments and blue noise dithers, ARExx Interface, color adjustments, ink compensation, printer spooler and more. This version is limited to Canon printer drivers. Version 1.2, shareware, binary only. Author: Wolf Faust
- Galaga** A space "blast-em" game with over 300 different animation frames in 16 colors, many levels, end of stage nasties, bonus levels, kamikaze raids, etc. Version 1.4, binary only. Author: Geert Coelmont and Romain Voes

with OS2.0, version 37.x or higher, on m68020/m68851 or m68030 amigas. Supports task exclusion. The demo version is limited to 2Mb of virtual memory. Version 2.0, shareware, binary only.  
Author: Stefan Rompf

- Klondike** A single player card game. Version 1.3, an update to version 1.1c on disk 491. Shareware, binary only.  
Author: Peter Wiseman
- MemCheck** A small tool to watch the first 1000 bytes of memory for illegal write actions. It also checks some system vectors (coldcapture, coolcapture, warmcapture, kickMemPtr, kickTagPtr and kickCheckSum) to show any changes made by viruses. Kickstart 1.3/2.04 compatible. Version 1.0, binary only.  
Author: Tom Kroener
- MultiClock** A flexible titlebar clock commodity with many extra features such as chime with builtin or digitized sounds, alarm which allows launching an ARExx or Batch file, and both digitised and narrator speech to say the time. Requires AmigaDos 2.04 or greater. Version 1.17, binary only.  
Author: Hugh Leslie
- PerfMonitor** A small tool to show the CPU usage of each task. Kickstart 1.3/2.04 compatible. Version 1.0, binary only.  
Author: Tom Kroener


CONTENTS OF DISK 739

- Deft** A program to change the default tool of project icons. Will search through a disk or directory, finding all icons that contain a specified default tool and change that tool to a different one. It is useful for changing the default tools of all the doc files on disk to your favourite text reader, for example. Version 1.0, binary only.  
Author: Gary Smith
- Hyper port** Will lead you through documents that are written to be used with the legendary 'Am\*gaGu\*de' from Commodore. An ARExx gives access to it from other applications. Requires OS 2.0. Version 1.0, shareware.  
Author: Bernd (Koessi) Koesling
- IconAuthor** A replacement for IconEdit2.0. It can transform IFF images or brushes into resized 2-BitPlane brushes or icon files that match the WorkBench2.0 colors. Online help is available via 'Hyper'. Demo version limited to processing provided demo image only. Requires OS 2.0. Version 1.0, shareware, binary only.  
Author: Bernd (Koessi) Koesling
- InScript** A program for producing video titles. Features include fully editable text entry, IFF pictures as background, unlimited number of fonts loaded at one time, up to 99 undos, outline font support (WB 2.0), text styles (shadow, outline, etc) can be named and saved, toolbar for common operations, playback script maker with transitions between pages, adjustable color cycling, low, high and interlace resolutions with overscan, adjustable kerning, and comprehensive text alignment options. InScript can save InScript data, IFF pictures or animation files. At least 1 mb memory required. Version 1.1, shareware, binary only.  
Author: Gary Smith
- Keti** Prints 3.5" disk labels (71.5 x 69.6 mm) on a NecP6 from a 15 line ASCII file. The first line will be the headline (max 25 chars), 14 textlines (max 44 chars) may follow. Requires OS version 2.0. Includes source and DME macros.  
Author: Bernd (Koessi) Koesling
- WKSC allows This** Workbench Keyboard Shortcut Changer is a program which you to add or change keyboard shortcuts used for the Workbench menus. WKSC works on Workbench 1.2, 1.3 and 2.0. is version 1.0, binary only.  
Author: Gary Smith

CONTENTS OF DISK 740

- Debt** A calculator suitable for dealing with numbers the size of the national debt. Will accept two 60 digit numbers and come up with a 120 digit answer. Includes source.  
Author: Martin Gitelson
- HDMem** Demo version of software that allows you to use virtual memory

Now available! Blank Fred Fish labels featuring our cute little fishy-wishy. Aww! Only \$1.60 a sheet. That's 9 - count'em - 9 labels for keeping your personal Public Domain library nice, neat and tidy. And on top of that - all funds go directly into supporting the library. Available at all Library Outings and General Meetings.



