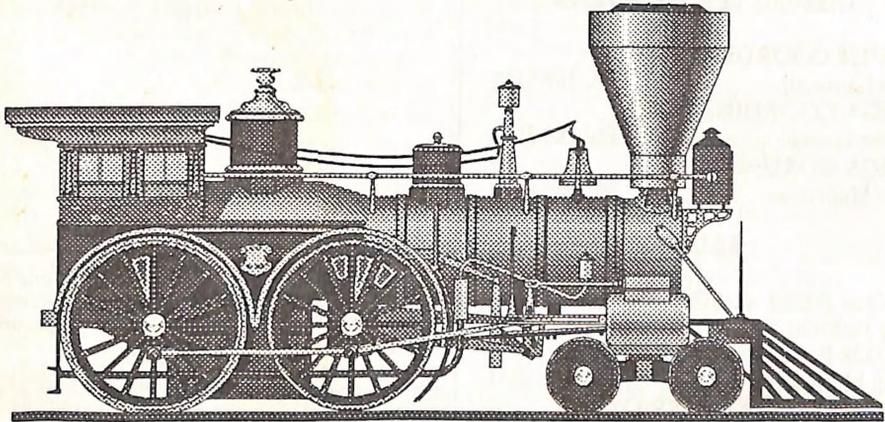


CURSOR

Newsletter of the
COMMODEORE
COMPUTER
USERS
GROUP
©LD Inc.

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VOL.8 No.1 AUGUST 1991



All aboard!

Our Next Main Meeting will take place on Tuesday,
6th August 1991, at 8 pm (Libraries & Sales at 7 pm)
at the Bardon Professional Development Centre

COMMODORE COMPUTER USERS GROUP (QLD) INC

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Ron Lewis Ph. 341 3715

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Our BBS is part of the Fido Network (Node No. 3: 640/304), and can be accessed by our members at 300, 1200/75, 1200, 2400 bps and 9600 bps, using 8 data bits, 1 stop bit and no parity.

Opinions expressed in CURSOR are those of the Author(s), and thus not necessarily those of the C.C.U.G.(QLD) Inc. or the Editor.

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MEETINGS

MAIN MEETING

Our next Main Meeting is held on:
Tuesday 6th of August at the Bardon
Professional Development Centre, 390
Simpsons Road, Bardon, starting at: 8 pm.
Library: 7pm - 8pm & 9pm - 9.30pm.
Sales: 7pm - 8pm.
Entrance through the Centre's Carpark in
Carwoola Street. Parking is **not allowed** in
Centre's grounds!

Details of this month's topic can be found
in the relevant section of this newsletter.

WORKSHOP MEETING

The Amiga Workshop is held on:
Sunday 16th of August (12noon - 4pm) in
the Ithaca RSL Hall, cnr. Nash and
Elizabeth St, Rosalie. Bring your current
membership card, as this workshop is
strictly for members only! (i.e. no friends
or relatives.)

Disk & Accessory Sales: 1pm - 3pm.

Bring your own Amiga equipment. Public
Domain Software (over 500 disks)
available for copying (no charge, except
cost of disks).

We also have a *HELP* support group for
beginners.

For more information ring 288 8863 (a.h.).

**PLEASE NOTE: Copying of
COMMERCIAL SOFTWARE is an
ILLEGAL activity and is NOT
ALLOWED at our Meetings!**

GOODS & SERVICES

(At Main Meeting or by Mail)

AMIGA SPECIFIC:

Public Domain Disks 3,5" Mail Order: \$4.00 ea
(+ \$3.00 Packing & Postage for up to 5 Disks)
Commercial Library Catalogue Disk 3,5": \$4.00
(+ \$2.00 P & P)
5,25" Blank Disks: \$8.00 per 10 (+ \$3.00 P & P)
3,5" Disks: \$15.00 per 10 (+ \$3.00 P & P)
3,5" Disk Boxes (80 disks): \$20.00 (+ \$5.00 P & P)
3,5" Disk Labels (68x68mm) 4 sheets (= 48 labels):
\$1.00 (+ \$3.00 P & P)
Amiga Dos Summary: \$3.00 (+ \$3.00 P & P)
Micro Switch Replacement Kit for Amiga Mouse
\$15.00 (+ \$1.00 P & P)

C64/128 SPECIFIC:

Public Domain Disks 5,25" Single Sided: \$2.00 ea
Double Sided: \$3.00 ea (+ \$3.00 P & P up to 5
Disks)
Public Domain Cassette Tapes (C-64): \$2.00 ea
(+ \$2.00 P & P Per Order)
Catalogue Disk 5,25" for either P.D. or Lending
Library: \$2.00 ea (+ \$2.00 P & P)
5,25" Blank Disks: \$8.00 per 10 (+ \$3.00 P & P)
1541 'Drive & Disks Testing' Disk: \$2.00
(+ \$2.00 P & P)
Public Domain Instruction Book (C64): \$5.00
(+ \$1.00 P & P)
Starting With Disk Drives: \$2.00 (+ \$1.00 P & P)
C-128 Memory Map: \$2.00 (+ \$1.00 P&P)
Macro Assembler Book: \$5.00 (+ \$1.00 P & P)
64 Sound & Graphics (by G.Perry): \$5.00
(+ \$2.00 P & P)
The Write Stuff (64 Word Processor), with
Manual: \$18.00 - BB Speller (for C64Write Stuff):
\$12.00
BB Talker (for C64 Write Stuff): \$12.00
(The above three items each: \$3.00 P. & P.)
The Write Stuff (128 Word Processor), with
Manual: \$30.00. - BB Speller (128 Version): \$12.00
(+ \$3.00 P.&P. for the above 2)

GENERAL:

Back Issues of CURSOR: \$1.50 each
Address Labels (23 x 89 mm): \$14.00 per 1000
(+ \$3.00 P & P)
Ribbons for MPS-1000, GX/LX-80 Printers: \$7.00
(+ \$2.00 P & P)
Ribbons for MPS-1200/1250, Citizen 120-D
Printers: \$10.00 (+ \$2.00 P & P)
Ribbons for Riteman C or F Printers: \$12.00
(+ \$2.00 P & P)

MAILING ADDRESS

Please address all LETTERS which are not related to CURSOR, but including orders to:

C.C.U.G.(Q)
P.O. Box 274
Springwood Qld 4127.

{Make Cheques payable to: C..C.U.G. (Q.)}

Please address PARCELS to:

C.C.U.G.(Q)
32 Bulwara St.
Shailer Park Qld 4128

When you are changing your address, please advise our Secretary of the address change and not the Editor or our Sysop!

MEMBERSHIP FEES ETC.

JOINING FEE: \$10.00
ANNUAL MEMBERSHIP FEES:
Ordinary Membership*: \$30.00
Country /Associate Membership: \$20.00
Pensioner Membership: \$20.00
Family /Business Membership: \$40.00.

(*Within the Brisbane Metropolitan Telephone District)

Library Fee: \$5.00

LENDING LIBRARY

It is a condition of use of our Book, Magazine & Software Lending Library that materials can only be borrowed for a period of 1 Month. If unable to attend the next meeting, members can either mail the borrowed material to:

Phil Guerney
29 Moorfields Street
FIG TREE POCKET QLD 4069

or they may leave this material with their nearest Management Committee member (but please ring first!). By following these simple rules, you assist your fellow members who may want to borrow the books or software which you are returning.

