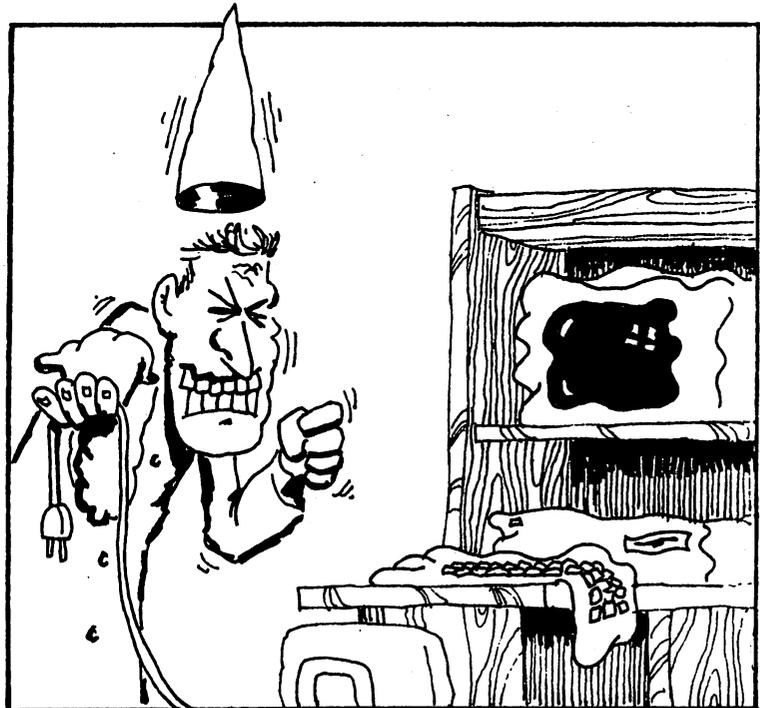
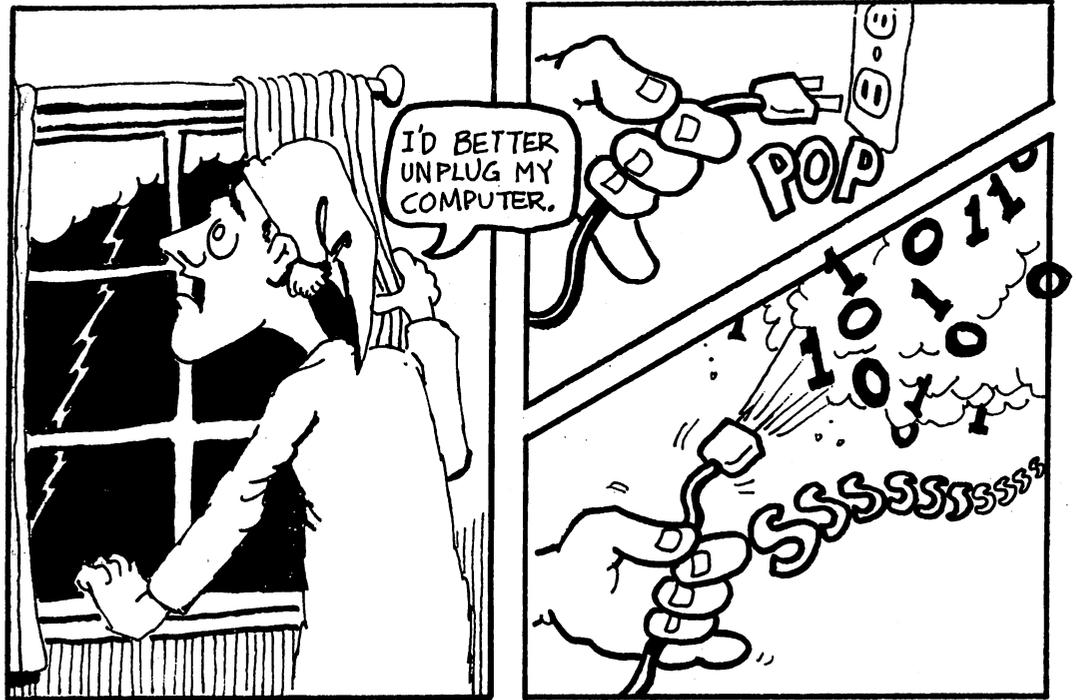


CCCC, Inc.

Tucson, Arizona

AMIGA MS-DOS C64/128



June 1992
Vol. 10, No.6

appreciation is due.

Dave Tuggle, our club PR person, who has done his best to keep the ads going into various Tucson periodicals.

I want to thank all of you personally for your efforts, and then thank you as President from all the members of the CCCC for making it all possible for the past year.

As I mentioned early in my term as President, this was going to be a year of great change for the CCCC. It sure has been that. I have lots of mixed feelings as I think about things that have occurred during my "watch," so to speak. My great hopes of invigorating the Commodore section and starting up an MS-DOS section have not succeeded, and that is disappointing. During the year I heard from about five members that they didn't like the

Tuesday night meeting being done away with. At last month's nomination meeting some of the dozen or so Commodore members that showed up expressed a desire to bring back the Tuesday night meeting. It was not mentioned if this was in addition to or in place of the present Saturday meeting. It was also not mentioned as to where all the "do'ers" were going to come from to make this happen or keep it going. My phone number, Steve Martin's, and Bob Holdcraft's are in every newsletter. [Ed: see inside back cover.] I have asked for input, suggestion-wise and effort-wise, from the Commodore members more than once, and it hasn't been there. The CCCC was not formed as a source of passive entertainment for some, but as a participative vehicle for us all. There isn't much of "us all" in Commodore anymore, and I am sad about that.

