



AmigaZette

S A C C
SACRAMENTO AMIGA COMPUTER CLUB

CONTENTS

PRESIDENT'S MESSAGE PG-2
ROUND TABLE PG-3
CALENDAR PG-4
RAMSPEED PG-7
REFERENCE DESK PG-9
LIBRARY NOTES PG-10
CONSTITUTION PG-13
OPALVISION PG-16
AND MORE

**GENERAL
MEETING**
November 19

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

**RAFFLE NEW
Amiga 600**
to be Raffle

December 1992
Founded 1986
Vol. 7 Issue 12

\$1.75

PRESIDENT
Willie Hunt 925-6663

VICE-PRESIDENT
James Tysinger 689-0984

SECRETARY
Jan Zacharias 363-9153

TREASURER
Lindsey Fong 682-8872

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

APPOINTED CHAIRPERSONS

AMIGALINK SYSOPS
Ken Barton 344-6994

LIBRARIAN SUP.
Ken Barton 344-6994

LIBRARIAN
Mark Wilkinson 685-7903

LIBRARIAN ASSISTANT
Rick Lovvo 991-6918

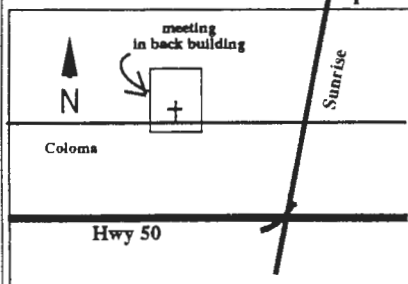
SIG COORDINATOR
Ed Warren 969-1480

RAFFLE CHAIRPERSON
Vacant

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

GENERAL MEETING
November 19, 1992

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



**THE PRESIDENT'S
MESSAGE**



by: Willie Hunt

WOW! November already. Where has the year gone. I was sitting here the other day and it dawned on me that I had two more months left on my term as President of SACC. After some thinking I decided to run again for the office of President of SACC. There are some projects that have not been finished yet and I would like to see them completed. One of the Board members and I were talking about some of the things that had to be put off during the year because of the renovations at Pac Bell and unexpected problems with vendors and manufacturers products and other things that were beyond our control, I hope that the next term as President will be a charm.

In the last newsletter I said that there were two Board positions open, there are actually three Board positions open. The Elections committee has started to look and talk to some of you about maybe running for one of the Officers positions or one of the three Board of Directors positions. We have had some members volunteer already for the following positions:

PRESIDENT-----Willie Hunt
VICE-PRES-----Braden Lee
SECRETARY-----Dan Hood
TREASURER-----?????????

BOARD of DIRECTORS
-Ken Barton
Meyo BlueCloud
Rick Lovvo
John Zacharias

As you can see, all positions have members names on them. This should not stop other members from putting their names in the hat for the various positions. This will make the Elections more interesting. In this issue you will find a copy of SACC's Constitution and By-Laws, we will be looking at them at the January Business meeting after the Elections.

I would like to thank John Rodgers of Media Scape for coming out to the meeting and attempting to demo their program called Flight Paths. The demo did not go well because of problems between the software and the hardware. I talked to John today and he will be scheduled to come back and do the demo and show us one of their new projects real soon. At the November meeting we will be having the Commodore Representatives coming up to show off some of their new hardware and software. We hope to hear about the new Amiga that is soon to be released called the Amiga A1200. From what has been said about the A1200, it sounds as though it will be what a lot of us have been looking and waiting for. So don't forget to come out and check out some of the goodies that Commodore will be bringing to the meeting. Also, bring your questions.

Would like to thank Sean Gargan of SAS Institute Inc. for sending SACC an evaluation copy of their SAS C Development System version 6. The program has been evaluated and will appear in the newsletter in a future issue. The evaluation copy will be raffled off at one of our future meetings. We are still looking for someone to evaluate Vista Pro and Distant

Suns. If you think you would like to do one of these programs, please let me know at the meeting or call me at home.

The SIGs seem to be doing well. It seems that we will have our Music and Sound SIG starting up again. Kevin Christley, the SIGs leader has just returned from duty out of state and is anxious to start things rolling with the SIG. I have not been able to make it to but a few of the SIG meetings. Will be checking on the others soon. We need to finish the Club's Directory. It is one of those little projects that I was talking about earlier that needs to be completed. Last months raffle was great and it drew a lot of members out. The BIG prize was a Maxtor 213 meg SCSI hard drive that was won by member Dan Hood. The other prizes and winners were: 1) A Commodore T-Shirt with button won by Phillip Spencer and 2) Harpoon Set 4 won by Terry Lones. Congratulations to all winners. We will try and make the raffle better and better for SACC. Would like to thank Tim Finer of Virtual Reality Laboratories, Inc. for sending us Vista Pro and Distant Suns for evaluation. Thanks Tim.

Remember, the November meeting is the third Thursday the 19th of November. It is the third week in the month because of the THANKSGIVING holiday coming on the fourth Thursday of this month. The meeting will be held at the Church of Christ, located at 10577 Coloma Road in Rancho Cordova. Please make everyone aware of the date and week change. Be sure to see map on the inside cover to show you the location and date. See you at the meeting.



THE ROUND



TABLE

BY: MARK WILKINSON

"...It's difficult to admit that our ancestors resembled these pathetic beings. But all evidence suggests that our fore-fathers built these things...in their OWN IMAGE! We'll never know what they intended!...But enough of that. Now they're attempting to MATE!...And they're manifesting other disquieting ancient human traits like the search for love and pleasure... All outmoded and immoral in our present society. Ah, well... Order and mortality must be guaranteed! Dismember that thing and put the pieces in the fire...just like all the others!..."

- Excerpt from the graphic story "Children of the Future", drawn and written by Eleuteri Serpieri, found in "15 Years Of Heavy Metal", a tribute to "the world's foremost illustrated fantasy magazine". The Round Table pays homage to this great publication and wishes it all the best in the next 15 years...

The fall dwindles closed as the winter chill makes its presence known. But here, inside my humble inn, the fire combats the cold and wins. Seems to this aged adventurer that all things are indeed battles, with Life itself the Grand Adventure. And as we all play our parts and fight our fights, the Grand Adventure churns and swoons with energy and its namesake.

Through all of this turmoil, there it stands. Through slashing swords, powder muskets, 12-Gauge shotguns and blazing lasers, there it waits. Through severed fingers, soiled flesh, rotting corpses and blood-stained armor, there it cries. And through glorious battles, victorious quests and golden treasure, there it smiles.

There, my friends, is our gateway to the Grand Adventure - The Round Table. So come now and sit by the warm hearth. Your chairs are as you left them, and the adventure does flow as freely as the mead. And now may this meeting of the Fellowship of The Round Table begin.

This month my focus is on two new releases. The first, from across the way in England and Mindscape International, is called D/Generation. The game was written by a chap (English term) from here in the old U.S. of A. His name is Robert Cook, an undergraduate student at Yale University (rah). He's written other computer games, most memorable to yours truly is Karateka, a karate-ish game for the Commodore 64/128. Happily, D/Generation is his best work to date.

The plot is not at all unique, but still enjoyable. The company is called Genoq and its business is providing genetically engineered lifeforms, called Neogens, for military and security use. These lifeforms have matured in their ability to kill and be killed. The first of the Neogens is called the A/Generation - floating red blobs capable of turning transparent and attacking by swallowing and digesting their objective whole (and most likely alive to begin with). The next is the B/Generation, blue bouncing tubes that disappear and hide in floors and ceilings, then pounce and squish their victims flat. The third

DECEMBER 1992

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

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. Also the Music SIG is back on line and we will have more info for you in the next issue.

Here's something interesting and here is Jan Zacharias reporting from the front line...December Video SIG meeting may be at Access Sacramento again. This time the subject will be Desktop Video, and the meeting will highlight the videos created by SACC members and the programs they like to use in their home "studios". Because we will be dependant upon the AS schedule, the date may be on a different day than the usual 2nd Wednesday. If you need more info call Jan From Amigavision....

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 Pagemaster 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 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

is known as the C/Generation (notice a trend here?) and can imitate any animate or inanimate object. To neutralize its target, it simply decapitates it.

But what of the D/Generation? And where do you come in? Well, it seems as though, always trying to go one better, Genoq has secretly begun work on the next level of killer Neogens - The D/Generation. A Dr. Derrida is in charge of the project, operating out of 100+ story building located in Singapore. Suddenly, all outside contact has been lost with the lab and the interior security has sealed off the building, leaving all its inhabitants captive inside. A message is handed to you, a Genoq messenger boy, to deliver a sealed package to Dr. Derrida immediately no matter what the cost. You strap on your rocket pack and fly from your home base in Finland, quote "...across the Urals and the entire length of Asia to the Genoq Biolabs in Singapore..." The game begins as you land on a rocket pad located on a patio on the 80th floor of the building.

Neat plot, huh? The game is a series of floors containing several rooms filled with A, B and C/Generations, building security devices and captive employees that you must free by closing all the vents in the room which is how the Neogens travel and destroying any hostile organisms that might already be in the room while disarming or successfully traversing the ever-present and always-annoying building security devices and then finally leading the captive to a safe exit all the while looking for body shields, grenades and time bombs that are absolutely imperative to the success of your mission on later and much more difficult floors as you ultimately try to reach the top level of the building where Dr. Derrida is hopefully alive and waiting for the package you're

carrying which more than likely and very predictably contains some type of weapon or the like to destroy or render harmless the single D/Generation prototype and therefore successfully complete your mission. Got that?