YOUR NEWSLETTER

CURSOR appears 11 times annually and is dependant on members' contributions for its content. Address all Newsletter Mail (this includes advertisements for the Bytes column) to:

The Editor, "CURSOR"
P O Box 384
ASHGROVE QLD 4060

*Deadline for the next (SEPTEMBER)
Issue is: FRIDAY 2nd August!*

Short articles (less than a page) and adverts for the BYTES column can be submitted in written or printed form, but we prefer to receive your articles on disk. Please use minimum or no formatting in your articles. Do not indent paragraphs and use a single space after a comma, semicolon or full stop. If a specific page layout is required, include a printout in the desired format. Disks will be returned promptly and we pay return postage.

C64/128 Specific:

Supply your articles on a (1541) 5,25" disk in the following format (in order of preference): SEQ ASCII file, SEQ PET ASCII file, The Write Stuff, SuperScript, EasyScript, PaperClip/PocketWriter files saved with the SEQ save option, SpeedScript files saved with the SS converter program, option 2, (SEQ Standard ASCII file). Sorry, but we are unable to read or convert 1570/1571 formatted disks, nor are we able to convert GeoWrite, FontMaster or Bank Street Writer Files.

AMIGA Specific:

Supply your articles on 3,5" disk in the form of an ASCII file or a WordPerfect file with minimum formatting. Articles can also be submitted as MS-DOS ASCII files in any format.

Alternatively, if you own a modem, you can upload your articles, news, gossip, etc. to the Group's BBS (Ph.808 7694, or 808 8823: CURSOR File Area).

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CURSORY NOTES

by Ralph De Vries

Well, that's it - desk cleaned out, and I'm ready to leave. End of my eight year stint as your editor. It's been fun (well, perhaps not all of it, but it has had its moments!), but now it's time for that proverbial new broom.

Since those heady days of 1981 when I first joined the C.C.U.G.Q., we have seen some tremendous changes in the home computer field, and Commodore has played a major part in this. This was mainly due to the marketing success of the C-64 which made computers available to the masses. It was only several years after the successful run of the C64, that MS-DOS came out of its ivory tower and began its assault on the mass market with, as we all know by now, spectacular success. What in fact we have seen during these last ten years, is the acceptance of a 'specialist' consumer item into a, more or less, 'universal' consumer item. Ten years ago we all had a go at programming our new toys; now programming is only for the few - most of us have become software consumers. This is not a derogatory term; some software is complicated enough to require special courses to master it.

At this stage I should start to give you a long list of all those people who have assisted me in one form or another to make my task as editor so much easier during these eight eventful years. With the exception of two very special people, I won't bore you with that sort of details; to all my friends and contributors (and there have been a lot of them over the years), my very sincere thanks.

The two names that stand out for their contribution to the success of the C.C.U.G.Q. are Greg Perry and Norm Chambers.

I have known Greg now for close on ten years; he joined the Group at about the same time as I did, late in 1981. At first I found him rather intimidating - while I was trying

to get to grips with the first principles of the Basic programming language, he was telling our members about the delights of Binary and Octal arithmetic and something called 'Machine Language'. Needless to say he lost me completely at that point in time. Come to think about it, I've never caught up with him on that particular aspect of computing, but then, few people have!

In 1982 Greg became our President, a position he has held up to the present day, and when I became the editor of our fledgling newsletter in 1983, we started to see a lot of each other, particularly as we live in adjoining suburbs. Well do I remember the many *Jumpman* games Greg and my wife played to see who could get the highest scores!

I cannot enumerate all the things Greg has done for me over the years; there are just too many of them. Of course we have had a few arguments over the years as well, but these have always been amicably resolved. Thanks, mate, for everything!

Norm Chambers is a name fondly remembered by many of us 'old timers'. I seem to recall that it was I who suggested to Norm that he would make a good Secretary for our Group, way back in September '84, when we needed to fill that position in a hurry. He must have liked the job, for he lasted till August 1988.

In many ways those two were total opposites. There was Greg, the quick thinker, programmer, who could be rather abrupt and (dare I say it?) a bit dictatorial at times; in fact the ideal President for a rapidly growing computer users group. Norm, definitely not the high-tech type, a bit garrulous perhaps, made the ideal Secretary and Public Relations Man for a group such as ours.

Looking back, it seems to me that our Group progressed further and faster during those

particular four years. That's not to denigrate all those other people who held, and are holding, office, but somehow everything went just right during that particular period. That strange chemistry between those two opposites, Greg and Norm, just happened to work extremely well. If you had a programming- or hardware problem, you got in touch with Greg; if you had any other kind of problem, be it with your computer or with your wife and kids, you could be certain of a warm response from Norm. As far as I'm concerned, those two gents, more than anybody else, have made the C.C.U.G.Q. into one of the most successful Users Groups in the country - and that's no bull!

What these eight years have taught me, is the importance of the written word and the presentation of same. When I took on this job I had no idea what I let myself in for, but I soon found out. I made some awful booboos, and some of our members weren't slow in coming forward and telling me so! However, I've now reached the 'holier than thou' stage, so here is my list of pet hates in written (computer) English:

A)- In computerese that round thing which holds information is called a disk, with the letter K at the end, and not a disc - the latter term stands for other round objects, such as compact discs. Come to think about it, this will become even more confusing with the release of CDTV!

B)- The set of instructions that normally reside on a disk is called a program, and not a programme - those last two letters are superfluous in computer English; in fact the Macquarie Dictionary tells us that they are really superfluous in all cases.

C)- Does nobody out there in computer land know the difference between "its" and "it's"? Denis Wright lectured me on the difference years ago, and I think that the lesson sunk in! Anyway, here goes the explanation in the simplest possible way that I can think of: - if you can replace those three letters by *it is* or even occasionally *it was*, then you write *it's*!

In all other cases it should be *its*; I believe that's called a Possessive Pronoun, so there!

D)- Another pet hate is words ending with 'ful'. Everybody knows that the little word *full* is written with a double L at the end, but apparently nobody ever taught them that words like *awful*, *hopeful*, *beautiful*, *careful*, *thoughtful*, *handful* etc. etc., are all spelled with one L! If in doubt look it up in the dictionary, and if you don't have a dictionary handy, leave that second letter L off!

E)- Last, but not least, there are those contributors who feel a great need/urge/desire to use CAPITALS for (presumably) extra emphasis in every second sentence or so. My advice to them is: DON'T! It's a bit like those announcers in radio and tv adverts who are always shouting; after a while they end up by becoming very irritating indeed.

That other aspect of our newsletter which is close to my heart is the actual appearance of *Cursor*. Thanks to our substantial membership we were able, last year to invest in a laser printer which dramatically improved the appearance of our newsletter. In fact, I'll be very sorry to say goodbye to my Laserjet. But part we must; although no longer an owner of Commodore computer equipment, I hope to pursue my interests in the printed word and the appearance of same through the medium of desktop publishing. Somehow, I think that there are still some exciting developments round the corner, waiting to be explored.