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Hear ye! Hear ye! Hear ye! The CCCC election day of June 20, 1992 is just around the corner and coming fast. Some positions are unopposed, but there is a hot competition for the two Member-at-Large positions. I will not be running for any office this time, but will serve in the Past President position on the Board. All of the nominees except two are from the Amiga section of the CCCC. The two members from the Commodore section are nominated for the hotly contested Member-at-Large position, so if the Commodore section is going to have Board representation, the Commodore members really have to get out and vote on the 20th.

I would like to take this time to thank all the Board members, volunteers, and any members who put forth effort toward keeping the club going:

Steve Martin, who wore two hats, one as Vice President and another as Commodore editor. It was great to watch his exhilaration, enjoyment, and growth as he became a proficient editor and excellent Vice President.

Dennis McCormick, our Treasurer, without whose precise bookkeeping the club's assets would have been in chaos. He also wore a second hat as Amiga librarian.

Bob Holdcraft, our Secretary, who has done so much more for the CCCC than just be a secretary. Without his unstinting help as Secretary over so many years, and all of the other effort Bob has put forth, the CCCC could not have been what it has been to so many people. He has been one of the CCCC's treasures.

Leila Joiner, who wore somewhere between two and three hats. One as a Member-at-Large on the Board, and the others as a great overall newsletter editor, and finally for several years as the Amiga section editor.

Ollie Plimpton, our other Member-at-Large, who, with his unassuming demeanor, was "always there" with his participation, support, and willingness to help.

Rob McConeghy, our Membership Chairman, who, by updating the CCCC's membership records from a Commodore base to an Amiga base, has given the CCCC Board better and more complete information than it has ever had about its membership, and kept the newsletters going where they should for the past year with address labels.

Tom Stubblefield, our Commodore librarian, whose reliability the Commodore section couldn't have done without.

Dan Bellemare, our Mail Director, who, with the help of his wife, Terry, and other family members, assembled and mailed all the newsletters for the past year. This was no small task and a great deal of thanks and

(continued on inside front cover)

A statement from Dennis McCormick, candidate for club President:

The mix of computers our members use is moving from C-64/128's to Amigas or MS-DOS. Our membership is now near 150 with the Amiga users about equal in size to the C-64/128 users. Most of the nominees for the club's Board are from the Amiga users. Tom D'Angelo, the current President, will be on the next Board. Bob Holdcraft and Ollie Plimpton, the current Secretary and a Member-at-Large, may also be elected to the Board as Members-at-Large. The C-64/128 users will be represented on the next Board. This section remains an important part of the club and will have the next Board's attention. The C-64/128 presence is not disappearing from the Board.

A club must serve its members or perish. Changes in the Amiga meetings are moving to meet needs expressed at the last two sessions. This involves breaking the meeting into several small groups to cover various topics such as novice training, Command Line Interface usage, telecommunications, AREXX command language, and others. Video and graphics remain as the Amiga's strong points, so demonstrations and presentations will dazzle there yet. A Disk-of-the-Month will still be sold. What changes should the C-64/128 group make? Come to the third Saturday meetings to help decide.

There has been a call for our club to promote the Amiga throughout the community. The advantage is that our membership would grow as more users switch to the Amiga. They then join our club to meet other users and to learn the Amiga better. More Amigas would be sold and more Amiga software comes into the market. Our present membership must decide where such efforts at outreach should go at what cost. What are your thoughts about this and other ways our club can continue into the next year?

Thanks,

Dennis McCormick 292-2275

Classified Ads

FOR SALE: CITIZEN 120D Printer w/ print stand & manual: \$50. 14" b&w monitor w/cable, will work on any Amiga or IBM-compatible; heavy-duty steel case: \$80. S-100 motherboard chassis w/CPU, 64k populated memory board, floppy drive controller board, video display board, etc.: Best Offer. Dennis McCormick, 292-2275.

FOR SALE: NEW 22-gauge shielded cable, 16 ft. & 8 ft. Twenty-five connectors. Make offer. Reuben Rangel, 690-1948.

THE COMPUTER —HOTLINE—

The CCCC is hoping to reestablish an old tradition of publishing the names, phone numbers, and areas of expertise of those members willing to make themselves available to others in need of help. If you are able to share some of your knowledge or experience with computers (hardware, software, programming, etc.), please call Leila Joiner at 327-0540 to be listed in this column. I'd like to give special thanks to our first volunteer:

AMIGA

Imagine: Evan Baran, 323-7325 or 888-2824

C64/128

BASIC Programming: Steve Martin, 744-3071

Disk Recovery: David Byrum, 795-2928

Sequential & Relative Files: David Byrum, 795-2928

Spreadsheets: David Byrum, 795-2928

Superbase: Steve Martin, 744-3071

System Configuration: Steve Martin, 744-3071

The Write Stuff: Steve Martin, 744-3071

Hardware/Hdwr. Hacking: Gary Sterling, 293-5219

COMMUNITY CORNER

by Leila Joiner, CCCC

The Volunteer Center coordinates volunteer services in Tucson. Each month we will be publishing a list of (somewhat) computer-related volunteer positions available. If you have time and knowledge to spare, please look through this list and call or visit the Volunteer Center, 877 S. Alvernon between 8 AM and 5 PM, Monday-Friday, 327-6207 to offer your help.

SUMMER INTERN volunteers wanted in government offices: computer, education, wellness, video, development, marketing.

DATA ENTRY volunteer (at agency office or on own D-Base computer at home) wanted to enter information twice/month.

IMPROVE WORDPERFECT skill: foster home program seeks office volunteer (phones, typing, filing) any weekday afternoon.