The game play is overwhelmingly addictive. The graphics are more cartoonish and bright then dark and foreboding, as the game box and accompanying description perhaps unwittingly lead you to expect. But this is forgivable, as are the plainish yet appropriate sound effects. The program requires 1 megabyte of memory and will run on American screens just fine (assumedly due to the fact the game was created here in the U.S. in the first place). The game is not hard drive installable. It comes on 2 disks, so an external drive is **STRONGLY** recommended, as access to both disks occurs often. If an extra drive is used, this access is hardly noticed. You are allowed, although never mentioned in the documentation, to backup disk one. This is a must if you intend to use the saved game feature.

Game? Singular? Yep, only 1 saved game per copy of disk one and only at the beginning of a level (or floor). So if you suddenly die 10 steps from the transport tube to the next floor after fighting through 20 rooms and umpteen Neogens, you will either have to give up one valuable life and restart that particular room or restore your saved game and replay the entire level. Disk two cannot be duplicated, as the copy protection for the software resides in the boot block of that particular disk. Backup programs such as Project D, Raw Copy and the like will not work. Trust me. I hate to play off originals and try to make backups whenever possible. But not this time.

That should give you plenty of information to hopefully make up

your mind to give this game a try. In my humble opinion, it's worth the purchase price. Negatives? Yea, a few. For instance, the game play is from a diagonal overhead view. In other words, a diamond. So in order to move in a straight line from the north door to the south door in a particular room, it requires a joystick movement of southeast, or half way between down and right. On some joysticks, this location was never intended to be used as much as it is required in this game. This is perhaps my biggest complaint of the program. I have a great joystick, mind you. A treasured Epyx 500XJ with hand-molded base and an autofire switch mounted on the face. But sometimes it just doesn't want to do the diagonals. Keyboard commands have saved the day, as the usual 1 through 9 keypad on the Amiga represents all compass points. This helpful hint should allow you to bypass the above problem as it has done for me. Keep in mind, however, that if you dislike using joysticks, you may be extremely disappointed with this game. And with that mentioned, again let me say I suggest this game to most anyone and everyone. It has enough variation and appeal to it that most people will find enjoyment in it. Give it a try, Governor...

Second on this month's hit parade is the much-touted Civilization, from the creative mind of Sid Meier and Microprose. This strategy free-for-all is hard drive installable (strongly suggested) and requires 1 megabyte of memory. Also, the program has a glitch or two, but a correction patch has been distributed through Public Domain channels and this author has a copy of it, which shall be posted to Amigalink or submitted to the Library upon request. Having run the program with the patch installed, it seems to work flawlessly.

First and foremost, I must warn you - this program requires dedication in that you must be willing to devote several hours to read the 128-page manual, absorb the 15-page Amiga-specific technical supplement, and play a good solid day or two just learning how everything works. Mind you, I'm not saying the game is difficult. That determination depends on how you personally define the word. If you equate reading a thick book or taking an extra class in school in order to achieve a personal goal as difficult, then this game will probably not be for you. However, if you instead regard the education as a worthy challenge and enjoyable pursuit, then this game is far from difficult.

In simpler terms, this strategy simulation is complex. There are lots of different choices to make, graphs and charts to peruse, advisors to consult. There is a lot going on, and as the game progresses so does the complexity. Do you build militia or settler units? Your defense advisor wants you to focus your city's production on building a cannon, while another advisor stresses warehouses to store your surplus goods. Do you fortify your city with military might or do you instead entrust the population's defense to the surrounding terrain and focus on exploration of this new world?

Right now you should ask yourself if what I have said so far intrigues you at all. If the answer is unequivocally no, then stop reading and go play D/Generation. However, if your blood has begun to boil a bit and you find yourself unable to resist squirming slightly in your seat, then Civilization may be a worthy investment. For it will be just that: an investment. When I was forced upon the decision of whether to fork over the \$50+ for this program, I had to think these same things over, yet based solely

on word-of-mouth and the box description (as well as the balance of my bank account). Despite the warning cries of my checkbook, I did purchase this program and am very glad for it. This is a strategy affair to end all SimCities, Ants and Earths. Populous and Powermonger pale in comparison. It definitely requires persistence to learn, but the reward is an extremely well-converted piece of strategy simulation software. Microprose is to be heralded for its foresight into making sure the Amiga version was as well put together as it was. AND to make available a software patch to fix those little bugs that all too often arise in a game of this magnitude.

Very simply, you take the role of Emperor of your selected civilization. I chose the Americans to begin with, and selected the easiest difficulty level so as to gain the added benefit of immediate advice windows popping up, pushing me gently in the right direction. You start in 3000 B.C. and must nurture and build your civilization through technical advances, exploration and colonization, meetings (sometimes hostile; sometimes not) with other civilizations, until ultimately gaining the ability to travel through space and colonize the nearby Alpha Centauri system. In real time, this game could progress for many months at the most difficult levels. I've heard tell of people playing this for over a year on other platforms. Skeptic then; not so now. You control all your civilization's movements, from creating embassies in other nations to building a World Wonder to dropping a nuclear warhead on your worst enemy's capital city. It's all here, mixed with minor music (appropriately placed, not overbearing) and well-drawn if not sometimes cutesy animations. An online "Civilopedia" is available, chock full of helpful information. And lots more.

Worth your money? I don't know. Worth mine? Yea, you bet. The decision is yours, but my suggestion is if you have the funds you should buy this game. Why? It's quite simply one of the Amiga's best programs.

The chill is turning ever colder and the skies have clouded even more to a dark, inky gloom. Ride well and wary, my friends, for the Grand Adventure can end for any one of you in a snuffing click. A sound not remembered by the dead, but much feared among the living. Life is the Grand Adventure; always remember that. And remember where you last gazed into its brilliant heart. For it is there we shall meet again next month....

At The Round Table.

RESOLUTION TECHNICAL BOOKS

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

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

5% Discount on books with
Membership card

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

RAMSpeed



"I feel the Need.

The Need for Speed."

--Tom Cruise, in "Top Gun"

BY: RAMIRO GARCIA

Well, by the time this gets printed, we'll know who our next president will be. Personally, I'd feel a lot better with Bush as our leader during these times of economic uncertainty, and natural disasters - quakes, hurricanes, who-knows-what -- than some smooth-talking potsmoking draft-dodging philanderer. Just kidding. Lighten up out there.)8^D>

OK boys and girls, now that you've got file fragmentation down, it's time to talk about disk caching, SCSI interfaces, and bad (not B.A.D.) IDEas. Or it would be, but space considerations means I chopped the article in two. The second, shorter part, on SCSI etc. will be first.

To add a disk drive to your system, you need a board that lets your computer talk to it. All Amigas come with a built in floppy disk board. But until recently, only the A3000 had a built-in hard disk interface. Now, the A4000 has one, too, if you want to dignify a slow cheapo lamer IDE interface with the name.

For the record, the thing that lets you talk to a SCSI or an IDE hard disk is an INTERFACE. The CONTROLLER, the part that tells your hard disk, "OK, move the heads here, right, there's some of the data, now move there, good

boy," is built right into the hard disk. Having all this intelligent circuitry built into the HD is one of the reasons you can attach several devices (HDs, tape drive, CD ROM, etc.) to a single SCSI interface board. And SCSI is what all Right-Thinking Amiga users should use. IDE is plenty good for the commie-libs.

The current crop of SCSI interfaces includes some very fine boards, most of the indifferent performers having been weeded out. I've had a disastrous experience with a GVP board destroying a 40M Quantum, but it does have some advantages over the IVS boards--good external SCSI drive access, and robust tape drive support. IVS is "working on" the latter. As far as speed goes, the Nexus, GVP, IVS TrumpCard Pro, Supra WordSync Series III, and ICD AdSpeed, are all pretty frisky boards, though the IVS board seems to lead the pack in raw transfer rate.

To DMA or Not to DMA?

An important consideration is: Direct Memory Access or direct I/O. DMA boards (like the GVP, the C= A2091, the older Supras, and the Microbotics HardFrame) have a mini-computer on board that allows them to pull the data off your hard disk and move it into RAM with minimal intervention from your CPU. That has an advantage in leaving the CPU free for other tasks, and in an unaccelerated machine, is the way to go. The big caveat is that in poorly designed boards, if you're doing any kind of graphics-intensive work, like running an interlaced, heavily overscanned WB screen, these boards will be extremely sluggish due to a phenomena known as "bus contention".

You also need to keep in mind that

DMA boards with the option to add onboard RAM (like the GVP and the ICD Trifecta) work best if you have some of that RAM installed; this allows the board to DMA directly to those chips. Any speed claims you see for these boards will be in their fastest configuration, and that will certainly be with onboard RAM.

Direct I/O boards, on the other hand, are directly tied to the CPU. So they're beat out on stock 68000 machines by well-designed DMA boards, but on accelerated machines, the direct I/O boards also run faster. My IVS GrandSlam could get a maximum of about 900K/sec reads in vanilla 68000 mode, and 1.7M/sec reads when the accelerator was turned on.