As for the C.C.U.G.Q., I hope that in the next ten years it will progress as much as it has in the first ten years of its existence. However, in the last resort, the continuing success of our Group is intimately tied up with the future success, or otherwise, of Commodore. Few of us would expect to see another success story like the C-64 or MS-Dos computers, but if Commodore did manage to get the Amiga accepted to the same level as Apple has managed to do with the Macintosh, then I, for one, would be mightily pleased.

WHAT'S ON OUR BBS

compiled by Ron Lewis

As a result of the interest shown by many of our Non-Modem members in our BBS, I've decided to bring forward my File list to this edition. It was my intention to take you all on a Download Journey before introducing you to our File Areas in their naked form, but my phone has been running hot to expose the contents. Let me point out before we go any further that this list was taken on the 24/5/91 and although the volume remains the same, some of the contents will alter over time. Let me also add that the File Names are Cryptic and only vaguely indicate the ACTUAL program name. You see the files you see are in their packed form .LZH and include ALL of the files required to run a particular program, all packaged up into one file.

A known example is my own program Truckin On II. This programs File Name is TOIIBOOT.LZH on our BBS, nothing like TRUCKIN ON II is it? You see! the BBS places a limit of eight letters plus a three digit trailer preceded by a fullstop as our maximum FileName length. This places rather difficult restrictions on us as a Commodore Oriented BBS but we must conform to the Majority requirement and the majority of Computers out there are IBM Compatable (bite my bottom lip) and they only allow 8 letter filenames. (how primitive) Anyway the bottom line is this, check the description given alongside the FileName, if you think you could use it, OK grab it. Remember, you are not REMOVING the file from the BBS you a simply acquiring a COPY of it just as if you were copying from a disc, so you can be as generous to yourself as time permits.

Area Name :- USERS BITS AND PIECES :-No.1 (This area holds stuff similar to the nick Knacks drawer in mums kitchen, only in Computer File Format.)

- 1) INSTPOIN.LZH 13K 9-Nov-90 docs on pointing from a bbs
- 2) PBBS2_.LZH 3K 25-Nov-90 List Of paragon BBS worldwide!
- 3) FILES.LZH 17K 27-May-91 list of files on this system updated daily!
- 4) UNISEX_.LZH 4K 22-Dec-90 True Tales and Truths from the Mother Country
- 5) POLICY4_.DOC 42K 24-Dec-90 Rules Of Fidonet!
- 6) AREAfix_USR 7K 28-Dec-90 document on how to use Areafix to request area
- 7) ECHOMAIL.LZH 3K 28-Dec-90 Documenton how to use and why to use echomail
- 8) HDNOTES_.LZH 5K 2-Jan-91 Notes on Hard Drive Ownership..Hints etc...
- 9) INTAMIGA.LZH 3K 2-Jan-91 Rules for International Amiga Echo
- 10) WP1H_.LZH 8K 4-Jan-91 proposed new fido world policy document!
- 11) BBS9010_.LZH 146K 4-Jan-91 list of all the fido bbs in australia
- 12) CDTV_.LZH 4K 9-Jan-91 CBM Press release about CDTV
- 13) AQUARIUM.LZH 235K 10-Jan-91 database system of 0-300 range of fish disks
- 14) LHARC_.EXE 31K 11-Jan-91 MS DOS Version of lharc ready to use!
- 15) 391-410_.LZH 11K 24-Jan-91 Contents Fish Disks 391-410
- 16) LTC-AMPS.LZH 161K 12-May-91 Op-Amp Macromodels for ASpice
- 17) 371-390_.LZH 12K 24-Jan-91 fish contents files
- 18) PLW28_.LZH 47K 30-Jan-91 Phone Line Watcher.
- 19) ACSGATE_.LZH 9K 12-Feb-91 Docs on using the gate to the ACSNET
- 20) DISKMAG_.LZH 372K 20-Mar-91 AUG disk magazine
- 21) BUG_REP1.TXT 1K 27-Apr-91 File to Document Program BUGS (user update)
- 22) ASPICES_.LZH 171K 12-May-91 Electronic Circuit Simulation - See Long
- 23) SPICEPLO.LZH 29K 12-May-91 Graphics post-processor for Spice.
- 24) FSEDITOR.LZH 4K 13-May-91 DOCS FOR NEW FULL SCREEN EDITOR!! GOOD!!!
- 25) EZFL-E12.LZH 157K 24-May-91 For Mike Barber
- 26) FIDOINFO.LZH 6K 24-May-91 new users fido information good
- 27) TECHSTAN.LZH 128K 24-May-91 Technical Standards for Fido Net

Area Name :- AMIGA COMMUNICATIONS :- No.2 (This area holds files relating to BBS'ing, fairly advanced stuff but!)

- 1) AMIGABB 47K7-Feb-91 A public domain BBS program./
- 2) PARNET_.LZH28K7-Feb-91 Remote mount diskdrive through parallel port.
- 3) JRC101_.LZH 229K 21-Oct-90 Bug free version of JR-Comm
- 4) TERMINAL.LZH71K8-Feb-91 SkyPic Comms Demo..
- 5) TRANS_10.LZH 186K2-Nov-90 TransAmiga 1.0 BBS System
- 6) TD_150_.LZH 109K 20-Jan-91 TrapDoor v1.50 (includes DOCS)
- 7) XPRZMOD1.LZH77K7-Feb-91 MODEM stuff from F/F disk No.161

- 8) DTERM .LZH27K8-Feb-91 Programmable Comms for experienced only
- 9) TAG1-25 .LZH 163K 7-Feb-91 TAG BBS System (not new just lzh'd)
- 10) AMISCSI .LZH 8K 9-Nov-90 Docs for making a SCSI adaptor
- 11) VT100R29.LZH 116K 8-Feb-91 EMULATOR including Zmodem (not new lzh'd)
- 12) CHAMELEO.LZH 53K 31-Dec-90 Chameleon, a "Point" Mail reader (v0.10)
- 13) FPNT132 .LZH 68K 31-Dec-90 FastPoint 1.32, a "Point" Mail Packer-Tosser
- 14) JMS B17D.LZH 10K 9-Nov-90 docs for juliet point fidonet point system
- 15) JMS B17X.LZH 71K 9-Nov-90 julietpoint fidonet point system
- 16) AMAIL123.LZH 58K 7-Jan-91 Paragon Offline Message reader!
- 17) NCOMM .LZH 229K 13-Jan-91 Communcation package/ terminal program
- 18) AZCOMM1 .LZH 37K 7-Feb-91 Update to Comm now with ZMODEM
- 19) VT100 .LZH 47K 8-Feb-91 TERMINAL Emulation (not new just lzh'd)
- 20) ACC14 .LZH 104K 8-Feb-91 A comms package wich is meant to be good
- 21) GCC35B_C.LZH 3K 14-Mar-91 Changes to GCCHost from older versions
- 22) GCC35B_E.LZH 25K 14-Mar-91 Docs to GCCHost v3.5b
- 23) GCC35B_X.LZH 89K 20-Mar-91 executables for GCCHost v3.5b
- 24) UUCPFIX .LZH 69K 30-Apr-91 UUCP bug fixes from Fish 445/450
- 25) UUCP3 .LZH 275K 30-Apr-91 UUCP Part 3 from Fish 443
- 26) UUCP2 .LZH 259K 30-Apr-91 UUCP Part 2 from Fish 442
- 27) UUCP1 .LZH 351K 30-Apr-91 UUCP Part 1 from Fish 442
- 28) XPRKERMI.LZH 62K 21-May-91 External protocol (XPR) for Kermit file transf
- 29) NCOMM192.LZH 201K 27-May-91 Latest Version Communication & Terminal Prog..