GAIN EXPERIENCE as volunteer in law enforcement: phones, correspondence, type, learn computer system (bilingual helpful).

Treasurer's Report

by Dennis Mc Cormick, CCCC

INCOME/EXPENSE STATEMENT

April 1992

	This Month	Year to Date
INCOME:		
General:		
Membership	0.00	790.00
Ads (Comp. Y's thru Mar.)	.00	350.00
Other (refund, Leila)	.00	25.60
Amiga:		
Disk	91.00	398.00
Raffle	0.00	0.00
Other (tax)	0.00	20.00
C64/128:		
Disk/TWS (\$15/33)	0.00	123.00
Raffle	0.00	0.00
Other	0.00	51.52
MS-DOS:		
Disk	0.00	15.00
Other	0.00	5.00
TOTAL INCOME	91.00	1778.12
EXPENSES:		
Newsletter:		
Printing	0.00	529.12
Postage	0.00	144.81
Club Buy	0.00	0.00
Administrative (AZ Corp Comm fee)	0.00	59.00
Membership	0.00	0.00
Postage	0.00	12.61
Copies	1.53	6.23
Other (Ballots)	1.55	4.26
Amiga:		
Disks, blank	19.81	101.05
Downloads (Jan & Feb)	0.00	94.00
Equipment/SW	0.00	0.00
C64/128:		
Disks, blank	0.00	0.00
Equipment/SW	0.00	0.00
TWS	0.00	153.50
MS-DOS:		
Disks, blank	0.00	0.00
Equipment/SW	0.00	0.00
PD Disks	0.00	0.00
TOTAL EXPENSES	22.89	1104.58
PROFIT OR (LOSS)	68.11	673.54

SOIL CONSERVATION agency seeks volunteers to organize photos, work with maps, put information onto computer (training given).

If you volunteer for any of the items you see listed in this column, I'd like to hear about your experiences. Please call Leila Joiner at 327-0540.

BEGINNER'S CORNER

By: Bruce Morrison, CCCC

I'm excited! I've just discovered LOGO for the C-64, and am I ever relieved! I've been struggling to teach myself BASIC for some time now, and I just can't seem to get the hang of it. But my faith in teaching myself how to program has been restored with LOGO, by Terrapin, Inc. Not only is it extremely fast and easy to learn the basic concepts, but it's also fun!

I was lucky to find a used package of Commodore LOGO at A.B.O. for only \$10! For my money, I got two language disks (exactly the same), one utilities disk, and a 400 page tutorial book (I understand the original package did not contain the extra language disk). Within a couple of hours I was programming my own graphics and music. It is so easy to get started! To enter LOGO, you load the language disk into the computer. Then enter graphics mode by typing: DRAW <return>. The cursor is now in the shape of a triangle located in the middle of your screen, called the TURTLE. You move the TURTLE around the screen with TURTLE commands. The TURTLE leaves a trail (a line) as it moves, allowing you to draw pictures or shapes. A typical command is: FORWARD 100 or abbreviated as FD 100, which when pressing the return key, will move the TURTLE forward 100 steps or pixels. To turn the TURTLE, type: RIGHT 90 or RT90. This turns the TURTLE right 90 degrees. You can see how easy it would be to draw a square by these methods! To clear the screen and start over, just type: DRAW again and the screen will erase. So far, you've been in immediate mode, which allows the computer to act on a command as soon as <return> is pressed. Now we will discuss how to set up a simple program.

To write a short program for creating a square, just type: TO SQUARE

When you press <return>. LOGO will be in EDIT mode.

Next type on a new line: REPEAT 4 (FD 50 RT 90)

On a new line type: END

Now to draw a square, simply type: SQUARE.

The 400 page tutorial goes on to teach you more complex ideas of programming step by step. I especially enjoyed programming music in LOGO! I was amazed how simple it was and can see why LOGO is popular as a teaching tool in schools all across America and the world, and can even be taught to children of pre-school age! The March/April issue of RUN magazine has an article on LOGO under the

NEWS AND NEW PRODUCTS section entitled "LOGO RESOURCE". I sent away for the free booklet offered from Terrapin Software Inc. and was overwhelmed at the amount of information I received. In addition to Commodore LOGO, Terrapin offers LOGO for the Macintosh, PC LOGO, LOGO PLUS for 128K Apple II computers, and Terrapin LOGO for the 64K Apple II computers. In addition, add-on programs offered are LOGO Innovations, the LOGO Data Toolkit, Kinderlogo, LOGO Works: Lessons in LOGO, the LOGO Project Book: Exploring Words and Lists, and more! Although not all of these are available for the C-64, it's exciting to know that Terrapin is at least still supporting the Commodore computers and that's something whenever can get too much of! Terrapin offers special Site Licensing for schools, so teachers take special note, if your school does not offer LOGO to its students at this time, this is something I think you should consider introducing to your school. And that goes for parents, too! If you are interested in learning more about LOGO, you can call them at 207-878-8200 or write to Terrapin Software, Inc., 400 Riverside St., Portland, Maine 04103. I heartily recommend doing so, especially if you have children, or if you're like me, do it for yourself! You'll be glad you did!

C-64 Basic Doodles II

By: Paul Machula, CCCC

In our last article we printed a "scatter diagram" of our data. Although this was nice, it is a bit hard to read individual points alone. If we connected the points with straight lines we would have a nice line graph. Line graphs are easier to read and give us a good graphic sense of the data. So, how can we connect each of the data with straight lines? From analytic geometry there is a nice formula. Here it is:

$$(Y-Y_1)/(X-X_1) = (Y_2-Y_1)/(X_2-X_1)$$

X1 and Y1 are the coordinates of a point. X2 and Y2 are the coordinates of a second point. The formula can be solved for any unknown points (with coordinates X,Y) which will lie on the straight line defined by X1,Y1 and X2,Y2.