Accelerators often have 32-bit RAM, which they can read from and write to faster than the 16-bit ram a stock A500/1000/2000 comes with. The program that allows your computer to talk to a hard disk is known as a "device driver." If you can get your hard disk driver into 32-bit RAM, it will certainly perform better. The A3000 has only 32-bit RAM, so that's certainly spiffy. The GVP FaaastROM series 4.x package includes the option of automatically copying your HD driver to 32-bit RAM, if you have a GVP accelerator installed. The IVS Vector, so the manufacturer assures me, will do this also. The CSA Magnum 40/4 does this on startup, and I've seen some remarkable performance figures with that board.

For the greatest speed with the fewest problems, your best bets are the accelerator/SCSI interface combos. The top of the line here is the Progressive Peripherals Zeus board and CSA's Magnum 40/4 board. Both are 68040-based boards with built-in SCSI-2 interfaces (that's the latest implementation of the SCSI

protocol. SCSI-2 is backwards compatible with the old SCSI but can run up to twice as fast.) Some of GVP's accelerators have SCSI built in (others have IDE), and the IVS Vector is an accelerator/SCSI/RAM expansion also. All but the IVS Vector have the drawback that when you boot your system with the accelerator turned off, you also lose the SCSI interface and any RAM on the board. If the Vector works as advertised (I'll believe it when I see it), that would make the IVS board truly exceptional in the accelerator field, as well as being very attractive economically.

To sum up, if you're going to add an accelerator to your system later, a direct I/O SCSI interface will speed up things quite a lot; if you aren't, you'll probably get better overall performance from a well-designed DMA board. My negative experiences notwithstanding, the GVP board seems to be it. If and when ICD finally releases its Trifecta board, it may well take the performance prize in that category. An all-in-one accelerator/SCSI interface combo will generally work the best, however, not all accelerators will work equally well with all SCSI interfaces! Caveat Emptor. Make sure of that before you buy.

New on the horizon is the ICD Trifecta board. It's a DMA board, and it seems to be very fast. At WoC, I saw it get 1.2M/sec reads on a moderately fraged partition, with, I think, one of the newest Quantum LPS drives, on an unaccelerated system. That's faster than my IVS GrandSlam in vanilla 68000 mode, but in 68030 mode, the GS gets 1.6M/sec reads. Since the supercilious ICD rep made it clear that his board was "running flat out, getting the data from the HD as fast as physically possible", I assume that *it* couldn't go any faster. 8^D. The ICD board comes in two

configurations, a base IDE model, and the SCSI/IDE version. The IDE model would be quite a lot slower, as well as giving you the headaches of IDE.

IDE--Integrated/Intelligent Drive Electronics.

Advantages:

It's the main standard in the clone world these days. It's chief advantage is that the interface is very cheap--a couple of chips on a motherboard is all you need to talk to an IDE drive. It's the reason GVP used IDE interfaces on their early accelerators; the GVP rep that spoke to SACC said "We could add a HD interface with a single chip that way, so we did." The drives are also cheaper than SCSI, generally about 10%.

Disadvantages? Plenty. IDE can talk to a maximum of TWO devices. Any Amiga SCSI board can talk to up to SEVEN devices, and some, like the IVS GrandSlam, up to 7X8, or 56 devices. You can daisy chain a couple of hard disks, a tape drive, a CD ROM, and a magneto-optical erasable drive together on a SCSI cable, no problem. IDE, forget it. You can operate SCSI drives on a chain independently of

each other, boot off any one you want, mount whatever one you want, when you want. With KickStart2.0 it's a mousebutton click away. With IDE, you can't. If you have two IDE drives connected together, one must be the "master", the other, the "slave." Kind of like a married couple. (I'm not saying which is which, mind you.) You can't run the "slave" independently of the master--boot from it, mount it, etc. Not all drives operate equally well in both positions. (Stop that snickering!) Most Amiga users have SCSI drives (not IDE), and freely sell and trade them back and forth. IDE drives are rarely greater than 200 Megabytes in size, and I've seen few as large as 330M.

Finally, IDE is SLOWER! Gasp! In this column, that's the cardinal sin. For a single-drive user who has no plans for expansion, mainly wants something that works, and has a minimum of \$ to spend, an A600 with an IDE is not a bad deal. But for a serious power user, SCSI is the way to go.

Next time, we'll look into caches, one my Favorite Topics.15

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

REFERENCE



DESK

BY: MARK WILKINSON

Ah, and so it goes. The rain has begun and it feels absolutely wonderful. It's hard to explain why I enjoy the rain and snow and cold so much. My wife doesn't like it. She complains bitterly when I have the fan running every night and I'm still lying on top of the covers. Perhaps it goes back to when I lived in the "mountains". Strange term that is - usually referring to an area a person from the city sees as "un-flat". But I truly did reside in the mountains. First, beginning at the age of 4, on Mount Shasta above Redding in a quiet town of Oak Run. Oak Run and its small neighbor Whitmore were always covered in snow or drenched with rain. Then I moved to Tuolumne and more snow and rain. I guess you just fall in love with the beauty of Mother Nature's liquid wonderland and it never leaves your heart...

The Library is our own personal wonderland and we need to keep adding and selling and buying and making this the best Library around! I think it is already, but the competition never stops! Here is what's been cooking lately.

The next Library Outings will be at Candy Computer on Saturday, December 5th from 9am to Noon (NOTE time change) and at Computertime on Sunday, December 6th from 11am to 3pm. We had planned on being at Pearl

Harbor on December 7th, but that plan kinda bombed....

Currently Fred Fish disks have arrived through 750, but that's always changing so we probably have more by now. Check Amigalink or give me a call to be sure.

The Club Library has been obnoxiously silent this last month. In fact, no new additions as of this writing. I hope to change that by the time you read this, but no real promising disks so far...

The last few Disk-of-the-Months have been very well done (not counting mine) and we even have a few new volunteers to create some in the coming months. BUT we always need new blood, so please help out and give a DOM a try! I've got some inside tips on how to make it very easy! Give myself or Ken Barton a call to sign up!

And last but not least comes a new addition to the SACC Library Staff. As you all may (or may not) remember, there was a time when I was just the Assistant Librarian and Ken Barton was Librarian. Then, as I was given more work, er, uh, duties, I became Librarian and Mr. B became Librarian Supervisor. That change basically meant that I got to decide what went into the Library AND do all the dirty work, while Ken kept control over all the cash. Sigh. Heh. Oh, well. However, as of late, the act of this ever-growing Library being handled by just two people (who also happen to be Sysops AND members of the SACC Board of Directors) has become an exercise in determination. So, we did what every other management team does when they're over-worked

and under-staffed - we found cheap labor to do the dirty work! Enter Rick Lovvo, new Assistant Librarian. Notice he's located UNDER my name inside the front cover. Just wanted everyone to realize that. <GRIN> Rick has thankfully volunteered to help out whenever possible and we have taken him up on this offer. Rick, welcome to the team! (Just remember who your immediate supervisor is and who's in charge - OW! Yes, Boss, you still get to handle the money! Jeesh! Now stop hitting....)

Well, that's a wrap folks! Talk to ya' soon, and remember: The Library is supported entirely by your buying pre-copied disks of Fred Fish and Disk-of-the-Months. We have NOT used regular Club treasury funds in over 18-months. This allows the Library to grow and prosper to its fullest without heavy red tape to muddle through (heavy? red tape?). But it can only continue to prosper with your support. And you have done just that. And we thank you immensely. But we always need more, so don't stop now! Don't let the Library down! It's too great an asset to let fall by the wayside. Have a great holiday season, and I'll talk to you next year!



LIBRARY



NOTES

Latest Fred Fishes around

CONTENTS OF DISK 741

- BioComp** A program that computes the biorhythmic compatibility of two persons. Uses an intuition interface and allows the printing of the results. Version 1.13, binary only.
Author: Gerard Cornu
- RKRM_Devices** Part one of a four part distribution of complete source code and executables of all the examples in the third edition Amiga ROM Kernel Reference Manuals, published by Addison-Wesley. Part two is on this disk and parts three and four can be found on disk 742.
Author: Commodore CATS
- RKRM_Lib1** Part two of a four part distribution of complete source code and executables of all the examples in the third edition Amiga ROM Kernel Reference Manuals, published by Addison-Wesley. Part one is on this disk and parts three and four can be found on disk 742.
Author: Commodore CATS
- Shell2Front** A simple, small and pure utility to be launched by a hotkey. It brings to the front, the first shell window it finds, including its screen. Version 0.12, binary only.
Author: Gerard Cornu
- ShowI** A CLI tool which displays all given icons in the original OS 2.0 look. It opens a little window displaying the icon where you can select and deselect it. By pressing 'n' the next one is displayed. This is version 1.9. FreeWare, binary only.
Author: Hans-Peter Guenther
- Sizer** A small and pure shell utility giving the size in bytes, blocks, and the total size occupied by a directory, file or device. Accepts multiple arguments. Version 0.20, binary only.
Author: Gerard Cornu