Area Name :- AMIGA COMPRESSION :- No.3 *(Oh boy! my favourite. Zoo's and Arcs and stuff. Everything you NEVER wanted to know about ARCHIVING (ie:-packing files) On our BBS you will only require Number 13 LHARC to unpack our files.)*

- 1) UNZIP .LZH25K9-Feb-91 Un Archive ZIP files (not new just lzh'd)
- 2) ZOO_INST.TXT 2K7-Nov-90 Instructions on how to use ZOO
- 3) ARCHIVER.LZH92K9-Feb-91 Files Arc,zoo,Unzip,& others
- 4) PKAX18K9-Nov-90 ready to use file decompressor
- 5) ZOO200 .LZH54K9-Feb-91 Zoo Archive material with docs
- 6) ZOO 40K 25-Nov-90 Totally uncompressed download it and use it!
- 7) ZOO.MAN 59K 25-Nov-90 Manual for Zoo
- 8) PKAZIP .LZH66K 25-Nov-90 Pkzip for the amiga!!
- 9) INT .LZH 49K 3-Nov-90 Archive util. for zoo.arc,lharc:-VERY GOOD
- 10) EXPLODER.LZH 58K 14-Feb-91 REVERSE an Imploder crunch file hooray!
- 11) PP_MORE .LZH 20K 14-Feb-91 Crunch text files and viewer (very good)
- 12) LHWRP141.LZH 33K 23-Feb-91 Crunch a complete disc inc. bootblock
- 13) LHARC 30K 2-Mar-91 LHARC compression program to pac/unpac .lzh
- 14) POWPA23A.LZH 53K 10-Apr-91 Power Paca 2.3a a cruncher and DECRUNCHER!!!
- 15) PKAZIP10.LZH 59K 10-Apr-91 Unpacks files done up in .ZIP format
- 16) LZ .LZH 35K 29-Apr-91 60k version from J Forbes like lharc only fast
- 17) LHARCA .LZH 24K 25-May-91 Intuition Based Archiving Assistance (good)

Area Name :- AMIGA DISK UTILITIES :- No.4 *(As the name implies, the latest disk utilities Available PD.)*

- 1) DIRMSTER.LZH54K 10-Feb-91 disk cataloguer for floppies
- 2) SDBACKUP.LZH17K 10-Feb-91 H/Disc backup with file compression support
- 3) FFSFLOP .LZH 5K 10-Feb-91 Use fast file system from WB on floppies
- 4) FIXKICK .LZH 1K9-Nov-90 Fix Checksum on your 1000 in-memory kickstart
- 5) IBMDRIVE.LZH 9K9-Nov-90 Two methods of adding 5.25 drives to the amiga
- 6) ILBM .LZH 9K9-Nov-90 Full information on ILBM format!
- 7) PARNET .LZH28K 10-Feb-91 REMOTE mount diskdrive through parallel port
- 8) POPDIR .LZH 7K 10-Feb-91 POPUP directory util.uses key combo to activat
- 9) AUTOPARK.LZH 6K9-Nov-90 Hard dsik util allowing parking at any track!
- 10) CLICK .LZH 16K 9-Nov-90 Small intuitionish CLI
- 11) FIRE .LZH 28K 9-Nov-90 view directory tree from WB
- 12) HDBACKUP.LZH 25K 20-Nov-90 Simple Hard Drive backup utility.
- 13) ASSIGNIT.LZH 23K 30-Dec-90 assign system in one step
- 14) FIXDSK12.LZH 38K 30-Dec-90 new ver, recover deleted files from Hard disk
- 15) A64PACKA.LZH 200K 31-Dec-90 64 emulator
- 16) RRD .LZH 8K 31-Dec-90 Recoverable ram disk.. A lot better than RAD.
- 17) MENU-MAK.LZH 20K 30-Dec-90 Make your own Boot! menus..

- 18) IFF2EXEC.LZH 4K 18-Feb-91 Turn iff into executable to run from dos
- 19) DPERF2_.LZH 5K 12-Feb-91 Disk Performance checker (sets the standard)
- 20) DSKSLV42.LZH 35K 1-Apr-91 LATEST version of Disk Salv Better'n d/doctor
- 21) DISKXX_.LZH 28K 10-Apr-91 Disk editor that appears different than no.3 ?
- 22) DIMO_.LZH 23K 10-Apr-91 Full Page disk editor very FLASH expert mode.
- 23) MRBACKUP.LZH 92K 20-Apr-91 Hard Disk Backup
- 24) DFC_.LZH 22K 2-May-91 Disk Format/Copy - mouse driven, multitasking.
- 25) RRAMDISK.LZH 9K 16-Mar-91 Rebootable ram disk --Fish 451
- 26) SUPERDUP.LZH 32K 11-May-91 A very FAST feature packed disk copier

Area Name :- AMIGA GAMES (PD ONLY) :- No.5 (Who doesn't occasionally play a game, here they are.)

- 1) WHEEL2_.LZH75K3-Feb-91 Wheel of fortune game (quite good)
- 2) TRICKY_.LZH 156K 25-Oct-90 Video - BowlingGAME
- 3) EGYPTRUN.LZH32K 31-Dec-90 Pyramid shoot'em up game
- 4) B_GAMMON.LZH27K 11-Feb-91 Graphical backgammon game
- 5) TÖW_.LZH 6K 12-Feb-91 Move disks from 1 peg to the other?
- 6) EMPIRET.X.LZH19K 12-Feb-91 Docs for the game EMPIRE
- 7) EMPIRE_.LZH 154K 7-Nov-90 presumably the game empire??
- 8) ASTEROID.LZH83K 11-Feb-91 Neat little asteroids clone.
- 9) WANDERER.LZH 127K 12-Feb-91 Game like Boulderdash in mini. (VERY GOOD)
- 10) TETRIS_.LZH 18K 7-Nov-90 tetris clone shareware
- 11) SINLINE_.LZH 11K 11-Feb-91 5 in line (an old favorite)
- 13) GIRL_ACT.LZH 41K 24-Dec-90 A good copy of an old game.
- 14) BOUNCE_.LZH 72K 11-Feb-91 Great PD prog. Keep the ball bouncing
- 15) GRIDLOC3.LZH 39K 10-Jan-91 Good Hires modem game!!
- 16) DR_DATA_.LZH 428K 9-Jan-91 Data file for DragonCave requires D_Dragon.lzh
- 17) D_DRAGON.LZH 46K 9-Jan-91 DragonCave 2nd of 2 files See Long Descrip.
- 18) TILES_.LZH 43K 19-Jan-91 Shanghai type game - see long description.
- 19) MINIBLAS.LZH 66K 22-Jan-91 Tiny multi-tasking scrolling shoot-em-up.
- 20) TOIBOOT.LZH 125K 4-May-91 Truckin On II updated version 3
- 21) TOSCREEN.LZH 217K 2-Feb-91 TRUCKIN ON II Graphics see Long description
- 22) SCRAZZLE.LZH 291K 7-Mar-91 Excellent Crossword game (Shareware)
- 23) WORDSEAR.LZH 59K 28-Mar-91 Create "Find-a-Word" Pes on the Amiga
- 24) CRAPS_.LZH 182K 9-Apr-91 A very good similation of CRAPS, thanks Peter
- 25) TO_II_EX.LZH 37K 4-May-91 Executable V3 4 TRUCKIN ON II C long
- 26) LEMMINGS.LZH 421K 16-Mar-91 Playable Demo of a great game. -Fish 453
- 27) SEALANCE.LZH 242K 29-Apr-91 Submarine Simulation very classy -Fish 462
- 28) MOSAIC_.LZH 24K 29-Apr-91 Similar to dominos ?? - fish 466
- 29) TANKS_.LZH 217K 17-May-91 Lets have a TOP TANK BATTLE ages(10-99)
- 30) CONCENXX.LZH 11K 17-May-91 Another game of concentration Ages(8-14)
- 31) FIFTEEN_.LZH 8K 17-May-91 Slide Puzzle Quite good Ages (7-99)
- 32) PEGPUZLE.LZH 6K 17-May-91 A real challenging game tryit! Ages(10-110)
- 33) MECFIGHT.LZH 230K 23-May-91 A graphic ADVENTURE arcade style (ages12-57)