**Computer Time**

With the release of the new Amigas from Commodore, A600/A600 HD and the A4000. We will be having a **BIG SALE** on all of our floor demo units in the store. These include A2000, A500 and even Toaster systems. Call for information. (Great Prices)

**SUPER SALE**

8040 GREENBACK LN. (916) 969 - 1411  
CITRUS HEIGHTS (916) 969 - 1412  
(Three Block East of Sunrise Mall)

# RAMSpeed



by Ramiro Garcia

"I feel the need. The need for speed."

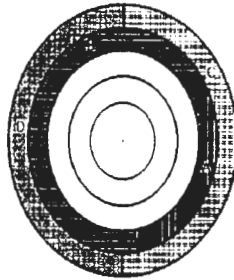
-Tom Cruise, in *Top Gun*

This is the first of what I hope will be a series of articles on speeding up your Amiga. I don't do anything really productive on mine, or even play games much; just tinker. But I feel God put me here on this earth for something other than waiting around, and have worked hard to minimize the time I spend finger twiddling waiting for things. So here are some of the things I've learned that cut down on the waiting time. They range from the free to the horrendously expensive, but all require work. Nothing that should frighten any good Republican. 8^D.

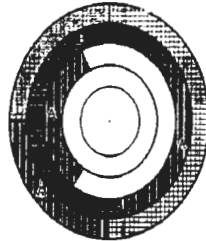
The series will start with disks, floppy and hard. Disk I/O (input/output) is the slowest thing on the system, next to the fumble fingered typist. It's one of the basic bottlenecks, so it behooves anyone serious about speed to do whatever possible to mitigate the situation.

This article will look at file fragmentation. As you read from and write to your disk, over time

the files get fraggd. For simplicity's sake, let's say you have four files on your disk, A, B, C, and D, arranged as follows:



After a while, you find a smaller version of file "D", for example, as you replace the AmigaDOS 1.3 "Copy" command, 9848 bytes in size, with the smaller ARP equivalent, 2784 bytes in size. Now there is a little gap between files. Then you nuke "A", your 1.3 "Dir" command, 8772 bytes (or 8.7K) in size, and replace it with "Dr", which is kinda piggy at 19K bytes in size.

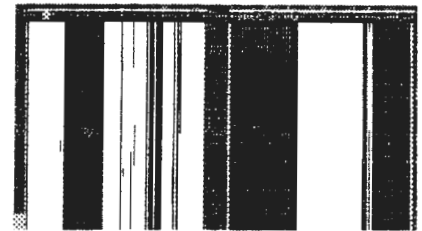


TWO

And you can see what has happened. In the process of deleting and rewriting, your files have gotten scattered, because AmigaDOS grabs the first free block it can find when it writes files to disk and if it has to jump around to write your files, it does so. This means that every time you type in that command, "Dr" for example, your disk drive has to work extra hard to read that file off the disk and load it into your ram memory, hunting all over the disk for the scattered bits and pieces that make up the file. Slows you down, and wears out the drive faster. "ShowDisk" on

FF 269 will allow you to see this directly on floppy disks. One caveat, it's a PAL utility, but otherwise pretty nifty. Amigalink has a pair of utilities under the name "FreeBlks" (or something similar) that will give you a graphic depiction of the free blocks on any floppy or HD, showing you the extent of fragmentation of your free disk space, and allow you to supply any filename as an argument (for example, "blocks DH1:graphics/giganticpictureofcars.ham") to see a graphical representation of a file, and the extent of fragmentation, if any.

Here is an example of what "free" says about my boot partition, DH0:, and my experiments partition, EXP:, (Which has the volume name, Lawyer) :



You can see the differing amount of fragmentation in the two partitions.