CONTENTS OF DISK 742

- AList** A CLI command that lists the length of every file and the REAL length of every subdirectory in Bytes, KBytes and MBytes. Version 1.0, includes source in C.
Author: Andre Willms
- ColorSwitch** A little program to switch between WB1.3, WB2.x and user preference palettes. Requires Kickstart 2.0 or higher. Includes source in C.
Author: Martin W. Scott
- CloseWD** A tool which enables you to kill windows which are left on any screen from other programs, which have been terminated by gurus or other things. You can specify the window by pattern matching in the string gadget or by setting a timeout that gives you time to select the proper window. It has a gadtools interface and an "ask-before-closing" option. Version 1.2, OS 2.xx only. FreeWare, binary only.
Author: Hans-Peter Guenther
- ICalc** A powerful calculator with many features, including user defined variables and functions, C-style programming constructs, complex number calculations and more. Has comprehensive in-

structions, and numerous examples. This is version 2.1, an update to version 2.0 on disk 695. Enhancements since previous version include base-conversion facilities and scripts to perform numerical integration. Binary only, source available from author.
Author: Martin W. Scott

- KeyClick** A small utility to provide a key-click. Has a nice Workbench interface to modify settings. Requires Kickstart 2.0 or higher. Binary only.
Author: Martin W. Scott
- Pal** A small utility to help applications open their own PAL screen on an NTSC Amiga with ECS. It requires Workbench 2.0. Includes sources in C and assembly.
Author: Eric Gontier
- PatchLace** A commodity for Workbench 2.0 that makes all interlaced screens open in NTSC mode, thereby reducing flicker. Requires Kickstart 2.0 or higher. Binary only.
Author: Martin W. Scott
- RKRM_Lib2** Part three of a four part distribution of complete source code and executables of all the examples in the third edition Amiga ROM Kernel Reference Manuals, published by Addison-Wesley. Part four is on this disk and parts one and two can be found on disk 741.
Author: Commodore CATS
- RKRM_Lib3** Part four of a four part distribution of complete source code and executables of all the examples in the third edition Amiga ROM Kernel Reference Manuals, published by Addison-Wesley. Part three is on this disk and parts one and two can be found on disk 741.
Author: Commodore CATS
- SetPrefs** A CLI command which activates a system-configuration. Useful when different prefs are created (i.e. for the printer) and you don't want to continually change your existing system configuration. Version 1.0, includes source in assembly.
Author: Michael Wilkes

CONTENTS OF DISK 743

- ClickRun** With the help of ClickRun you can start fifty programs by a simple mouse click. Has a build in editor, online help and iconification. Supports keyboard and mouse. English and German documentation. Version 1.0, binary only.
Author: Andre Voget
- FoCo** Format controller. A graphical user interface for disk formatting. Pops up on disk insertion or via hotkey. Version 1.2, an update to version 1.1 on disk number 566. Requires OS 2.0. Includes source.
Author: Michael Balzer
- FRequest** FRequest is a handy program which lets you select a file by using the ASL file requester and executes a CLI command with the given selection. FRequest can be easily used in batch files and has a lot of options. You can use it as an frontend for any program which does not support filerequester selections. It exchanges '[' in the specified command line with the selection. It has a debug ability that allows testing of options before execution. This is version 1.5. OS 2.xx only. FreeWare version, binary only.
Author: Hans-Peter Guenther
- LoadLibrary** Another LoadLib program, but this version runs in it's own task, and uses the reqtools.library for multiselection and other user friendly file handling. All installed LoadLib libraries can also be removed from the system. Version 2.52 for OS 2.0 use. FreeWare, binary only.
Author: Nils Gors
- Look** A very powerful program for disk magazines. Supports IFF pictures, IFF brushes, ANSI, fonts and many more features. Programmed in assembly language to be short and fast. Available only in German language and PAL. Version 1.2, shareware, binary only.
Author: Andre Voget
- MegaEd** A powerful text editor with lots of features, some not found elsewhere. Integrated Text oriented database, extensive formatting/printing functions, macro language, Arexx-port, key-word indentation, multiple blocks/marks, key/menu macro recording, configurability for lot's of languages/compilers, innumerable handy functions for programmers, user friendly interface. Version 1.5, public domain, binary only.
Author: Wouter van Oortmerssen

TurboDEX A compiler for the DEX language. DEX is a language similar in structure to Modula2 and C, but different and simpler in concept. Features include compact and fast executables, clear program structure, integration of Exec/Dos/Gfx/Intuition library calls in the compiler, inline assembly, register variables, commented assembly source output, easy to manage development system, and more. Version 1.2, an update to version 1.1 on disk 625. Public domain, binary only.
Author: Wouter van Oortmerssen

CONTENTS OF DISK 744

AutoRunner Automatically executes a CLI command line when you insert a disk into a drive. All you do is put a special tag at the beginning of a comment in the disk's root directory. After the comment tag, you put a normal CLI command line.

AutoRunner then executes this command when the disk is inserted. Version 2.0, Pascal source included.
Author: Jonathan Maxwell

FO CLI based Fast Optimizer for AmigaDOS disks. It can optimize one disk in less than 2 min, 30 sec. Allows optimization for CLI or WorkBench usage, and allows you to use unformatted disks as the destination. At least 1 Mb memory required. This is version 1.3, an update to version 1.0 on disk 537. Binary only.
Author: Fabien Campagne

FO2 Intuition-based version of FO, will run on a single drive machine. Includes multiple destinations, automatic turn on upon disk insertion and more. Requires 1.5M or more of memory. This is version v2.5, includes source.
Author: Fabien Campagne

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 packed into the included file "headers.z" for immediate reference by Hextract. Version 1.2, an update to version 1.1 on disk 674. Freeware, includes partial source.
Author: Chas A. Wyndham

IList A simple list program which displays the data of all open screens and their connected windows. OS 2.xx only. Version 0.1, PD, includes source.
Author: Hans-Peter Guenther

NFD Newest File Date. Searches the specified directory for the newest file, then returns that filename and path as an ARP global variable. For people without ARP, it allows you to execute a command line, specified as a parameter, with the file name and path inserted at a specified point. Sample usage would be to have a word processor automatically load the last file worked on when it was invoked. Includes source in Pascal
Author: Jonathan Maxwell

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. Freeware, binary only.
Author: Chas A. Wyndham

Statistics Provides statistical data on ASCII text files regarding file length, number of letters, words and sentences, average word length, etc. Written in assembler for minimum size and maximum speed. Version 1.26, binary only.
Author: Nico Max

CONTENTS OF DISK 745

ARexxBox ARexxBox, inspired by the GadToolsBox by J. Baard, is a tool which greatly simplifies the design and implementation of an ARexx interface for a program. Provides a graphical interface in which to enter the command arguments and results,

then creates the C source: one module containing necessary basic functions and another containing the interface stub routines to which you only have to add your code to. This is version 1.00, binary only.
Author: Michael Balzer

BBBS Baud Bandit Bulletin Board System. Features include up to 99 file libraries with extended filenotes, up to 99 fully threaded message conferences, no inherent limits on number of users, files, or messages, controlled file library and message conference access for users and sysops, interface to extra devices like CD-ROM and others (treated as read only), complete Email including binary mail and multiple forwarding, user statistics including messages written, access time, total files uploaded or downloaded, plus much more. Version 5.5, an update and bug fix to version 5.4 on disk 729. Binary only.
Author: Richard Lee Stockton

WizKey A commodity that speeds up working with windows and screens via allowing the user to manipulate them via keyboard instead of mouse. Anything you can do with system gadgets becomes accessible via keyboard. Popup windowist allows activation of any window by keyboard or mouse. Configurable Hotkey

def- initions and a complete ARexx port. Shareware, binary only.
Author: Jorg von Frantzius

CONTENTS OF DISK 746

ATbl A program for table formatting, somehow inspired by the "tbl" utility on UNIX system. Can produce a printer output (with IBM semi-graphic characters) or a regular IFF file which can be read by any decent word-processing or desktop-publishing program. Both French and English documentation. This is version 2.20, an update from version 1.00 on disk 583, with a lot of bugs fixed and a few enhancements. Binary only
Author: Denis Gounelle

KCommodity Multifunctional commodity for OS 2.0. Includes window-activator, time-display in several modes and formats, alarm function, KeyStroke-Clicker, time to environment, Window/Screen cycling, LeftyMouse, ESC-Key can close Windows, Revision Control System, telephone bill calculator, Screen-/Mouse-Blanker, Mapping of german "Umlauts", PopUp Shell, Applcon support, LeftyMouse, user definable HotKeys. Fully controllable via ARexx-Port. All settings can be customized and saved to disk. This is version 2.00, an update to version 1.75 on disk 673. Requires OS 2.0. Written in assembly for speed and efficiency. Shareware, includes source.
Author: Kai Iske

Skew Skeleton Writer is a tool for generating C code for various Intuition based applications. You click the mouse and the code gets written. Similar to PowerSource and GadToolsBox, but with slightly different functionality. Version 1.2, an update to version 0.85 on disk 658. Includes source.
Author: Piotr Obminski

CONTENTS OF DISK 747

ADoc New version rewritten from scratch, of a help utility for the Amiga which allows you to have permanent help on any subject you want. Features include automatic search of any word on which you clicked, intelligent term requester, ability to use Commodore "AutoDocs" files and any nonproportional font, an AREXX port, and more. Both French and English versions.