Area Name :- AMIGA GRAPHICS :- No.6 (Pics and programs to tantalize even the blind.)

- 1) DIED24_.LZH54K6-Oct-90 Ansi editor with animation!!
- 2) BALLS_.LZH41K 29-Jan-91 Create and Animate BALLS in 3d (Quite Good)
- 3) KAHNANKA.LZH 128K 29-Jan-91 Great Ray tracing Animation (C long)
- 4) NEPSHFT_.LZH 7K 12-Feb-91 Displays 600*400 NASA Format pics.
- 5) HEART3D_.LZH42K7-Nov-90 dsplays animated scanned images of heart
- 6) ULTRACRD.LZH 142K 29-Jan-91 Ultra Card Demo (Hypercard 4 the Amiga)was zoo
- 7) DPLOT_.LZH 101K9-Nov-90 Development prog to plot vector graphics etc.
- 8) GIFTTOIFF.LZH68K9-Nov-90 converts GIF pics to IFF
- 9) HANGIF_.LZH 10K 12-Feb-91 Gif viewer that uses Ham Mode
- 10) HAMSHARP.LZH 11K 12-Feb-91 Gif to Ham Converta
- 11) HERMIT_.LZH 14K 12-Feb-91 Excellant screen grabber memory resident
- 12) ICONTYPE.LZH 3K 9-Nov-90 Help with ICONS!
- 13) MOREICON.LZH 30K 12-Feb-91 Collection of Animated Icons...
- 14) SCENERY_.LZH 10K 1-Feb-91 Random landscape generator (VERY GOOD)
- 15) S_VIEW21.LZH 18K 1-Feb-91 SuperView2.1 iff pic loader + pal version docs
- 16) CSIROD_.LZH 14K 12-Feb-91 Display prog. to show CSIRO satellite images
- 17) SHOWGIF2.LZH 3K 12-Feb-91 Updated Gif viewer

- 18) UPAINT_.LZH 59K 9-Nov-90 Paint Program with save IFF disabled!
- 19) RUDEICON.LZH 5K 12-Feb-91 More morsels for the deviates (x-rated)
- 20) ANSIMAST.LZH 65K 18-Nov-90 New ansi master ansi editor from fish 378
- 21) IFF_DISP.LZH 4K 12-Feb-91 Display IFF as single or group, small & effic.
- 22) BIG-GIRL.LZH 121K 31-Dec-90 A digitised picture.
- 23) FASTBLIT.LZH 4K 7-Nov-90 speeds up the blitter
- 24) GRFBOARD.LZH 8K 24-Jan-91 Text File on 24 bit Amiga Graphics Boards.
- 25) VISTAHAM.LZH 161K 23-Jan-91 5 selected VISTA HAM scenes by BB
- 26) PICS_.LZH 233K 23-Jan-91 Two more clean, clear digitised pictures.
- 28) MIXED-PI.LZH 290K 29-Jan-91 A FEW MORE DIGITISED PICS
- 29) LO-RES-P.LZH 420K 29-Jan-91 More DIGITISED PICS in LO-RES
- 30) BATHURST.LZH 312K 29-Jan-91 DIGITISED BATHURST PICS
- 31) GIFFPICS_.LZH 142K 29-Jan-91 Various Pictures in Compuserve GIF Format
- 32) SVEXAMPL.LZH 39K 29-Jan-91 Two Demo SuperView Pictures (very good)
- 33) AMGIF_.LZH 12K 1-Feb-91 AMIGA HAM to GIF Converta!!!!
- 34) ICONMAKE.LZH 18K 1-Feb-91 Create Icons from the Cli etc..
- 35) NEWFONTS.LZH 5K 1-Feb-91 13 Extra Image fonts!!!!!!
- 36) FACES_.LZH 372K 4-Mar-91 More digitised pictures.....
- 37) MIXED_.LZH 402K 14-Mar-91 YET ANOTHER MIXED BAG OF DIGITISED PICS
- 38) ANOTHER-.LZH 400K 14-Mar-91 YOU GUESSED IT> EVEN MORE DIGITISED PICS.
- 39) PICTURES.LZH 206K 14-Mar-91 JUST 2 pictures this time folks.
- 40) DEMOICON.LZH 17K 19-Mar-91 Example Icons for our club Discs????????
- 41) POST14_.LZH 238K 31-Mar-91 PostScript interpreter from Fish 446
- 42) SIMGEN_.LZH 82K 7-Apr-91 Displays a Ham pic as a Workbench backdrop
- 43) SHADOWMA.LZH 52K 18-Apr-91 Creates Shadowed Color Fonts for Video mainly
- 44) IFF2ANSI.LZH 28K 30-Apr-91 Turns 2color iff into ANSI format fish 449
- 45) PIC2ANSI.LZH 17K 30-Apr-91 Convert 2col Pics to Ansi -fish 448

Area Name :- AMIGA SOUND :- No.7 (FM105 eat your hearts out, we got it all here!!!!)