The simplest and safest way to defrag a disk, floppy or hard, is to make a complete backup, wipe the disk, then restore. On a floppy, this is as simple as placing a blank disk in one of your drives, say DF1:; formatting it; write-protecting the disk you want to defrag and placing it in DF0:; then type "Copy df0:#? to df1: all". This allows AmigaDOS to look at your original disk, find the first file or directory, placing it on your destination disk; then going back to your source disk for the next file, placing that on your destination, and so on sequentially until the process is

done and every file has been transferred over.

This is a logical copy of the data as opposed to a physical copy of the disk. By analogy, think of a new, unformatted floppy as a blank sheet of paper. Formatting is like putting lines on the paper to write on. Doing a filecopy (which is what the command "Copy" does) is like taking a messy, smudgy original, and having someone read you what's on it as you write it down neatly. All the information is copied over, but the destination is better organized than the source. The other way to copy a disk is the familiar "Diskcopy". That's what you do when you drag a floppy's icon on top of another floppy's icon, or select "Duplicate" from the Workbench menu after highlighting the icon of the floppy you want to copy. This is like taking your smudged original, sticking it in a copier, and xeroxing it. You get a copy as smudged, etc., as your original. "Diskcopy" performs a physical copy of the disks in question. It looks at the first track, loads it into memory, slaps it onto the destination; does it again for the second, the third, and so on in succession until all the tracks have been copied. That's why it takes as long to Diskcopy a disk with only a few files, as one that's completely full. Diskcopy copies the whole physical structure of the disk from your source to your destination, regardless of what is or is not on it.

An analogous process can be done with a hard disk, but you need identical partitions. Identical means just that; exactly the same size. If you have two identical partitions on your hard disk, and

one of them, say DH0: is full and fragged, and the other, say DH1:, is empty, you can "copy DH0:#? to DH1: all", then, when you're done with the filecopy (be prepared to wait a while; a good rule of thumb is about a minute/meg) type "Diskcopy DH1: to DH0:". When that's done, wipe the previously empty partition to restore it to its pristine state. The simplest way would be:

```
"FORMAT DRIVE DH1:
NAME yourdrivename
NOICONS QUICK".
```

A couple of seconds is all it takes to wipe a drive with this command, so be careful. It'd be a shame to lose all your date (oops, that's data. Pencil necked computer geeks don't have dates) by accident doing this.

Most people don't have an empty partition to spare on their HD's, but there is another alternative for them. Backup the partition in question (you do know what a backup is, don't you?), and make sure you do a file backup, not an image backup. An image backup preserves the physical arrangement of your files, and if fragged they are, fragged they'll be restored. After you're sure you have a good backup, If You Feel Lucky, wipe the partition. Then do a restore. Obviously, you'd better know what you're doing, or you're going to be in heap big trouble. But it's actually better to get practice at doing backups and restores at a time and circumstance of your choosing, than to discover the Hard Way that your backup methods don't work. Usually during an important project, is when these things happen. There is a PD program on the board,

KwickBackup, shareware, that will do backups of your HD. There are also some very fine commercial programs that will do it; AmiBack 2.0 and QuarterBack 5.0 seem to be the leading ones these days.

In fact, if you're going to do any kind of monkeying around with your system, much less with your HD, to try and gain more speed, it behooves you to make regular backups of your data in general and your HD in particular. For as sure as liberals love taxes, sooner or later you will torpedo your data and be thrown into the succoring arms of your backup routine.

The previous methods, despite my cautions, are relatively safe. If you don't make any mistakes, and follow the ideas, there's no good reason to lose your data.

There are other ways to defrag your files. These methods are less safe; even when you follow the procedures exactly, there is a significant risk of torpedoing your data, and if you don't have a good backup to restore from, it's "happy trails, data." There are some PD programs that will defrag, diskcopy, and rearrange the files on your disk for faster access all at once. "DiskOpti" (on AmigaLink BBS) and "FastDisk" (on Fred Fish disk 286) are two such, and they work on floppies only. I've tried them both, and they work reasonably well. A more recent addition is "Opt" (FF 519); it works on a single floppy drive at a time, and sports a really spiffy intuition interface. And for the really daring, ReOrg (FF 716) works on floppy and hard disks. And will sometimes optimize your disk without destroying all the data on it. )8^D.