Now we DO have some points we can define as X1,Y1 and X2,Y2. They are our data with their X and Y-values. All we need to do is plot several touching, adjacent points (to create a line) with the coordinates X,Y (derived from the analytic geometry formula) from X1,Y1 to X2,Y2. No problem! After connecting the first two data points, we can then connect the next two using the same method, and so on, until we get to the end (X2,Y2). I should emphasize that each X-point will simply be

(continued on page C2)

C-64 Basic Doodles II

(continued from page C1)

incremented by 1 (so that the points are adjacent, to form a line). Each corresponding Y-point can be determined by solving the analytic geometry formula for Y. That formula is:

$$Y = (((X-X1)*(Y2-Y1))/(X2-X1))+Y1.$$

In order to have our program possess two data points (X1,Y1 and X2,Y2) upon which to make calculations, we could really tie ourselves into knots by another READ command, several GOTOs, flags and loops. It's time for us to use the much simpler method of an array. Let's add an array filled with our ORIGINAL data (not sorted). We'll call it S1(). Enter the following lines:

```
14 DIM S0(CT),S1(CT)
305 S0(I)=A:S1(I)=A
```

That's all there is to that.

Now add the following lines:

```
88 GOSUB950

949 REM CONNECT DATA POINTS
950 FORB=1TOCT-1
953 X1=B*(319/CT):X2=(B+1)*(319/CT)
954 Y1=199-(S1(B)*(199/YU)):Y2=199-
(S1(B+1)*(199/YU))
960 FORCX=X1TOX2
962 CY=(((CX-X1)*(Y2-Y1))/(X2-X1))+Y1
965 PX=CX:PY=CY
967 GOSUB800
970 NEXTCX
980 NEXTB
```

Note that in lines 960 and 962 I used the variables CX (Connect X) and CY (Connect Y). This was just to insure that you understood what was going on. Actually, CX is the same as our PX variable used for plotting, as PY=CY also.

Another thing that would be nice to print out on our screen is the trend line. All we need to plot the line is two known points. We CAN determine them very simply! Remember that the Y-intercept is the value of Y when X=0. So that is one point. The other point we need is where X is at its last value. That is, in our case, when X=CT, or 7. The Y-value for X is Y=MX+B. That is, Y equals the SLOPE of the trend line (M) times the last X plus the Y-intercept. All we have to do is use our analytic geometry equation for a straight line and connect the two points, like we did before. Enter the following lines:

```
981 REM PLOT TREND LINE
982 LY=(SL*CT)+YI:X1=0:X2=CT*(319/CT)
983 Y1=199-(YI*(199/YU)):Y2=199-
(LY*(199/YU))
984 FORCX=X1TOX2
985 CY=(((CX-X1)*(Y2-Y1))/(X2-X1))+Y1
986 PX=CX:PY=CY
987 GOSUB800
988 NEXTCX
```

Notice that the Y=MX+B equation is used for calculating "LastY" in line 982 [LY].

Let's get even more fancy. There is a way of determining not only the trend, but a RANGE wherein two-thirds of the trend of our data will lie. In other words, there is a probability of 2 out of 3 that we can PREDICT the range of new data that may occur in the future. This can be predicted by the already existing data. This statistic is known as the Standard Error of Estimate (SEE). It is rather like a standard deviation, but parallels the trend line on either side (plus and minus). In order to calculate the SEE we must calculate an item called a "coefficient of correlation." There are several kinds possible, but we will calculate the one known as Pearson rho. One fact about Pearson rho is: it is only really accurate when there is a lot of data, particularly data that rather conforms to the famous bell-shaped curve known as the "normal probability curve." Of course, the Pearson rho's accuracy will also determine the accuracy of our SEE. With only 7 data points, our Pearson rho is probably not too good, nor will our SEE be too good. But it is a rough estimate, and it's the idea that counts anyway.

So, what is the formula to determine Pearson rho? It's a humdinger! Watch:

$$PR = (CT*XY - XT*YT) / \sqrt{(CT*XS - (XT^2)) * (CT*YS - (YT^2))}$$

All those variables were determined in our 500 routine. The formula for the SEE is:

$$SEE = SD * \sqrt{1 - (PR^2)}$$

Enter the following lines (for the upper limit of SEE):

```
989 REM CALCULATE AND PLOT STANDARD
ERROR OF ESTIMATE
990 PR=(CT*XY-XT*YT)/SQR((CT*XS-
(XT^2))*(CT*YS-(YT^2)))
991 SE=SD*SQR(1-(PR^2)):REM SE IS SEE
992 X1=0:X2=CT*(319/CT)
993 Y1=199-((YI+SE)*(199/YU)):Y2=199-
((LY+SE)*(199/YU))
994 FORCX=X1TOX2
995 CY=(((CX-X1)*(Y2-Y1))/(X2-X1))+Y1
996 PX=CX:PY=CY
997 GOSUB800
998 NEXTCX
```

Notice that the two end points of the SEE occur where X=0 [the beginning] and X=CT [the last datapoint].

Now add the lines below for the lower limit of SEE. Notice the sign change for SEE in line 1003 (compare with line 993). You may also notice that I changed the data from line 1000 to 10000 to give us more room.

```
999 REM LOWER LIMIT OF STANDARD ERROR
OF ESTIMATE
```

C-64 Basic Doodles II

(continued from page C2)

```
1000 Y1=199-((YI-SE)*(199/YU)):Y2=199-
      ((LY-SE)*(199/YU))
1004 FORCX=X1TOX2
1005 CY=(((CX-X1)*(Y2-Y1))/(X2-X1))+Y1
1006 PX=CX:PY=CY
1007 GOSUB800
1008 NEXTCX
1009 RETURN

10000 DATA 75,80,62,91,87,93,78,-1
```

Finally, RUN the program. Be prepared to wait awhile for it to finish. This is unfortunate, I suppose, but at least you know what's happening.