This is ADoc2 version 1.21, an update from ADoc 7.05 on disk 627. Binary only.
Author: Denis Gounelle

APrf A printing utility for the Amiga. Features include full Intuition interface, preview function, page selection, margin setup, line numbering, an AREXX port, a multi-columns mode, 2.0 system release support and more. Both French and English versions. This is version 1.40, an update from version 1.30 on disk 706. Binary only.
Author: Denis Gounelle

AUSH A command line interpreter for the Amiga. Features include file name completion, pattern expansion, expression computation, command history, for...done loops, full support of AmigaDOS 2.0, and much more. Almost fully compatible with ARP and Commodore shells. This is version 1.52, an update from version 1.42 on disk 706. Binary only.
Author: Denis Gounelle

CONTENTS OF DISK 748

DeliTracker A powerful and system friendly music player. Features include configuration files, GUI, full ARexx control, flexible player interface and xpk support. DeliTracker will play all popular sound modules available on the Amiga. Currently it supports over 40 different module formats. The most important players (PT/ST/NT) are internal. Additional players (like MED, 8SVX, SMUS, ...) may be loaded from disk. Includes the source of nearly all external 'deliplayers'. Version 1.30, shareware, binary only.
Authors: Peter Kunath and Frank Riffel

CONTENTS OF DISK 749

AmokEd A highly configurable editor based on Matt Dillon's well known DME. Features a rich command language, an ARexx interface and
ARexx based application port, environment variable support, user definable pull down menus, fast scrolling and scroll gadgets, multiple file editing, iconification, reentrant and can be made resident. Written in Oberon, version 1.30, binary only. Requires AmigaOS2.0 or higher.
Author: Hartmut Goebel

LogMan The Log Manager allows you to manipulate your log files to a greater degree than other log managers. LogMan operates on a personalized script file. You can insert a call to LogMan in your startup-sequence or in your "mail" script. LogMan will call the script and check certain parameters. Requires kickstart 1.3 or 2.0 to operate. Version 1.003, freeware, binary only.
Author: Bob Rye

PaperBack Allows the user to generate a double sided document from a single sided one. Two output documents are created: an ODDS set and an EVENS set. The odds set can be printed on single sheet or tractor feed paper, reversed and re-inserted in the printer, then the even set can be printed on the reverse side. Page sizes are all fully editable by the user, along with certain other parameters. Handles predefined page breaks eloquently. Saves paper, and storage space. Requires kickstart 1.3 or 2.0 to operate. Version 2.004, freeware, binary only.
Author: Bob Rye

PED A source text editor which supports all important standard editor commands. It accepts mouse and keyboard commands, and will run from CLI and from Workbench. PED doesn't use the operating system for outputs and scrolls very fast. This is version 2.30, binary only.
Author: Frank Wille

PhxAss A MC68000 Macro Assembler which supports includes, incbins, small data and small code model, optimization, 12 arithmetic operations, relocatable and absolute code, floating point equates and nearly all standard assembler directives. PhxAss can be used from CLI only. This is version 2.11, binary only.
Author: Frank Wille

PhxLnk An Amiga DOS Linker which is very small (7 KB) and processes the small-code/data model. It does not support overlay hunks in the current version. PhxLnk can be used from CLI only. This is version 1.27, binary only.
Author: Frank Wille

VoiceEditor A tool to edit, save, load, and convert instruments of Roland D-20 Synthesizers (and compatibles, like D-10) via MIDI. You can convert instruments into Music-X sequences, save and load voicedumps and edit the system area of your D-20. Req.library and midi.library are used and included. Version 2.0, binary only.
Author: Andre Willms

ZipWd ZipWd is a little example code of the new OS 2.xx feature of zipping windows. It does the same thing as clicking on the window's ZipGadget. It's also useful if you define a keyboard macro with ZipWd. Requires AmigaOS 2.xx. Version 0.5, public domain, includes source.
Author: Hans-Peter Guenther

CONTENTS OF DISK 750

AddIcon A useful tool that copies icons to a given file or directory. It supports pattern matching and has various options. It first looks at the suffixes of the files and for chunks to identify their types, then it copies the right type of icon

to the files. These icons should be located in the Icons: drawer. Contains all needed icons. OS 2.xx only. FreeWare version 1.7, binary only.
Author: Hans-Peter Guenther

CFX Crunched File eXaminer allows the user to examine and find files using several different search criteria. CFX knows a huge amount of the current Amiga filetypes, including a vast number of "cruncher" types. CFX can also give in-depth dis-assemblies of crunched files, including most address crunched files, relocater crunched files, and some major archive crunched types. This version requires kick 1.3 or 2.0. Version 5.242, freeware, binary only.
Author: Bob Rye and Marcus Mroczkowski

Create A replacement for the "makedir" command. It can create directories and files. Useful for some editors and other programs that allow you to you define a file to load at start-time. In this case files can be created before calling these programs that usually give you nervous requesters on non-existing files. It accepts multiple files and directories, and is also useful for batchfiles. OS 2.xx only. This is version 1.1, freeware, binary only.
Author: Hans-Peter Guenther

DockBrushes Two PAL pictures containing brushes to be used with AmiDock (Shareware program by Gary Knight), or other such utilities. One is in hi-res (640 x 256 2 bit planes), the other in hi-res interlace (640 x 512 2 bit planes).
Author: Gerard Comu

ExecMaster A tool that allows you to start scripts, programs and rexx scripts in different ways. You can optionally specify an output. This could be a file or even a window. It has the ability to iconify and a full gadtools user interface with key command support. It fully supports PublicScreens. OS 2.xx only. Version 1.7, freeware, binary only.
Author: Hans-Peter Guenther

FontViewQ A commodity to display a table of characters of any Amiga font, which is chosen by a font requester. The characters are clickable to show you the ASCII value and the key combination to press. With AmigaOS 2.1 a localization takes place (currently German and French). Version 1.2, includes source.
Author: Dieter Tenme

SaveW SaveW is the counterpart of SizeW. It saves the current window coords to a file (if given) or to STDOUT. Includes some useful shell aliases. OS 2.xx only. Version 1.3, freeware, binary only.
Author: Hans-Peter Guenther

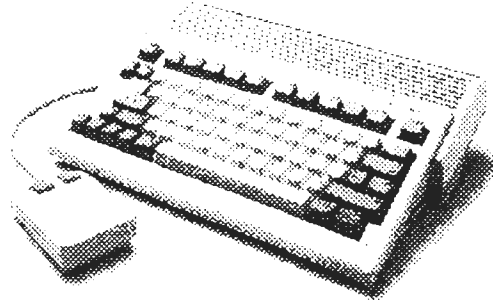
SizeW SizeW is a tool that lets you change the size and the place of the currently active window. You can specify coords from commandline or optionally from a file. This is a companion to SaveW. Includes some examples in the docfile. OS 2.xx only. Version 1.5, freeware, binary only.
Author: Hans-Peter Guenther

SplitQ Opposite of the AmigaDos 'JOIN' command. A portion of the file specified by offset from the beginning and length is saved to a new file. The syntax is like the BASIC function MIDS(). Parts can be rejoined with the 'JOIN' command. Version 1.1, includes source.
Author: Dieter Tenme

StripIt A programming utility that strips all kinds of comments from given source codes of all programming languages. It is controlled by a config file which includes the rules of the comment chars. Some configuration files included. OS 2.xx only. Version 1.3, freeware, binary only.
Author: Hans-Peter Guenther

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



NEW GAMES:

Humans
Terminator II
TraconII
Lotus III
Shadow of the Beast III
Fighter Duel Pro

Air Support
Space 1889Cyper
Empires
Math Vision
No Greater Glory
Lords of Time

Now Buying and selling use software. If your tire of that game bring it in, trade it of something new or get a little extra cash.

Newest Sega Genesis Titles at Discount Price

8040 GREENBACK LANE
CITRUS HEIGHTS

(Three Block East of Sunrise Mall)

(916) 723-4000
(916) 969-4111

CONSTITUTION AND BY-LAWS SACRAMENTO AMIGA COMPUTER CLUB

CONSTITUTION

I. PURPOSE

The Sacramento Amiga Computer Club is a nonprofit organization devoted to the sharing of knowledge and the understanding of the Amiga computer and to assuring personal contact, education, and fellowship of the members.

II. ORGANIZATION

A. MEMBERSHIP

1. Membership will be open to all persons, without regard to race, religion, sex, age, or national origin, who share an interest in the Amiga computer.
2. There shall be four classes of membership:
 - a) Regular
 - b) Lifetime (granted by the Board of Directors)
 - c) Family. Regular membership shall include family members of the same household.
 - d) Active duty military personnel. Regular membership shall be a half year long, renewable at half the yearly membership rate.
3. Appropriate payment of dues is the only requirement of memberships. This requirement may be waived in individual cases at the discretion of the Board of Directors.

B. ELECTIONS

1. All memberships are eligible to vote. Each paid membership is entitled to one membership vote.
2. Members must be present to cast a ballot.

3. Officers will be elected by a plurality of those voting.

4. Unless otherwise specified, election of officers shall be by secret ballot.

III. BY-LAWS

By-Laws may be amended by a majority vote of the members at any General Membership Meeting provided at least 15 days notice is given to members.

IV. OFFICERS

All officers shall serve a term of one year.

A. PRESIDENT

1. The President shall preside over all meetings and shall call all such meetings to order at their appointed time.
2. The President shall appoint committees, and perform such other duties as the office requires.

B. VICE PRESIDENT

1. The Vice President shall perform the duties of the President in the President's absence or inability to serve.
2. The Vice President shall serve as administrative assistant, program chairman, and parliamentarian.