There's a couple of commercial programs that will do this as well. B.A.D. (Blitz Amy's Disks) will do floppies and hard disks. QuarterBack Tools ditto. QBTools, however, is a multipurpose program that also enables you, when it works properly, to repair damaged partitions and recover lost files. BAD is primarily for speed. In addition to defragging, BAD rearranges the files on your disk according to user choice, Workbench or CLI mode. In WorkBench mode, BAD will place all the icons at the beginning of the disk, so when you click on the disk or a drawer icon, the icons inside pop up on the screen PDQ. It's a very substantial speedup for the Workbench/Mouse user, and certainly worth a look. In CLI mode, BAD claims to optimize things for the CLI user, but I certainly haven't seen or measured any substantial increase here beyond that gained from simple defragging.

Some drawbacks to BAD and QBTools: If the process gets interrupted, (And on a fair sized HD partition, this can take a couple of HOURS!), you will lose everything on that partition. Even if the process doesn't get interrupted, you can wind up losing everything on the partition. The process of drastically rearranging Every Single File on the partition is inherently fraught with risk. I've also heard from a buddy who uses all these extensively, Ken Free, that disks that have been optimized in this fashion, stand a greater chance of getting corrupted when you start writing to them in normal use. The PD program "OPT" claims that it is "safer" than most of its ilk, because it only moves one

block at a time. I don't know the truth of this claim, just repeating it here. When rearranging mass quantities of data on your disk, the watchword has to be caution.

Up to now, we've been looking mostly at defragging, and unsafe methods of rearranging the file structure on the disks. (Don't get me wrong, when I feel it's warranted, I'll use BAD or some such. Just know the risks.)

There's a couple of other, quite profound things you can do to your disks to up their performance. On hard disks, make sure that when you format them, you use the FFS option. 1.3 saw the introduction of the Fast File System (I Think it was with 1.3), and gave you the option of formatting hard disks with the OFS (Old1 File System)-the default--or the FFS. Definitely use the FFS on hard disks! Yes, it is faster. Way. It also gives you about 5% more room on the disk for file storage. Kickstart 2.0 gives you the option to format floppies the same way, just type, for example, "sys:system/format drive df0: name Blank FFS noicons" to make an FFS floppy from a blank inserted in df0:. One caveat, 1.3 users will not readily be able to read these floppies. It's doable, but they have to know about the CLI and mountlists and things, and most simply don't know, or won't bother setting it up. As more and more people get 2.0, it will no longer be a consideration.

Finally, C= is not dead, just has been slumbering...8^D...anyway, I believe WorkBench 3.0 is going to have a different file structure option, so some of the rearranging that the various optimizers do to speed up

directory access will be implemented in some sort of tested, debugged, standardized way. People cry about our lack of resemblance to the clone world sometimes, but C= can upgrade things with a speed that those massive monolithic companies just can't, because of the inertia of their user base. KS 3.0, here we come. 8^D. So we amigagoids are sometimes further on the leading edge of technology than our cloneish counterparts.

So much for what you can do to the drives. Next we'll talk about cacheing, SCSI, why IDE is not such a hot IDEA, and the new ICD Trifecta board I saw at WOC.

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**HARD DRIVE  
FOR RAFFLE  
THIS MEETING**



by Phillip Spencer

Soon after arriving at the World of Commodore show, I had a chance to catch Saturday's keynote address by Louis Eggebrecht, who is the new Vice President of Engineering for Commodore International. Mr. Eggebrecht indicated how excited he was about the future of Commodore and the Amiga. Shouldn't we all be excited with the announcement of several new products like the A4000, A600, and Workbench 2.1 & 3.0?