- 1) BREAKER_.SMU 10K 8-Oct-90 SONIX SONG
- 2) SOUND2_.LZH 25K 14-Feb-91 A good sound player...
- 3) INTRACK1.LZH 23K 6-Nov-90 A good SoundTracker player with Docs.
- 4) ST24_.LZH 29K 7-Nov-90 sound tracker version 2.4
- 5) NIGHTFAL.LZH 70K 7-Nov-90 ## Bulk-Uploaded by PFE v1.9
- 6) HAL_.LZH 34K 14-Feb-91 From 2001 computer Hal 2 U (digi voice i think
- 7) MED_.LZH 223K 9-Nov-90 Music editor with examples and docs!
- 8) AMYBEEB_.LZH 1K 9-Nov-90 Recreates the beep of an Ami 1000
- 9) PIPES_.EXE 94K 24-Dec-90 Good Music Track. TYPE .>pipes_.exe to play
- 10)TUNE_.LZH 54K 31-Dec-90 Marilynmunroetune....
- 11)3MODS_.LZH 81K 24-Jan-91 3MODULESFORNT/S/INTUITRACKER.
- 12)SOUNDS-1.LZH 272K 24-Jan-91 audiomaster1stereosoundfiles(digitised)
- 13)SOUNDS-2.LZH 430K 27-Jan-91 Moreaudiomaster1ldigitisedtracks
- 14)SCARECRO.LZH 742K 5-Feb-91 DIGITISED PINK FLOYD TRACK(EARLY FLOYD)
- 15)MOROSOUN.LZH 129K 14-Feb-91 m.MOREsoundsamples
- 16)KUWAIT_.LZH 595K 14-Feb-91 AmixtureofGulfwarstatementswithmusic.
- 17)SOUNDFIL.LZH 64K 14-Mar-91 EVENMOROSOUNDSAMPLESFORYOU.
- 18)RADIO-DE.LZH 103K 14-Mar-91 QAmedplayertune
- 19)BATDANCE.MOD 258 K31-Mar-91 A soundmod from PRINCE'S song of batman.
- 20)HEAVY_.LZH 69K 31-Mar-91 NT/ST module of Heavy music. Great instrument
- 21)LEHOUSE_.LZH 116K 31-Mar-91 NT/ST module of House music
- 22)FUGUE1_.LZH 11K 31-Mar-91
- 23)RUNNING_.LZH 107K 1-Apr-91 BRANDNEW!! Brisbanewritten module
- 24)MONTY-P_.LZH 297K 12-Apr-91 AMONTYPYTHONSAMPLEDSOUND(CRUDE)
- 25)1RUNNING.LZH 155K 13-May-91 1st of 3 exellant NT/ST Modules
- 26)2PRELUDE.LZH 108K 13-May-91 Preludeto Dominique Rapsody
- 27)3RAPSOODY.LZH 124K 13-May-91 Dominique Rhapsody:-3rd of 3
- 28)MIDI_.LZH 5K 17-May-91 Displaysoundpulses----I think!!!
- 29)ROKHOUSE.LZH 138K 17-May-91 RockMusicandplayerOK!
- 30)BRIMBEAT.LZH 48K 17-May-91 ArealHottunesaystheAuthor!Dunno!
- 31)MUSICBOX.LZH 185K 17-May-91 Musicbox 1.8 plus 3 songs!!
- 32)MED_V3.0.LZH 161K 21-May-91 MusicEditorwithSamplesandDocsV3:00
- 33)TUNES_.LZH 187K 25-May-91 2TunesofthemothfromAMIGACO

Area Name :- AMIGA UTILITIES :- No.8 (This area is the PRIDE of the FLEET, well stocked and waiting for a new owner. These Utilities are guaranteed to be RUST FREE! & LOW MILEAGE!)

- 2) NEWFONTS.LZH 14K 14-Feb-91 Additional fonts for you Amiga....
- 3) POPDIR .LZH 7K 14-Feb-91 Pop Up Directory utility
- 4) SWITCH .LZH 15K 8-Oct-90 go between screens without using front/back
- 5) Q-BASE .LZH 28K 8-Oct-90 mailbase management utility
- 6) RRAMDISC.LZH 8K 15-Feb-91 Recoverable, Bootable Ram Disc + Discs..
- 7) VIEWFONT.LZH 2K 15-Feb-91 Have a quick look at the fonts available..
- 8) PRTSTD .LZH 73K 24-Oct-90 Intuitionized printer interface graphics/text.
- 9) FENSTER .LZH 16K 2-Nov-90 Screen & window management program
- 10) LABELPRI.LZH 56K 14-Feb-91 PROG to print labels for floppie discs
- 11) ALIST .LZH 21K 14-Feb-91 A directory listing program
- 12) ALLOCABS.LZH 1K 7-Nov-90 tool for allocating memory in fixed position
- 13) CRABS .LZH 11K 7-Nov-90 Destructive little blighters with Source.
- 14) DPERF2 .LZH 6K 14-Feb-91 Checks performance of hard drives..
- 15) ELEMENTS.LZH 36K 14-Feb-91 Periodic table of the elements graphically
- 16) EWINDOWS.LZH 5K 7-Nov-90 exploding windows use from C I think!!
- 17) GETFILE .LZH 15K 14-Feb-91 Complete source & prg. for a file Requestor
- 18) GO64 .LZH 7K 14-Feb-91 C64 Emulator for the AMIGA...
- 19) HAMES .LZH 25K 7-Nov-90 dir util- virus checker -fast dir lister
- 20) HNDYICON.LZH 10K 15-Feb-91 Run WorkBench tools from a Menu..
- 21) ICONIZER.LZH 7K 15-Feb-91 Set up a library for WBench pointers..
- 22) LPRINT .LZH 12K 15-Feb-91 Utility for printing disc directories
- 23) MACHII26.LZH 50K 7-Nov-90 new version of an old favourite
- 24) MEMGUARD.LZH 5K 7-Nov-90 new version of memguard like GOMF
- 25) MSH-130 .LZH 48K 7-Nov-90 update to the messy dos file system
- 26) NETCLOCK.LZH 10K 15-Feb-91 Works with Dnet to get time from remote M./c
- 27) PENYWISE.LZH 100K 15-Feb-91 An accounting program with directories
- 28) SETFONT .LZH 14K 15-Feb-91 Prog to change fonts.
- 29) TASKCONT.LZH 9K 7-Nov-90 task control tool
- 30) TEXTFONTS.LZH 51K 15-Feb-91 78 TEX fonts with a conversion to Amiga fonts
- 31) VACBENCH.LZH 4K 15-Feb-91 Workbench hac
- 32) FULLVIEW.LZH 23K 15-Feb-91 This is a very good text viewer from JD.
- 33) ALLOCATE.LZH 1K 15-Feb-91 Memory Allocator.1.
- 34) WORLDDDB .LZH 221K 9-Nov-90 world map database
- 35) GETWPTR .LZH 2K 15-Feb-91 Source to obtain a pointer to a CLI Window.
- 36) HYPERBAS.LZH 33K 15-Feb-91 Shareware database system..
- 37) MRMAN .LZH 45K 15-Feb-91 AmigaMan command setup your own manual system
- 38) INTSER .LZH 6K 9-Nov-90 Interrupt driven serial I/O
- 39) KICKOPEN.LZH 1K 9-Nov-90 boot your 1000 with kickmem writable etc
- 40) KRAMDEN2.LZH 33K 15-Feb-91 The Kramden utilities..
- 41) MISUTILS.LZH 14K 9-Nov-90 presumably some utilities
- 42) PALTEST .LZH 4K 15-Feb-91 TESTS if you have a PAL machine..
- 43) MMORE .LZH 15K 9-Nov-90 much more update on more textreader
- 44) NINFO .LZH 12K 17-Feb-91 Prog to examine files ie: exec object,data,etc
- 45) MYMENU .LZH 32K 18-Feb-91 Create your own MENUS for use with WorkBench
- 46) TAR-BIN .LZH 28K 18-Feb-91 Amiga version of UNIX TAR command.
- 47) WBENCH8 .LZH 3K 9-Nov-90 8 col WB + 8col Icons + convert program
- 48) WEATHERM.LZH 5K 18-Feb-91 Cute little gadget to predict weather via pres
- 49) WHEREIS .LZH 6K 18-Feb-91 Find a file on disc by Geoff Armstrong (good)
- 50) ARPPRO13.LZH 132K 18-Feb-91 The complete ARP operating system with docs
- 51) RUDE .LZH 5K 24-Jan-91 Utterly filthy Xrated Icons, DON'T TOUCH EM!
- 52) BLOCKS .LZH 4K 15-Feb-91 Graphically displays free blocks on a disk
- 53) BOOTER .LZH 5K 15-Feb-91 Boot from an alternative to DF0:
- 54) CURSOR .LZH 104K 9-Nov-90 amigabasic c compiler partial but self compile
- 55) PASSWORD.LZH 24K 18-Nov-90 Keep you system from prying fingers
- 56) DB1022 .LZH 61K 21-Nov-90 CanDo DeckBrowser v1.022 upgrade
- 57) POPUPMEN.LZH 8K 31-Dec-90 A workbench popupmenu
- 58) DEEPSKY .LZH 628K 25-Nov-90 DeepSky from Fish 219
- 59) ZSHELLV1.LZH 7K 18-Feb-91 Consise handy shell with history commands
- 60) XICON 2 .LZH 10K 31-Dec-90 the latest
- 61) MEMO-PAD.LZH 54K 18-Feb-91 Organise yourself years in advance.
- 62) EVO .LZH 44K 17-Feb-91 A graphic & documented account of evolution.