C. SECRETARY

1. The Secretary shall be responsible for all official correspondence of the Club.
2. The Secretary shall perform the duties of recording and corresponding secretary, maintain the official files of the club, take minutes at all General Membership meetings, and read and publish same. The official club files shall include all club correspondence, all literature addressed

to the club, historical files, all meeting minutes, annual membership roster received from the Treasurer at the end of each year, and an annual list received from the Librarian at the end of each year of all club library disks.

3.The Secretary shall assume the duties of the Vice President in his/her absence or inability to serve.

D.TREASURER

1.The Treasurer shall be custodian of all funds.

2.The Treasurer's name and the name of the President and Secretary shall be on record with the bank or savings institution at which funds are deposited.

3.The Treasurer shall assure that a minimum of two (2) registered signatures are required to withdraw club monies over the amount set and approved by the Board of Directors.

4.The Treasurer shall maintain accurate records of the monies for the organization.

5.The Treasurer shall report monthly to the Board of Directors the status of all club funds and the past months expenses.

6.The Board of Directors shall arrange for an audit of the club's books in December of each year or when the duties of Treasurer are taken over by a new Treasurer.

7.The Treasurer shall publish a complete report of the club's financial standing annually prior to the Annual Business Meeting.

8.The Treasurer shall assure that any disbursement in excess of \$10.00 is supported by a voucher or receipt.

V.BOARD OF DIRECTORS

A.DIRECTORS

1.There will be five Directors serving alternate two year terms.

2.Directors 1,3 and 5 will be elected in odd numbered years. Directors 2 and 4 will be elected in even numbered years.

3.The Board of Directors will consist of the Club Officers and Directors.

4.The past year's President shall be a non voting member of the Board of Directors for one year.

5.Day-to-day business of the Club will be conducted by the Board of Directors, and chaired by the President.

6.A quorum will be five members of the Board.

7.Policies for the proper operation of the Club will be established by the Board of Directors. Policies cannot and will not directly violate the Constitution and By-Laws.

VI. MEETINGS

A.ANNUAL BUSINESS MEETING

1.There will be an Annual Business Meeting at which Officers and Directors will be elected.

2.The Annual Business Meeting shall be held at the January General Membership Meeting.

3.Written notice of the time, place, and agenda of the Annual Business Meeting will be sent to all members prior to the meeting.

B.GENERAL MEMBERSHIP MEETINGS

1.There will be Monthly General Membership Meetings chaired by the President.

2.No copying of any kind, including library disks, shall be done at any General Membership Meeting.

3.The Club encourages all members to support all advertisers in our newsletter. However, the Club will not allow the direct sale of products or services to members during meetings of the general membership without prior approval of the board.

C.BOARD MEETINGS

1.The Board of Directors will meet monthly at least one week prior to the General Membership Meeting.

2.All meetings of the Board of Directors will be open to the general membership and will be announced to members.

D.RULES OF ORDER

1.Meetings will be governed by Robert's Rules of Order.

VII. DISCIPLINARY ACTIONS

A. BOARD MEMBERS

1.Any member of the board may be removed from office for:

a.Failure to attend three general membership/board of directors meetings. Exceptions to this rule may be allowed if the Officer has just cause and performs the function of their elected office to the satisfaction of the members and the Board of Directors;

b.Failure to perform the functions of the office for which elected; or

c.Abuse of the office as determined by the Board of Directors.

2.The Board of Directors will be notified of any disciplinary action taken towards any member of the Club. The Board of Directors at that time may sustain, revoke, or modify any such action.

3.Action under these rules shall be decided by a majority vote of the Board of Directors. The affected member shall be notified in writing of such action and has the right to open or closed discussion with the Board of Directors or the members. The decision of the Board of Directors shall be final.

VIII. AMENDMENT

A.The Constitution and By-Laws shall be reviewed annually to determine whether amendments are in order.

B.It shall be the responsibility of the Board of Directors to review said Constitution and By-Laws and make appropriate recommendations.

C.The Constitution and By-Laws may be amended by a 2/3 vote at any regular meeting, provided that due notice has been given either at the preceding meeting or in the Newsletter.

IX. DISSOLUTION

A.The Club may be dissolved by a vote of 75% of all current members through a mailed ballot.

B.A motion to dissolve the Club may be made by a member at any general membership meeting.

C.Upon dissolution, five caretaker officers will be elected by the members present at the final meeting. Said officers shall take charge of the assets of the club until they are properly disposed of by the terms of this document.

D.The caretaker officers will dispose of the assets of the club as soon after dissolution as practical, by resolving outstanding liabilities, and by donating any remaining assets to a non-profit organization qualified under Section 501(c)(3) of the Internal Revenue Code of 1954.

BY-LAWS

I. MEMBERSHIP

A.Each membership class will be entitled to one vote on any subject that the membership is authorized or required to vote upon.

B.Membership will be based on a fiscal year ending December 31st also June 31st for military memberships joining before April 1st. Membership will be prorated for the remainder of the fiscal year. Membership will be valid immediately upon payment of dues as established by Paragraph A of Section II.

II. DUES

A.Modification of annual dues will be made only by a two thirds (2/3) vote of all members present at the Annual Business Meeting.

B.Any member whose dues are two months in arrears will be considered a non-member.

C.The Board of Directors is authorized to waive the annual dues and/or initiation fee in individual cases.

D. The Board of Directors is authorized to grant lifetime memberships for service to the Club exceeding normal expectations.

E. Dues are non-refundable and non-transferrable.

III. ANNUAL BUSINESS MEETING

A. The Annual Business Meeting of the membership shall be held at the January General Membership Meeting. An agenda for the meeting shall be published in the newsletter prior to the meeting.

B. If all items on the agenda are not completed within the time allocated for the meeting, the business may be carried on at a later time and date as set at the unfinished business meeting. No additional notice will be required for such carryover meetings.

C. Petitions for additional business meetings may be presented to the Board of Directors, or to any individual Director or Officer, at any time. The Board of Directors shall meet for the purpose of considering the petition as soon as practical, and, if valid, will set a date as soon as practical for a business meeting, and will publish an appropriate and timely agenda as suggested by the petition.

IV. ELECTIONS

A. In November a Nominating Committee will be formed to select a slate of candidates. The Directors whose terms have not expired will be members of the committee.

B. There will be an election during the Annual Business Meeting in January. The Nominating Committee must publish its slate of candidates in the newsletter prior to the annual business meeting.

C. Nominations for all offices, including the Directors to be elected, may be made from the floor at the annual business meeting.

V. LIBRARY

A. To aid the Librarian, the club makes the following statements of policy:

1. The unauthorized copying of copyrighted material is prohibited. Pirated material, both program and documentation, shall be erased or destroyed, as appropriate wherever found.

2. The Librarian will be found to serve at the pleasure of the Board and will be in charge of the Club Library. The Librarian will coordinate the activities of all assistant librarians and library special interest groups so as to avoid duplication of effort in documenting programs.

3. The Librarian will set all policies pertaining to the library, with the approval of the Board of Directors, in regard to the copying of library programs.

4. The Librarian, if not an Officer or Director of the Club, is encouraged to attend all meetings of the Board of Directors.

5. The Librarian will create a list of programs in the club library, and will make the list available to all members.

6. The Librarian will keep an accurate account of all club owned library media and will turn them over to successor librarians as directed by the Board of Directors.

7. The Board of Directors shall establish a mechanism to provide:

a. A means of access to the library for all members; and

b. A means of sustaining the library and promoting its growth.

8. The Librarian will assure the presence of the club's Amiga computer at all general membership meetings.

9. The Librarian will report monthly, the financial and inventory state of the Library to the Board of Directors.

VI. NEWSLETTER

A. The official publication of the SACRAMENTO AMIGA COMPUTER CLUB shall be its newsletter, the AMIGAZette. The Editor of the newsletter, if not an Officer or Director, is encouraged to attend all meetings of the Board of Directors.

B. The Editor of the newsletter, with the approval of the Board of Directors, will set all editorial and advertising policy for the newsletter and all newsletter staff.

C. All approved expenses associated with the newsletter will be borne by

the Club.

VII. BOARD OF DIRECTORS

A. The Board of Directors may meet in open or closed session as determined by the Board.

B. Upon the resignation, recall, death, or incapacity of any Officer or Board Member, the President will appoint a replacement to serve out the unexpired term of the absent member, subject to the approval of the board. If the remaining Board Members constitute less than a quorum, the Club shall hold a special election to fill the vacant positions.

VIII. SPECIAL INTEREST GROUPS

A. Special Interest Groups (SIG's) are one means by which a club can deal with the individual interests and questions of its members. However, the Club cannot police the activities of each of the SIG's. Therefore, the SACRAMENTO AMIGA COMPUTER CLUB will not be responsible for the conduct of its members in leading, organizing, or participating in SIG's. SIG's are private meetings of individuals. The SACRAMENTO AMIGA COMPUTER CLUB will advertise and assist SIG's so long as they support and conform to the policies of SACRAMENTO AMIGA COMPUTER CLUB, including the policy of discouraging software piracy.

IX. BULLETIN BOARD SYSTEM (BBS)

A. The official BBS of the Sacramento Amiga Computer Club shall be named AMIGALINK. To aid the Club System Operator (Sysop), the Club makes the following statements of policy:

1. The Sysop will be found to serve at the pleasure of the Board and will be in charge of the BBS. The Sysop will be in charge of the BBS. The Sysop will coordinate the activities of all Assistant Sysop's.