Throughout his speech, he basically described Commodore's direction with regards to Amiga technology and hardware. He indicated that Commodore's direction will be built on the technology in the A4000 and that scaled down versions of the 4000 would fill up the gap in the Amiga line from the A600 to the A4000. Versions of this pseudo-4000 may have a lower-end processor like the 68020 or 68030 for a lower price. Commodore also wants to get new technology to the consumer much more quickly such as when Motorola introduces faster processors; Commodore will try to get that technology implemented as fast as possible. With this new attitude, Commodore hopes to strengthen ties with its user groups, developers, and dealers. I only hope that Commodore sticks with this attitude so that we can

all benefit from better products and better support.

Mr. Eggebrecht briefly covered the various aspects of the current and future Workbench revisions including 2.1, 3.0, 3.1, and 4.0. Apparently, Workbench 2.1 is meant for the current line of Amigas with the Enhanced Chip Set (ECS) and pre-ECS. This revision includes a few bug fixes and a few nice features like built-in CrossDos to read and write to MS-DOS formatted disks, a postscript printer driver, dynamic localization to different languages, and many other refinements. Workbench 3.0 was briefly covered and includes all of the features of 2.1 plus support for the Advanced Graphics Architecture (AGA or AA) chips found in the new A4000. This Workbench will be shipped with all A4000s and may be available at a future time for existing Amigas but without support for the AGA chips of course.

Not only did he cover 2.1 and 3.0 but also went on to preview Workbench 3.1 and 4.0. With Workbench 3.1, we are to expect support for Digital Signal Processing (DSP) and better networking support. If you have been long awaiting word about retargetable graphics (RTG) where support for all aspects of Workbench can be sent through a higher-end graphics board like GVP's EGS, DMI's Resolver, etc. then you may have to wait for revision 4.0 but according to a software engineer from Commodore, there appear to be RTG hooks in 3.0 which seems to indicate a chance for a limited RTG before 4.0. I only hope that Commodore will provide us with timely updates for all of these exciting features.

Clearly, the best part of the speech was the question and answers period, where Commodore got put on the spot about all of those burning questions, like:

"What about an Amiga laptop?"

Commodore's Answer: There are some technical factors that have limited us from designing a laptop such as the current chip sets are not completely CMOS which means that they require more power than conventional laptop power supplies and we are moving all of the custom chips to CMOS technology and we may see an Amiga laptop from this but we do not have any plans at this time for one.

"Are the current Amigas (A500, A2000, A3000) capable of using the AA (AGA) chipset?"

Commodore's Answer: No, the AGA chipset requires a higher bandwidth than the existing computers contain. Also, socketed chips add capacitance and reduce the efficiency found in surface mounting the chips.

At the end of the speech, I realized that I had been standing for over an hour in a cramped little area by the wall, but with all of the interesting news on the new AGA chipset, Workbench 2.1, 3.0, 3.1, and 4.0, I didn't mind. Commodore's new attitude and their recent technological advances impressed on everyone that Commodore and the Amiga is here to stay.





**By: Braden Lee**

With the announcement of the Amiga 4000 and the AA chip set, a new era has begun in the Commodore Kingdom. Not since the introduction of the Amiga 1000 has Commodore made such forward strides in Computer technology. The A4000 represent the flag ship of the next generation for Amiga.

The Engine of this new machine is Motorola's 68040 -25mhz processor. This 32bit speed demon will deliver the punch needed by today's power user. As powerful as the 68040 is it won't have to work alone. The new AA chipset will be run along side it. The AA chipset is in effect the replacement of the ECS set. It replaces all the custom chips except Paula and will give the Amiga a host of new capabilities, while still staying downwardly compatible.

The Palette of the Amiga will now be 16.8 million colors opposed to the 4000 colors before. Not only will you be able to choose more colors, you will be able to display up to 256 colors more and even more colors in the new SuperHAM mode 256,000 colors. That right 256,000 colors. Fantastic but that's not all, HAM is now independent of screen resolution. What that means is 256,000 colors any resolution, and the resolution is now programable by the user. So if you don't like

640X400 change it to 640x 600 or to what ever you like.

The A4000 is a powerhouse of new capabilities, too numerous to mention. With all these new features provided by the new chips a new Amiga-Dos was needed. Amiga dos 3.0 was specially designed to tap the strenght of the AA chip set.