Notice how the scatter diagram is first plotted. Then notice how the data points are connected. Then you will see the trend line plotted. Finally, you will see the upper and then the lower SEE lines plotted.

Also--surprise! Did you notice that the trend of the data is actually slightly DOWN? You should have guessed this would be true from the equation for the trend line that we calculated; but if you did not, there is the graphic proof. Observing the data points gives one the optical illusion that the trend is up. It is actually slightly DOWN.

Now, you may not like the fact that the trend and SEE lines are solid lines. That's not difficult to change, but I will leave it up to your own ingenuity. The key idea is to use a STEP command in lines 984, 994 and 1004.

You now have a very powerful tool for analyzing data. You can sort it, and perform powerful statistical calculations on it. You can even predict future data IF you are safe in assuming the past is an accurate predictor of the future--not always a safe assumption.

This article's program can be found on the Disk of the Month as "DATAMAN5."

KEEP THE TIP

By: Steve Martin, CCCC

Well folks its time for the elections once again! Be sure to vote for the officers that you feel will best represent you as a member of the CCCC. I would like to thank all of the people who served as a board member with myself. Lots of changes took place while I served as V/P for the CCCC. Some of these changes had a positive affect on what the club has been trying to accomplish in serving you as members of the CCCC. Also I have been serving as the C=64/128 newsletter editor for the past year as well. It has been quite the handfull although it has taught me a lot about word processing and desk top publishing. I sure wish that there was a good DTP for the C-128, it would have come in handy in this fun but challenging task. If anyone is interested in taking over as newsletter editor for the C=64/128 section please give either myself a call at 744-3071 or Leila Joiner at 327-0570.

My wife and I are expecting our 3rd child in early

august and I will not have enough time to give this newsletter the time that is necessary to make it a good publication!! The past few months have been very busy as well, as you may have noticed, since the newsletter has suffered in this the C=64/128 section. I apologize for this, but there is only so much time in a month. Hope some of the articles that have been published were helpful and kept your interests up in computing on the Commodore machine. All of the C=64/128 section has been done on my 128 using The Write Stuff, and my Panasonic KX-P1124 printer. Some of the formatting has been kinda tricky, but with a little persistence I was able to come up with at least an easy to read and reasonably nice looking newsletter section. Most of the graphics were supplied by former member Bob Clausen and Frank Privo. Thank you both for your support! I will still be able to assist the club with the meetings and help out on the Saturday help time. My name will still be listed in the help section of this newsletter to assist any of you who may need help in the areas that are listed.



Amiga News

We Are The Club

(sung to the tune of "We Are the World")
We are the Club,
We are Amigans,
We are the ones
who always multi-task
So let's start giving!

By Steve Jess

The Catalina Commodore Computer Club has gone through more change than Eastern Europe (well, almost.) In 1987, when your editor first began attending, the "main event" was the nighttime C64/128 meeting in Madonna Hall, which operated a little like a three ring circus: presentations at the front of the room, sales at the back, and the library actively selling disks over to the side. Meanwhile, one Saturday morning each

DISK-OF-THE-MONTH *May 1992*

Stock Analyst -- Use downloaded data to analyze your investments. A nifty program that draws impressive charts of stock performance.

Rocky -- A game similar to "Boulderdash."

EXP Layers -- Like the "exploding windows" look of the MacIntosh? Just add this commodity to your system, if you have Workbench 2.0

COMING IN JUNE:

•**TELECOMMUNICATIONS**•
Demonstration and discussion of communications software

•**SUNRIZE STUDIO 16**•
The newest Amiga audio editing software/hardware team

•**WORK IN PROGRESS**•
Pat Jenkins will show his Amiga-based "Heavy-Metal" style cartoon -- an 80-disk project!

month, a band of die-hard Amiga fans would meet in the Woods Branch Library conference room.

Boy, how things have changed. Now it's the 64/128 folks who qualify as a "die-hard band," as many of their members "defect" to MS-DOS, Macintosh, or, we hope, Amiga computers. Meanwhile, the Amiga group grows month by month, and with that growth comes a more diverse membership. Some people are interested in games. Others want to know the latest in video. Still others are interested in the newest productivity tools -- word processing, DTP, and now even fax/voice mail.

This change means two things to us as Amiga users. First, as president Tom D'Angelo told us at the May meeting, "You are the club." That means more of the club's leaders will have to come from the Amiga ranks. Elsewhere in this newsletter, you'll see a list of

Competition for the Toaster?

CompuServe messages on The Video Machine

Fm: Kevin Darling 76703,4227
To: all

"The Video Machine can best be understood as a high-end Video Toaster. It takes standard video inputs and allows for full frame-by-frame editing.

"Unlike the Toaster, which runs only on the Commodore Amiga and requires the NTSC video found in the US, the Video Machine is an add-in board for PCs and Macintoshes that also handles European PAL or SECAM inputs, allowing the editor to mix-and-match them."

So says Newsbytes about the COMDEX debut of Munich-based FAST Electronic's "Video Machine", an add on board video editing, titling and special effects. The system is based on a new Philips video controller chip. Other quotes:

The Video Machine is able to cut and mix live video. It requires no extra hardware such as TBCs or editing decks. The video output and both inputs accommodate FBAS and S-Video signals. It can mix PAL and NTSC sources.