2. The Sysop will set all policies, with the approval of the Board of Directors in regard to the BBS.

3. The Sysop, if not an Officer or Director of the Club, is encouraged to attend all meetings of the Board of Directors.

4. The Board of Directors will reimburse the Sysop for all expenditures made in connection with the BBS. Total expenditures may not be in excess of \$50 per month without prior approval by the Board of Directors.

X. RAFFLE CHAIRMAN

A. To aid the Raffle chair, the Club makes the following policy statements.

1. The Raffle Chair will report monthly to the Board of Directors, the financial and inventory state of the Raffle fund.

2. Each month there will be two raffles at the General Monthly Meetings.

3. One raffle for club members which is free.

a. Each member will be given one free ticket for this drawing.

b. If the member joined that night they will receive an extra raffle ticket.

c. Any member who sponsored this new member, that joined that night, will receive five additional tickets.

d. This raffle should be supported, when possible, by Donated items to the raffle fund.

4. And a raffle for club members where tickets are sold for \$1 per two tickets. This raffle should be supported, when possible, by purchased items from the raffle fund cash.

5. The Raffle fund shall always have a bank of \$40.00 for change and be self supporting.

If you have any question on the Club Constitution please contact Mark Wilkinson - 685-7903 or Ken Krebs 366-3458. Merry Christmas and Happy New Year!!!!!!

OpalVision



BY: PHILLIP SPENCER

One of the hottest and fastest selling items at the WOC was Centaur Development's OpalVision. OpalVision is a new contender in the 24-bit graphics arena but offers some nice features not found on any other 24-bit graphics card. Opalvision not only allows you to display 24-bit images with 16.8 million colors per pixel like the FireCracker 24 card but also expands into a video system as well. The way this works is by purchasing the main board, you obtain a graphics display device and with these soon to be released modules: frame grabber/genlock module, quad-input production switcher, scan-rate converter (de-interlacer), and the roaster chip; you can select which features you need and at the same time, you have the flexibility to add other features at any time. With a retail price of \$999 for the main board and expected prices for the modules to be at or below \$299 each, this seems to be a great cost-effective way to add the type of 24-bit device that you require.

This board is currently only available for Amigas with a video slot but an external version will be available at a later time. The only other requirements are that you have 1 megabyte of CHIP RAM and 2 megabytes of FAST RAM.

I had the opportunity to play around with the OpalPaint and King of Karate but didn't have a chance to try out Opal Presents! and OpalVision HotKey which

are also bundled with board. So I thought that I might give you my impressions of OpalPaint.

At first glance, OpalPaint may remind you of Digipaint 3 with its toolbox at the bottom with that common 3-D look to the buttons. After a closer look, this is obviously not Digipaint 3 but a very sophisticated and powerful paint program. Most of the tools have that familiar look to them and are easily identified. One of the most powerful features in OpalPaint is the palette where you have extensive control over the entire range of the 16.8 million colors. Easily, one of the best features is what Centaur calls "Artist's tools" which give you a feeling of painting with an airbrush, watercolors, and even oils which lends itself well in the palette when trying to mix colors. This is a feeling that is unmatched even by Deluxe Paint IV and is a definite must for artists that want that traditional feel. Another nice feature is the ability to have thumbnails, tiny pictures the size of your thumbnail, when loading or saving an image. This allows you to click on the tiny thumbnail image or click on the name of the image from the requester. Even though I was using OpalPaint on an 68030 based Amiga 3000T, the program didn't show any signs of slowdown and kept up quite well with most functions but wasn't exactly a speed demon so I would recommend an accelerator for those with a 68000 based Amiga. OpalPaint appeared to be very well thought out and very comprehensive where I would rank it as one of the top Amiga paint programs.

Many people may be put off by the fact that this high-end

VIEWS OF THE VEEP



BY: JAMES TYSINGER

Yes, folks, the times they are a-changin'. Our country will now be lead by a Democrat, the snack tax is repealed, and I'm saying goodbye forever to my trusty Amiga 2000. That's not to say that I'VE changed so much however. I'm still a dedicated conservative at heart, still a dedicated consumer of chocolate chip cookie dough ice cream, and still a dedicated amigo of the best computer on the market: the Amiga.

I'll admit, I was starting to wonder what the Commodore R&D technoids were up to while the 486s and Quadras were getting all the glitzy magazine covers; but as I said last column, the World of Commodore show and what's followed have made me feel like an Israelite trooper watching David hurl that smooth river stone towards the head of the giant.

Commodore's new 32-bit based AA chipset and Workbench system software have again put the Amiga on top. This leaves Commodore with both the praise they deserve and the responsibility to maintain this standard of excellence as the Amiga and its users head for the 21st century.

The new Amiga 1200 is one sign that Commodore intends to pursue that standard of excellence. In case you hadn't yet heard, the A1200 is the new "entry-level" AA chipset Amiga. This new computer, with an 020

processor, and 32-bit architecture, promises to run up to 5 times faster than the 68000-based Amiga 500 and 2000, yet is expected to be introduced at an affordable price, somewhere near \$1000.00. Good job, Commodore!

By the way, just so you're not confused about my saying goodbye to my 2000, let me reassure you that 1) she's going to a good home, and 2) her big sister 4000 will be moving in soon.

If you make it to one meeting this year, make it to this November meeting. This will be our last "fun" meeting of the year before we have to start worrying about club elections and constitutions and all that official business that we all know and love. Commodore will be here at the November 19 meeting demoing the 4000 (graciously loaned by ACS Computer of North Highlands) and the 600 (graciously loaned by the SACC raffle). After the demo of the machines, THE 600 WILL BE RAFFLED OFF!

As I've mentioned on Amigalink, even if you already have an Amiga, you can use a 600! It's so compact that you can take it with you when you travel, and the built in RF modulator lets you hook it up to a TV wherever you go! Plus, for this raffle, I might even remember to bring the raffle tickets and - gasp - sell them before the meeting! (Thanks, Kathleen, my true amiga, for bringing them to the last meeting after I forgot!)

See you at the meeting!



THE QUEST



FOR POWER

BY: JEFF SPRAGUE

Recently, the character of Tim Taylor on ABC's great Home Improvement show has brought to national attention the male's obsession for "more power!", a phrase usually followed by the primal male grunt, "Ahhhrrr ahhhrrr ahhhrrr!" As much as we hate to admit it, Tim-o's got a point. For some guys it's their power tools, for others it may be their car, their stereo system, their high-tech tennis racquet, or (and I'm sure none of us can identify with this one) their wardrobe. For us it's our computers... namely our beloved Amigas.

How many of us eagerly await our issue of Amiga World every month just so we can check out the ads? It's worth the subscription price just to drool over the latest gadgets. Hard drives (how big and fast is enough?), accelerators (more power!), CD ROMS, digitizers, genlocks (Ahhhrrr ahhhrrr!)... the list goes on and on, and in the Amiga community we definitely have the most tempting toys. Just as the penguin, Opus, could never resist a Ronco commercial, it's very hard for an Amiga enthusiast to resist pulling out the old Visa card and dialing that Creative Computer toll-free 800 number. Let's face it... if you found \$10,000 lying in the street, would you high-tail it over to the local Amiga store or spend it on your wife and children? No need to answer out loud, this is not therapy.

The way I see it there are three types of AEBHs (Amiga Enthusiasts Beyond Help):

* Those who spend every penny they have trying to obtain the ultimate "more power!" computer even though 85% of them only use their machines to play Lemmings.

* Those who would gladly spend every penny they have on their machines, but their wives have threatened them with bodily harm the next time they put "one more stupid computer thing on the credit card."

* Those caught in a vicious circle: they can't leave their computers long enough to get a good job, therefore they don't have any money to spend on their machines. These guys usually get heavy into software pirating as a weak substitute for the "more-power-hardware-syndrome".

Some AEBHs rush out and buy the latest machine, be it a 3000, 3000T or the hot 4000 and soon find themselves depressed. Why? Let me tell you why. Picture it. San Jose, 1984. My brother-in-law is obsessed with his VW bug. Once a week he's out there tuning it up or putting on some piece of performance equipment and I ask him, "With the amount of money you put into this old bug, why don't you buy the new GTI or Scirocco?". And his wise answer that has stayed with me for almost a decade, "What fun would that be? There's nothing you can do to make them faster." Well, all true AEBHs know that there's always something, but you get the point. Those of us with the "lowly 500s" often have more fun with our machines; up on blocks in the garage getting a new toy (drives, accelerators, chips) installed every couple of months rather than all at once.

I just met a lady who

wanted my advice on an IBM clone purchase. She wanted a powerful machine "just like the one at work" so she could do her word processing. Her company's PC-nerd swore she had to have an \$1800 33mhz 386 or 486. I stopped by her office and pointed out to both of them that since day-one, they had never pressed the "turbo" button and had been doing all their processing at 8mhz. The point is, we have to be honest with ourselves... we don't need more power, we want it!

So the next time someone seeks your advice on buying a computer, do make price an issue, get them to look at a "lowly" 500 or 600HD. Unless they want to do CAD, extensive 3D modeling or very heavy desktop publishing, these machines will meet their needs, and we will have one more AEBH in the Amiga community to help justify our obsession.

More power! Ahrr ahrr ahrr ahrr!