The A4000 will come with 8 expansion slots; 3 PC, 4 Zorro III and a Video slot. Missing is the CPU slot, perhaps missing isn't the right word because your 68040 is in it. The CPU of this machine now sits on a card thus when future Motoralo chips are released new CPU card can be made and popped in.

Below are the specs for the A4000. For more information on the A4000 contact your Amiga dealer.

The A4000 isn't just an upgrade....it is the future of Amiga.

**Amiga 4000 Technical Specifications**

**CPU:**

- Motorola (R) 68040 series 32-bit processor
- 25 Mhz clock speed
- Removable processor module

**MEMORY:**

- 2 MB 32-bit Chip RAM
- Up to 16 MB 32-bit Fast RAM
- Easily expandable via standard SIMM units

- Additional standard RAM is supported by the Amiga's proprietary AUTOCONFIG (TM) capability

**SOFTWARE:**

- 512 KB 32-bit ROM
- AmigaDOS (TM) 3.0 Multitasking Operating System
- Supports programmable resolutions
- Supports outline fonts
- Localized for multiple

language/countries

- CrossDOS MS-DOS (R) file transfer utility

**INTERFACES:**

- Keyboard
- Mouse/Joystick/Lightpen/Tablet ports (2)
- Serial (RS-232)
- Parallel (Centronics)
- Video (RGB analog or RGBI digital)
- Right and Left stereo audio
- Internal and External floppy disk drive ports
- Internal AT IDE port. Optional SCSI adapter

**SYSTEM SLOTS:**

- CPU slot (200-pin) supports high-speed memory and advanced processors
- Amiga system bus - Four 16/32-bit Zorro III expansion slots (100-pin) with AUTOCONFIG
- PC bus - Three PCAT T(M) slots

**VIDEO SLOT:**

- Extended 24-bit Video slot
- In line with standard 100-pin Zorro slot for easy integration of Zorro and video boards



1, 2, 3 = PC/AT Slots; 4 = Video Slot

How the Slots Work: If MS-DOS compatibility is desired a Bridgeboard may be placed in slot 1, 2 or 3. When a Bridgeboard is installed, the empty PC slots are capable of supporting a wide variety of XT or AT- style boards. The remaining Zorro III slots support both 24 & 32-bit Zorro boards.

**KEYBOARD:**

- Detachable

- 94 keys, including 10 function keys
- Separate numeric keypad
- Separate cursor keys (inverted "T" layout)

**MOUSE:**

- Opto-mechanical
- 2-button design

**DISK DRIVES:**

- Built-in 3.5-inch high density disk drive (880 KB/1.76 MB formatted)
- Hard Drive models pre-formatted and pre-loaded with system software and utilities
- 2 rear and 2 front 3.5-inch drive bays
- 1 front 5.25-inch drive bay

**GRAPHIC MODES:**

- AGA custom chipset produces resolutions ranging from 320x200 to 1280x400 (more with

- overscan), including 800x600
- NTSC and PAL video resolutions
- Color palette of 16.8 million colors
- 2 to 256,000 user-definable colors displayable on screen

**VIDEO DISPLAY OUTPUT:**

- Works with RGB analog VGA or multiscan monitors (not all modes supported with non multiscan monitors)
- Horizontal scan rates 15 kHz - 31 kHz
- Vertical scan rates 50 Hz - 72 Hz

**SOUND:**

- Four channel stereo sound, capable of reproducing complex waveforms
- 8-bit D/A converters
- 6-bit volume

**DIMENSIONS:**

- 15 1/4" deep x 15" wide x 5" high

**WEIGHT:**

- Approx. 20 pounds

**POWER REQUIREMENTS:**

- 110 volt/60Hz 150 watt power supply

**A4000 CONFIGURATIONS:**

- A4000-040/120
- Amiga 4000 with Motorola 68040 Processor, 6 MB RAM, internal 3.5" 1.76 MB Floppy Drive and 120 MB IDE Hard Drive
- 94-key Keyboard
- 2-button Mouse
- AmigaDOS Release 3.0 System Software and Utilities
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### 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