It includes an library of over 100 digital video effects, such as slides, curtain effects, panning, scrolling, fades, splits, strobes, continuously adjustable zoom and shrink, and negative and blue box effects.

Video Machine runs on any Mac II with the Apple 13" color monitor and at least 4 MB main memory. It also runs on IBM/AT and compatibles with 16-bit slot or PS/2 systems with MCA/640KB memory under DOS 3.3+ or Windows 3.0+.

Availability is slated for this December at \$4000. So, has anyone here seen this system at either COMDEX or the last CEBIT?

Fm: Synthesis Corp/John Foust 76004,1763
To: Kevin Darling 76703,4227 (X)

Yes, I was at COMDEX and studied what they had for demonstrating the Video Machine. It looks good - like a Toaster in many ways,

such as alpha channel transitions and overlays. They can do pixelization wipes, but I didn't see anything like the Toaster's remapping wipes, like wrapping video on a cube. It reduces images much more cleanly than a Toaster, it drops individual pixels as compared to the Toaster dropping every fourth pixel (I think). They showed Windows-based sequencing of transition effects and sequenced triggers for playing sounds. It has two TBCs on-board. No other signs of character-generating software, although some of the literature describes Type 1 support, but it wasn't clear if that was done through something like ATM. It's all digital 4:2:2, and can apparently work in both PAL and NTSC simultaneously, with S-video and composite inputs, and a four-channel stereo audio mixer. They showed versions for the PC and Mac - but it ain't shipping, and until it does, it ain't real - right? :-)

Fm: Synthesis Corp/John Foust 76004,1763
To: Kevin Darling 76703,4227 (X)

It sounds like the board is based on some apparently well-known chip set from Phillips. Any ideas on what it might be?

Fm: Kevin Darling 76703,4227
To: Synthesis Corp/John Foust 76004,1763 (X)

I can make a good guess. It's probably using the Philips digital TV chips.

Their use is fairly straight forward. Composite or Y/C signals are fed into one or two A/D converters. Their data goes to the core chip, the Digital MultiStandard Decoder (DMSD) (SAA9051 is 4:1:1 for consumer apps, SAA7151 is 4:2:2 for industrial video, SAA7191 is also 4:2:2, but optimized for 640 pixels/line for computer video).

The DMSD does sync and other processing for PAL/NTSC/SECAM... and outputs digital YUV data which can be stored as-is, or converted to gamma-corrected RGB, and manipulated in a RAM buffer. Output can be converted to RGB or composite, overlaid with graphics or text, etc. CD-I chips are kin to these.

We Are the Club - continued from page 1

candidates for various club offices. Note that most of them are Amiga SIG members.

Second, with so many different interests at the monthly Amiga meetings, we have to do things differently or the meetings will disintegrate. It's been decided that the meeting will begin at 10:00 as a single group, with short program demos, Amiga-related news announcements, and so on. By 11:00 a.m., the meeting will break up into small groups, with different events happening in different corners of the room. Sound familiar? That's how the 64/128 meetings were organized during their heyday.

The May Meeting

The highlight of our May meeting was a demonstration of CDTV, Commodore's Amiga/CD player/CD-ROM machine, now selling in the \$800-\$900 range. Ken Weaver of Computer Y's showed a variety of titles for CDTV, including a "book" of scary poems for kids, the Grolier Electronic encyclopedia, and something called Advanced Military Systems.

Unfortunately, CDTV proves the adage about "garbage in, garbage out." The hardware is willing, but the software, so far, is pretty weak. The poetry disk was the best of the bunch, in my opinion. It was set up like a real book, with pages you could turn by using CDTV's infrared controller to point the cursor at a page-turn symbol and clicking a button. A voice would read each poem, and a "hypertext" function allowed the user to hear a definition of any word in a poem.

At the other end of the scale was Advanced Military Systems, a disk that showed a lot of unfulfilled potential. It's basically an interactive slide show of ships, planes, and tanks. Even by slide-show standards, its production values were low. But the developers (producers?) missed lots of chances to use CDTV's built-in abilities as an Amiga. For example, instead of a still photo of a plane taking off from an aircraft carrier, they could have had an animation. In another place, a wide angle view of a carrier could have had defined "hot boxes" where a user could have clicked for more information about the various types of planes on deck, or the carrier itself.

If CDTV survives long enough, the software will improve, as it has for every other computer platform or consumer product.

Remember how Atari video game cartridges got better over the years?

But the key word is *if*. The competing CD-I system is due out soon, with upper-level units reportedly capable of delivering full-screen, full-motion video with quality similar to VHS videotape. Meanwhile, Sega Genesis and Nintendo are marketing CD-based game machines at prices far lower than CDTV's. It's up to Commodore to decide whether CDTV will become another hit, like the 64, or another bomb, like the Plus 4.

Say What?

The Amiga has always been able to talk to you, but now you can talk back -- and it won't cost you an arm and a leg. Dave Hamrick and Howard Wooten demonstrated two different voice recognition programs. Both reliably recognized their master's voice, and executed commands according to their pre-programmed instructions. Howard's was a public domain program, that used the popular "Perfect Sound" digitizer, while Dave's was a commercial program (sorry, I didn't get the name of either product.)

**Warp Factor Five,
Mister Sulu!**

Eric Case from the University of Arizona VideoCampus showed a 17-second videotape produced using a Video Toaster and Lightwave software, for the UA Lunar and Planetary Laboratory. The animation simulates a flight through the solar system, from an orbit close to the Sun, past Mercury, Venus, Earth, Mars, and so on, until you finally pass Neptune (or is it Uranus?) and head for open space. Eric says the individual frames took from 10 seconds to 10 minutes to render, depending on the complexity of the image. That's using a 68040 machine, folks, so your time will vary.