OPAL continue

graphics board comes bundled with a game and may seem somewhat "unprofessional". Contrary to this belief, I see this as a testimonial of what can be accomplished with OpalVision rather than "just a game". You start out with a choice of locations such as Los Angeles or Hawaii. Even though the backgrounds were stunning 24-bit images, the game exhibited no slowdown and actually felt very fast-paced. The backgrounds even scrolled as the players reach the boundaries of the screen and showed no slowdown from this either. Eventually this type of game may become boring but like I said, this just shows what Opalvision is capable of.

OpalVision's true 24-bit graphics and bundled software

but this board on the cutting edge of Amiga graphics capabilities. I expect this graphics board to gain popularity very quickly, especially when I saw Creative Computers sell-out of them at the World of Commodore show on Saturday. I also expect support for OpalVision will be included in Art Dept. Pro, Vista Pro, Imagine, and most other popular graphics programs. With OpalVision's low price and flexibility, this may become the next Toaster-killer.



Our 3rd Annual Christmas Progressive Sale!!!

Huge savings on all software in stock all day on December the 5th.

Sale time
 9-10=35% off
 10-11=25% off
 11-5=15% off
 On software only.

Other sales on peripherals and supplies as we decide.

Software demos all day long, come in and join the fun!

CANDY COMPUTER

9744 Elk Grove - FLORIN RD
 ELK GROVE, CA 95624
 (916)686-7247

Price reductions do not apply to membership discounts or special orders.

DATAFLYER EXPRESS

Is your Amiga 500 feeling a little under the weather lately? Are you tired of playing games? Do you feel your computer is too slow?

Well maybe what you need is not a new machine, but a little booster shot. Most people find that the slow speed of their machine occurs mainly for two reasons: 1) access time from their floppy drives 2) lack of memory. If you fall under one of these categories, perhaps Expansion Systems might have just what you're looking for. Their latest product (The Dataflyer Express) is a hard drive and memory expansion that fits into the left side of your 500.

The unit comes with a SCSI and IDE controller, letting you choose from either type of drives. Scsi is generally faster but IDE tends to be cheaper. The memory used in the Dataflyer are simm chips. Depending on the type of chips used, the unit can have up to 8 Megs of memory. This is a great change compared to Commodore's hard drive which only has space for 2 Megs. The software that comes with the unit makes it a snap to set up your drive. Even the most novice user will be up and running in minutes. The software can automatically setup your system for you or you can configure it to your own liking.

The manual that came with the unit was useless; having several type errors in the key area. Luckily, the software corrected the problems. Another problem with the unit was its hunger for memory. The hard drive driver can easily eat up several k of memory. While you can easily add more memory, this seems to annoy me a little. The unit can run off the Amiga's power supply, but it recommends that you get an independent power supply for it if you use higher energy hard drives and memory. Expansion Systems has promised to put out an updated and corrected version of the manual and software, which will make this system compatible with standard Amiga SCSIs.

The Dataflyer is a more than adequate for most uses and will be a great addition to your 500.

PIZZA PARTY

I would like to take this opportunity to write about a very pleasant little get-together some of us had in early October. There is a "room" on Amigalink called "John's Pub" which some of us like to frequent while on the board. This room was started as a place for John Dublirer to upload some of his pictures for all of us to see. Since then, it has turned into a nice, safe (usually) room where arguments are a rarity.

Have you ever wondered what the people looked like as you type messages back and forth? I have. Well, some of us found out the fun way! John's Pub decided to have a pizza party. We made arrangements over a couple of weeks, and it couldn't have been better. I met some very nice folks, was able to put names to faces I have seen at the meetings, but most of all, made some new friends. I won't try to name everyone who showed up, for fear of leaving some out. There must have been at least twenty of us happy modem users.

Where did we go, you ask? Pizzario Classico. If you have never been to Pizzario Classico, check it out! The atmosphere was great, the food was some of the best pizza I have ever had, and the service was the best! We had several different types of pizza, all delicious. Need a doggy-bag for your leftovers? How about a box for your pizza? Not here. Instead you will find your extra slice of pizza artfully wrapped up in foil shaped like a swan. How's that for the extra touch?

Again, thanks to Pizzario Classico, and special thanks to everyone from John's Pub who were able to attend and make this a very special occasion.

AUCTION AND SWAP MEET

December Auction & Swap Meet!! Do you have any hardware or software that you're all done using? Would you like to get rid of it....and make a little extra Christmas cash? Well, we can help! During the December General Meeting, we will be auctioning off your goods to all who attend. 80% of the selling price will go directly to you and 20% goes to the SACC general treasury to support future club activities.

Any and all types of merchandise in good shape will be accepted and all goods not sold will be returned. Just bring your items to the December meeting and we will do the rest! No hassle, no pressure, no problem! Join in the fun and bring your cash. No checks will be accepted. Please include minimum bid and name on item. No bids below minimum will be accepted, so price accordingly.

Also tables will be available for those people who wish to sell items on their own. We can help! Trust us!

NOTE: All software should include manuals and all items, including hardware, should be in good working condition. However, all items will be sold as is and SACC will not accept responsibility for damaged merchandise.

AMIGAZette, the Official Publication of the Sacramento Amiga Computer Club

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

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

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

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

Deadlines

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

Commercial Ad Sizes/Prices

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

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

GUIDE TO SUBMITTING ARTICLES

DEADLINE: 25th of the month

- 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.

ANNOUNCEMENTS

- * The Amiga 600 will be raffled at the November general meeting.
- * HST Duel standard high speed modem is now online and working just great.
- * Candy Computer is having one of there famous progressive sales on Dec 5. Our club librarian will also be there.
- * ACS will be at our November Meeting. They have graciously donated there computer for demoing.
- * ComputerTime is now selling and Buying used software. So if you are tire of that game or looking for a bargain come on in.
- * Candy Computer is scheduling a Fighter Duel Pro competition in the near future. Compete Head to Head and win a PRIZE!!
- * in December General meeting SACC will host it first auction and swap meet. Bring your used goods and make some money.

Sacramento Amiga Computer Club Quarterly Incomes and Expenses October 31, 1992

EXPENSES						
Jan - Mar	Apr - Jun	Jul - Sep	Oct - Dec	Yr-to-Dt		
Printing-NL	868.12	1091.92	850.68	290.39	\$3101.11	
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	34.97	\$516.83	
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	
Room Rent	-	-	75.00	25.00	\$100.00	
Expan Misc	20.00	-	-	-	\$20.00	
TOTAL	2176.36	1657.97	1689.95	350.36	\$5874.64	
INCOMES						
Jan - Mar	Apr - Jun	Jul - Sep	Oct - Dec	Yr-to-Dt		
1992 Dues	2151.00	284.00	262.00	40.00	\$2737.00	
1993 Dues	82.00	184.00	374.00	158.00	\$798.00	
BBS Dues	96.00	30.00	-	-	\$126.00	
Ads	238.50	316.00	197.50	80.25	\$832.25	
Mouse Pads	92.00	18.00	12.00	18.00	\$140.00	
Lab Disks	160.90	12.00	-	-	\$172.90	
Incom Misc	-	-	2.40	-	\$2.40	
TOTAL	2820.40	844.00	847.90	296.25	\$4808.55	
Cash Flow	644.04	-813.97	-842.05	-54.11	\$-1066.09	
Plus carry over from 1991					\$2667.39	
Checking account balance as of 10/31/92					\$1601.30	
Plus Petty Cash account					\$ 50.00	
					Treasury Grand Total	
					\$1651.30	

Submitted by: Lindsey Fong, Treasurer
November 4, 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!

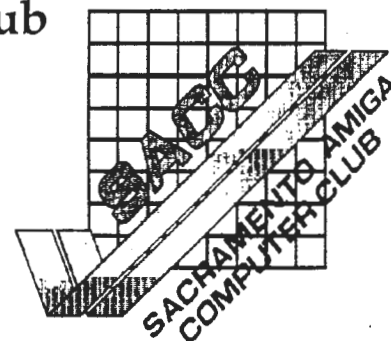
- Special Interest Groups (SIGS) which meet monthly in small groups all through the month.
- Mailed issues of Amigazette, a high quality monthly newsletter.
- Special SACC Disk-of-the-Month; disks filled to the brim with a variety of the latest and most useful PD/Shareware programs for only 2 dollar 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 |

HARDWARE OWNED:

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

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

APPLIED COMPUTER SYSTEMS

 **Commodore®**
AMIGA®

COMMODORE AUTHORIZED DEALER
SALES • SERVICE • SUPPORT

6108 Watt Ave.
North Highlands CA 95660
(916)338-2000

COMING SOON

WORKBENCH 2.1

SOFTWARE SET \$49.95

SOFTWARE & ROM SET \$99.95

FREE INSTALLATION

GVP PRODUCTS

A530 TURBO 40MHZ 1MB

120MB HARDDRIVE

\$1179.00

G-Lock \$449.00

**PhonePak Voicemail,
Answering Machine, and
Fax in Your A2000/3000
\$449.00**

AMIGA 600 \$399.95

AMIGA 600HD \$619.95

Clip & Save Coupon

**10% OFF ANY SOFTWARE
IN STOCK FROM NOW TILL
DEC. 31, 1992**

Clip & Save Coupon

**20% OFF ANY PREPAID
SPECIAL ORDER SOFTWARE
TILL DEC. 31, 1992**

SACC CLUB MEMBER DISCOUNTS APPLY TO GIVE AN ADDITIONAL
10% OFF OF THESE OFFERS

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



12/31/92

Dan Hood
2741 San Luis Court
Sacramento CA 95818