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

# ANNOUNCING!

Well this is what's happening  
 --HARDDRIVE for RAFFLE in  
 OCTOBER MEETINGS so all of  
 you members who don't get out  
 to the meeting better think hard  
 about coming to this one..  
 --OPALVISION will be reviewed  
 in the amigazette next issue  
 --COMMODORE is COMING  
 in NOVEMBER!  
 --HALF PRICE SALE for the  
 SACC MOUSEPADS \$3.00 for  
 small, \$4.00 for large  
 --AMIGAVISION review in next  
 issue  
 --CD 570 review next issue

### Sacramento Amiga Computer Club Quarterly Income and Expense September 30, 1992

	EXPENSES					Yr-to-Dt
	Jan - Mar	Apr - Jun	Jul - Sep	Oct - Dec		
Printing-NL	868.12	1092.10	850.68	-	-	\$2810.90
Postage-NL	225.00	150.00	173.70	-	-	\$548.70
Postage	87.80	35.47	-	-	-	\$123.27
Printing	12.96	2.42	-	-	-	\$15.38
Phone-BBS	80.43	183.86	217.57	-	-	\$481.86
Phone-Info	28.07	25.30	-	-	-	\$53.37
Office Sup	15.94	40.00	-	-	-	\$55.94
Software	7.13	-	-	-	-	\$7.13
Hardware	425.61	129.00	373.00	-	-	\$927.61
PO Box	49.00	-	-	-	-	\$49.00
Mouse Pads	256.30	-	-	-	-	\$256.30
Lib Reimb	100.00	-	-	-	-	\$100.00
Expen Misc	20.00	-	75.00	-	-	\$95.00
TOTAL	2176.36	1658.15	1689.95	-	-	\$5524.46

	INCOMES					Yr-to-Dt
	Jan - Mar	Apr - Jun	Jul - Sep	Oct - Dec		
1992 Dues	2151.00	284.00	262.00	-	-	\$2697.00
1993 Dues	82.00	184.00	374.00	-	-	\$640.00
BBS Dues	96.00	30.00	-	-	-	\$126.00
Ads	238.50	316.00	197.50	-	-	\$752.00
Mouse Pads	92.00	18.00	12.00	-	-	\$122.00
Lib Disks	160.90	12.00	-	-	-	\$172.90
Incom Misc	-	-	2.40	-	-	\$2.40
TOTAL	2820.40	844.00	847.90	-	-	\$4512.30
Cash Flow	644.04	-814.15	-842.05	-	-	-\$1012.16
Plus carry over from 1991						\$2667.39
Checking account balance as of 9/30/92						\$1655.23
Plus Petty Cash account						\$ 50.00
Treasury Grand Total						\$1705.23

Submitted by: Lindsey Fong, Treasurer  
 October 6, 1992

# SACC MEMBERSHIP INFORMATION

The Sacramento Amiga Computer Club is a non-profit organization that has as its 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!

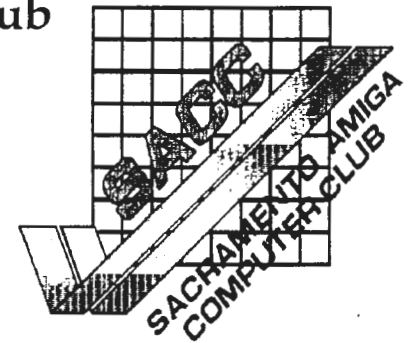
- Special Interest Groups (SIGS) which meet monthly in small groups all through the month.
- Mailed issues of Amigazette, a high quality monthly newsletter.
- Special SACC Disk-of-the-Month; disks filled to the brim with a variety of the latest and most useful PD/Shareware programs for only 2 dollar each.
- Access to other members known as SACC Amigos for personal assistance.
- Beginners' workshops.

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

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

## Sacramento Amiga Computer Club

Application for Membership/ Renewal



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

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

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

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

### CHECK AREAS OF INTEREST:

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

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