Bug reported in Anit-Virus Program

Dennis McCormick reports that a virus detection program that appeared on a recent club Disk-of-the-Month may cause problems when used under AmigaDos 1.3. Dennis says the Virus_Checker 5.36 program, written by John Veldhuis, can cause the computer to write files which generate read/write errors when they are read later. Apparently the program works as advertised under AmigaDOS 2.04.

Commodore Continues Profit

Amiga sales get the credit

NEW YORK (APRIL 29) PR NEWSWIRE - Commodore International Limited (NYSE: CBU) today reported earnings of \$4.1 million, or \$0.12 per share on sales of \$194.6 million for the third fiscal quarter ended March 31, 1992.

This compares with net income of \$1.4 million, or \$0.04 per share after extraordinary charge on sales of \$246.3 million in the year-ago quarter.

For the nine months ended March 31, 1992, Commodore reported net income of \$49.5 million, or \$1.47 per share on sales of \$770.3 million. This compares with net income of \$44.9 million, or \$1.37 per share after extraordinary charge on sales of \$830.7 million in the prior year.

The decline in sales for the quarter was primarily due to the discontinuation of the unprofitable low-end MS-DOS range, and a reduction in C64 sales, due to economic softness in certain markets. This was partially

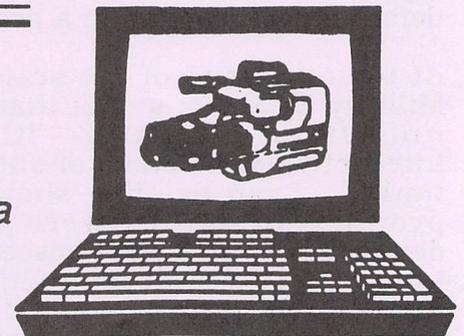
offset by a 10 percent increase in unit sales of the Amiga line along with continued growth in the Professional PC line.

Gross profit for the quarter declined, primarily reflecting the impact of lower revenues, partially offset by the favorable impact of hedging activities. Operating expenses were reduced by 25 percent vs. the prior year. These factors resulted in net income for the quarter of \$4.1 million.

Irving Gould, chairman and chief executive officer stated: "Revenues and profitability for the quarter were adversely impacted by the weak global economic environment. However, we are encouraged by the continued growth in the Amiga and Professional PC lines. Furthermore, Commodore's range of products has been enhanced with the recent introduction of the Amiga 600 and 600HD, a new line of consumer products which have been well received in the marketplace."

COMPUTER Y'S MULTIMEDIA SOLUTIONS

- ***CDTV Interactive
Multimedia Player***
Includes 1MB RAM, Grolier's Electronic Encyclopedia
Professional Package \$899 through 6/30/92
Video Package\$1199 " "



- ***AMAX II + Available Now!***
Macintosh emulator - uses Amiga disk drives

Authorized Dealer for Commodore and GVP

AMIGA REPAIRS

792-3456

Free At Last ! Free At Last!

By Steve Jess

Your editor has two reasons for shouting these words from the nearest mountaintop. First, he has finished four months as a full-time student, and can now return to being a productive member of society, with a full-time job and full-time pay. But that's not what this column is about.

Today (May 9) I claimed my freedom, broke the bonds that had been holding me down, and got the monkey off my back.

Today I cancelled my membership in CompuServe.

It was easy and wrenching at the same time. It was easy because virtually everything on CompuServe is easy. Just go to MEMBER ASSISTANCE, select "Cancel Your Membership," and answer a few simple questions, such as why you're leaving. But it was wrenching because I've been a member of CIS for nearly as long as I've owned a computer. I signed up in early 1983, using my VIC-20, VICMODEM, and VICTERM software. I kept the same membership number and password all that time (yes, I know that's not too smart.)

Why did I leave? When CompuServe asked that question, I selected reason number 4, "Too expensive." But the real reason is that I had come to be an on-line addict. The lure of thousands of files and messages to browse through and download was simply too great. In recent years, my interest in desktop publishing led me to sign on constantly to check for new and better clip art and fonts. I spent a good part of several weekends watching the "Blocks Transferred" readout on my screen.

Once a month I would get a shock when I looked at my CompuServe, Genie, and BIX charges on my VISA bill, which sometimes surpassed \$100. I cancelled my BIX flat rate subscription several months ago, figuring I wasn't getting \$39 worth of benefit every three

months. But I kept CIS and Genie, because of their superior file collections. Still, despite my efforts to keep track of my on-line time and cut back on modem use, my VISA bill came yesterday, and showed that I had allowed another \$70 to be sucked down my phone line. With CompuServe, that happens at the rate of \$12.75 an hour. *That's faster than I earn it, for Pete's sake.*

Genie charges less than half as much as CompuServe, but it's less convenient, as well. It's slower and has fewer files, and access to the message base is less intuitive (for me.) I'll miss the "Hot News and Rumors" messages on CIS -- and so will you, unless someone in the club volunteers to check them and contribute useful items to the newsletter.

**As Nancy Reagan
might put it,
Just say
>logoff**

On the other hand, Genie has its advantages. The weekly Amiga news digest contains juicy bits of information, available for reprinting in newsletters as long as Genie gets proper credit. Generally, files are uploaded to Genie a little later than they're put on Compu-

Serve, but the delay is worth the savings. I just got version 1.7 of the POST PostScript interpreter from Genie, and it only cost me \$3.00, as opposed to around \$6.00 from CompuServe.