- 63) MMORE27 .LZH 38K 31-Dec-90 MuchMore V2.7, 'pure', ASL req under Dos2.0
64) MMPP27 .LZH 36K 24-Jan-91 muchmore version which handles power-packed
65) ENFORCER.LZH 1K 24-Dec-90 Fixes Kick 1.3 bug so Enforcer runs ok
66) MOOSE .LZH 12K 7-Nov-90 Workbench Hack
67) TURBOIMP.LZH 49K 7-Jan-91 TurboImploder 3.00...it's PD
68) DEFDISK2.LZH 9K 18-Feb-91 Speeds up your start-up system. Very Good
69) ARPREL13.LZH 85K 24-Jan-91 Arp Release 1.3 (new operating enviroment)
70) GETBOOT .LZH 4K 29-Jan-91 Converts Bootblock into executable file.
71) SCRIPIT .LZH 120K 31-Jan-91 script util that automates commands POWERFUL
72) RSETNTSC.LZH 4K 14-Feb-91 Resets if NTSC appears on warm boot (VG)
73) P_PTURBO.LZH 24K 15-Feb-91 Shareware version of Power Packer
74) PPSHOW .LZH 8K 18-Feb-91 Show iff-ilibm pics packed with p/packer
75) SMALLCHI.LZH 2K 4-Mar-91 Program to allow toggling of type of memory
76) DMASTER3.LZH 33K 2-Mar-91 Disk Master 1990 by Gully C long..
77) XCOPYIII.LZH 37K 2-Mar-91 Excellent PD copy program with docs..
78) ROM101 .LZH 14K 2-Mar-91 Hack pac to disassemble ram. experienced only
79) TRACKW .LZH 3K 2-Mar-91 Make auto boot disk experienced only..
80) NOCLK36 .LZH 5K 2-Mar-91 Stops empty disk drives from clicking..
81) ANSIREAD.LZH 28K 7-Mar-91 A very professional ANSI screen displayer
82) INTUI ED.LZH 83K 7-Mar-91 Intuition Ed prog similar to Power Windows
83) PWERLOGO.LZH 95K 7-Mar-91 Logo programming language with examples
84) ICON2C .LZH 9K 7-Mar-91 Convert icons into C Source..good.
85) VILBM .LZH 13K 7-Mar-91 Universal text and picture viewer..good.
86) ZAP .LZH 13K 14-Mar-91 Ascii-Binary Editor Great for changing text.
87) NEWZAP .LZH 23K 14-Mar-91 Luxury version of ZAP ASCII editor (good)
88) DIRWORK .LZH 26K 15-Mar-91 Version 1.20:Directory Utility like DiskMaster
89) VISIPLAY.LZH 8K 15-Mar-91 Show and Sound any iff pic.&sound file WOW!!
90) CFX23B .LZH 17K 15-Mar-91 At last Check What Crunched that crunched file
91) SNAP .LZH 16K 28-Mar-91 Transfer text/graphics similar to snipit (GOOD
92) NODELETE.LZH 9K 12-Apr-91 Do you really want to delete that file?
93) AMENU V1.LZH 43K 11-Apr-91 AMENU V1.3 - UPDATED WB Menus prog for HDrives
94) DMOUSE .LZH 22K 10-Apr-91 An excellant mouse accellerator plus more.
95) LOANCALC.LZH 66K 19-Apr-91 Calculate Fixed & Floating Mortgages.
96) XOPER22 .LZH 71K 19-Apr-91 Keep track of tasks running etc. with source.
97) ARTM .LZH 50K 20-Apr-91 System Monitoring similar to XOPPER pos.better
98) ATARI .LZH 115K 24-Apr-91 A decent Atari ST Emulator that works C_Long
99) VIEW80 .LZH 53K 26-Apr-91 Smooth-scrolling full screen file reader.
100) BUDGET .LZH 54K 16-Mar-91 A good home budget keeper from fred/fish
101) MEMOMET .LZH 33K 10-May-91 Displays MEMORY GAUGE like disk guage (fair)
102) ICONLAB .LZH 28K 12-Feb-91 Converts IFF Brushes into ICONS (Top Stuff)
103) IMAGE-ED.LZH 50K 1-Feb-91 Replacement for iconed has circles & boxes etc
104) TEXTPLUS.LZH 116K 13-May-91 A feature-packed shareware word processor for
105) READATAR.LZH 4K 12-May-91 Use to read ATARI format files...
106) ADDMENU .LZH 9K 13-May-91 THE LATEST VERSION OF ADDMENU FOR V2.0
107) AUTOCLI2.LZH 15K 23-May-91 Version 2 Top Utility C Long
108) NOCLICK .LZH 2K 13-May-91 STOP THAT ANNOYING CLICK ON DRIVES. V2.0(A3000
109) SETRAMSE.LZH 3K 13-May-91 LATEST VERSION FOR A3000 - only
110) GAUGE .LZH 18K 13-May-91 Another memory gauge OK BUT!
111) WORLDTYM.LZH 14K 17-May-91 Global time clock by J Potter
112) LANSCAPE.LZH 47K 17-May-91 Create 3D LandScapes Geometrically
113) PPTYPE .LZH 10K 17-May-91 Small prog for printing to printer
114) TGR .LZH 11K 17-May-91 Another graphics hack no color
115) DIR_OPUS.LZH 82K 17-May-91 Demo Directory Master by J Potter
116) NULOADWB.LZH 5K 17-May-91 Load W/B into Window!!
117) VIDEOCAT.LZH 35K 17-May-91 Catalogue your video cassettes
118) OSK .LZH 11K 17-May-91 Run Ami Without keyboard
119) QED .LZH 57K 17-May-91 Text File editor with Class!!
120) SEARCH .LZH 8K 17-May-91 Search disk or dir for IFF,8SVX,SMUS etc!
121) ANIMATON.LZH 52K 17-May-91 Use DpaintIII to full advantage here!
122) ZOOM! .LZH 4K 17-May-91 A Prog to replace popcli,q.mouse,blancker!
123) MINTERM .LZH 3K 17-May-91 Not a clue Hex CALC I think!!
124) WB HACKS.LZH 116K 17-May-91 A collection of WB hacks (NFFFH)
125) QUICPREF.LZH 15K 17-May-91 Pop up printer setup I think!!
126) STARTUP .LZH 11K 17-May-91 Allows up to 9 different Startup-sequences!