To its credit, CompuServe realized that its cost was a disadvantage. It recently began offering a \$7.95 per month basic membership, which allows access to many bulletin boards, the Electronic Mall, and news services. But, just like Genie's \$4.95 Basic Service, you pay the regular hourly rate for computer-user forums, where I spent most of my time.

In the end, it was something I decided I had to do, if I ever hoped to be able to afford an accelerator card, de-interlacer board, and VGA monitor. Some other computer-related expense had to go.

From now on, I'm no longer 75565,320. Just call me Steve.

BridgeBoard Technology Moves into the Late 80's

By Steve Jess

Ever notice that Commodore always seems to be one generation behind in bringing out BridgeBoards (MS-DOS Compatible cards) for the Amiga? When MS-DOS users could buy 16-bit AT computers, Amiga users wanting compatibility were limited to the 8-bit XT BridgeBoard. As 32-bit 386 machines were gaining momentum, Commodore produced (tah-DAH!) an AT-compatible BridgeBoard. Now that 486s are the rage, Commodore is out with a 386SX BridgeBoard.

Now, don't run down to your dealer and try to buy one. Run down to your dealer and buy an AT Bridgeboard, because until the backlog of AT boards is reduced, Commodore apparently won't officially introduce the 386SX unit in America. For the time being, it's only on sale in Europe.

(Incidentally, for those who don't know, the 386SX is an Intel 32-bit processor, just like the regular 386 chip. However, the 'SX is connected to the rest of the world through a 16-bit bus, so it can use AT-style 16-bit hardware, instead of more expensive 32-bit expansion devices. That keeps costs down, but it also results in a 20 percent speed penalty. A 20 Mhz 386SX runs roughly as fast as a 16 Mhz 386, in other words. The SX is ideally suited to the Amiga 2000 and 3000 Bridge slots, which are AT-style 16-bit slots.)

An English CompuServe user listed the following features for the new A2386 Bridgeboard:

"Processor: 80386SX
 Clock Speed: 16 or 20 MHZ
 Co-Processor: Optional 80387SX
 Memory: Expandable to 8mb on board.
 (256kb x 4 or 1M x 4 page mode ZIP's)

Floppy Disks:
 Supports up to 2 floppy disk drives from the following:
 1 PC only external drive (3.5 or 5.25)
 1 or 2 PC only internal drives of the same type
 3.5 720kb/1.44mb PC
 3.5 880kb Amiga
 3.5 880kb / 1.76 dual speed Amiga
 5.25 high density PC
 5.25 low density PC
 1 shared 3.5 Amiga drive (DF0: or DF1:)

Card Type: Uses the Amiga 100 pin PC/AT busses. Occupies one of the two combination Bridgeboard slots.

Video display: IBM-PC/AT MDA mono 80 x 25
 IBM-PC/AT CGA colour 80 x 25
 IBM-PC/AT CGA colour graphics 640x200 x 2 and 320 x 200 x 4

"Comes complete with MS-DOS 5.0, 3 user manuals, 3 different ribbon cables for different floppy setups, 4 diskettes, new style install program which will automatically setup a C: drive virtual on your Amiga hard disk, new WB2.0 style PCPrefs program, PC setup and more. Includes ability to share DF0: or DF1: as Amiga or PC drives using a program called flipper which runs in background and detects DOS type of floppy and acts accordingly.

"I have just got the 20mhz board with 8mb of ram and am up and running with minimal fuss. Will be installing windows 3.1 any moment."

Editor's note: You'll notice even the new 386SX Bridgeboard lacks the capability to generate VGA video on the Amiga screen. You have to accept fuzzy old CGA, or buy a separate VGA card. My guess is Commodore can't figure out a way to squeeze all the data needed for VGA through the relatively small 128k of "dual-port" memory that the Bridge shares with the Amiga. Solution: if you've gotta have VGA, buy a cheap VGA card (they're as low as \$39) and a switch for your monitor.

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 Cover**



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**Congratulations!!
 Dan & Terry Bellemare
 on your new baby girl...**
*(We can't believe you delivered our
 newsletter, too!)*

CCCC, Inc. June 1992 Election Ballot

Mail-In Ballots Must Be in the Club P.O. Box by 5 PM Friday, June 19th

President:

- Dennis McCormick
- Rob McConeghy
- _____

Secretary:

- John Tillema
- _____

Vice President:

- Pat Jenkins
- _____

Treasurer:

- Howard Wooten
- _____

Members-at-Large (Vote for Two)

- | | |
|---|--|
| <input type="checkbox"/> Ollie Plimpton | <input type="checkbox"/> Bob Holdcraft |
| <input type="checkbox"/> Steve Jess | <input type="checkbox"/> Fred Rentzel |
| <input type="checkbox"/> Randy Anderson | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | |

CCCC, INC. TUCSON, ARIZONA

Catalina Commodore Computer Club, Inc.

NEWSLETTER VOLUME 10, NUMBER 6: JUNE 1992

SUB MEETINGS

AMIGA *CG4/128* MS/DOS

plus Saturday Help Day

Saturday, June 20, 1992

St. Peter & Paul Madonna Hall

Southeast Corner of Campbell & Adams

10 AM - 2 PM

Executive Board Meeting

All Members Welcome

Tuesday, June 8, 1992

Devon Gables Home

6150 East Grant Road

7:30 PM

New Member/Renewal/Address Change

ATTN: Membership Chairman, P.O. Box 32548, Tucson, AZ 85751-2548

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STREET: _____

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Saturday
June 20th
10 a.m.

...or mail your
ballot (see inside
back cover), to be
picked up at P.O.
by 5 p.m. Friday,
June 19th.

Notify Membership Chairman of any
address change. The Post Office does NOT
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