- 127) DFC .LZH 24K 17-May-91 Disk Formatter and copier with source!
- 128) FEDUP .LZH 29K 17-May-91 A font editor ps/color with source!
- 129) MOUSECRD.LZH 5K 17-May-91 Display the Mouse COordinates anywhere!
- 130) ILINIOS .LZH 57K 17-May-91 Create and Print labels
- 131) NUZAP325.LZH 27K 17-May-91 NEWZAP v 3.25 Binary file editor
- 132) TEXTRA .LZH 40K 17-May-91 Another very good texteditor
- 133) GOSETGO .LZH 22K 17-May-91 Assemble your own menu driven disks
- 134) KEYBIZ .LZH 21K 17-May-91 MAKes keys click like a typewriter!
- 135) SLEEPY .LZH 13K 17-May-91 Another pointer editor not bad but!
- 136) SYSINFO .LZH 20K 19-May-91 Nic Wilsons SYSINFO program. (uncrunched!)
- 137) 21MHZ .LZH 28K 21-May-91 14Mhz + 68010 Hack gives equiv. to 21Mhz 68000
- 138) POWERSNA.LZH 16K 29-Apr-91 Latest version of Snap from (FF467)
- 139) KEYMENU .LZH 48K 29-Apr-91 Operate menu's without the pesky mouse (FF470)
- 140) GIF2IFF .LZH 12K 23-May-91 Convert Giff to IFF (Y?)
- 141) ANIM8BEN.LZH 4K 27-May-91 FROM JOHN ROWE of TOOWOOMBA
- 142) GADGET .LZH 14K 27-May-91 AN ANIMATED POINTER FROM GADGET CLUB (TOOWOOMB)
- 143) CHARGE .LZH 13K 27-May-91 CHARACTER GENERATOR (READ THE DOCS)
- 144) CFXDEMO .LZH 20K 27-May-91 Updated Crunch Detector Yery Good...
- 145) MANDANIM.LZH 67K 27-May-91 Produce Animated Mandelbrot Pics
- 146) TITLEBAR.LZH 49K 27-May-91 TDraw,TBar&TRand 3Progs to enhance Windows

Area Name :- AMIGA VIRUS CURES :- No.9 (Virus Protectors, Detectors, Hunters and Baiters. Don't know what a virus is? Never mind, Read On)

- 1) VIRSX401.LZH 14K 3-Nov-90 VirusX the alternative to ZV:- VERYGOOD
- 2) BOOTBLOK.LZH 12K 31-Dec-90 Some sample bootblock writers with source code
- 3) CANARY .LZH 23K 23-Feb-91 Makes Dummy disks to harmlessly attract viri!
- 4) PROTECT .LZH 2K 23-Feb-91 No Docs? SomeOne help??? Regards..Ron Lewis
- 5) VHUNT .LZH 3K 10-May-91 Search and Destroy most viri
- 6) BBC3 .LZH 37K 23-Feb-91 Save Bootblocks of Commercial Disks for safety
- 7) ZV3114 .LZH 69K 23-Feb-91 ZeroVirusIII what needs to be said (Top Stuff)
- 8) CURE25 .LZH 2K 23-Feb-91 Resets Vectors and kills VIRI
- 9) ANTI-V .LZH 1K 13-May-91 Checks for Virus in Memory.
- 10) VIRUSUPD.LZH 15K 19-Apr-91 Virus Brain File Update ZeroVirusIII & NoVirus
- 11) VIRUS_CH.LZH 22K 23-May-91 Virus_Checker Very Good with Exc. Docs

Area Name :- AMIGA DEMOS :- No.10 (A Demo is a program that displays certain characteristics of a computer. Programming groups from all over the world contribute and provide some extremely brilliant creations. P.S. This is the only area that we allow crunched files to exist. If the trailer .LZH is not displayed in the FileName then the program is Crunched and can be RUN without any further unpacking. Also Note that we VET these programs for offensive content before displaying them to the PUBLIC but cannot be 100% certain that some text may NOT offend.)

- 1) VIKESLAB.DEM 100K 13-Nov-90 Another Great demo by * THE BARBARIANS *
- 2) PARTYOFF.DEM 89K 5-Nov-90 Mystix Conference cancelled demo 8-)
- 3) WB20PICS.LZH 97K 7-Nov-90 screen pics of wb2.0use iff viewer
- 4) GARFIELD.LZH 209K 31-Dec-90 The name say's it all
- 5) UNIQUE 75K 14-Dec-90 Vector pics, of SpaceCraft
- 6) RSI 180K 31-Dec-90 Red Sector Demo
- 7) COMA 220K 31-Dec-90 Like a Music Video, Unreal!!
- 8) ALCATRAZ 87K 9-Nov-90 Demo
- 9) CRUSADER.DEM 145K 17-Feb-91 CRUSADERS ENTRY IN THITHE TABASCO DEMO AWARDS.
- 10) RADBOOGI.LZH 210K 17-Feb-91 brill demo for screen smash
- 11) GRAPHIC .DEM 75K 12-Feb-91 Demo transferred from Graphics area...
- 12) SIMSONS1.LZH 172K 20-Mar-91 Demo Sound file from u no wot!!!
- 13) SIMSONS2.LZH 139K 20-Mar-91 Digi sound file from u gessed it!
- 14) SIMPSONS.LZH 453K 16-Apr-91 Decays Demo of The Simpsons. Better than HINCH
- 15) ACIDBEAT.DEM 220K 4-May-91 Psychedlic Acid House Movie!!!! Freak me out!
- 16) VBALLS .DEM 70K 11-May-91 A nice Vector balls demo
- 17) JUSTICE.DEM 124K 25-May-91 Demo for The Amiga Group Justice
- 18) DUTY 1ST. 71K 24-May-91 Demo for Duty
- 19) BRAINSTM. 90K 25-May-91 BrainStorm's Demo. *GOOD*
- 20) GLOBALTR.DMS 517K 26-May-91 Brilliant Demo by SILENT

Area Name :- AMIGA FISH LATEST :- No.11 (We try to keep on line the best of the latest 10-20 Fish disks. Note the filename padding ___ has not transpired here. I think the more experienced bbs'ers amongst us would have my head if I tampered with this area)

[ED: As a description of all Fish disk files appears in Cursor, we have removed the listing of same from this article.]

Area Name :- 64/128 AREA :- No.12 (We have 76 files Online for our 8 Bit Members but unfortunately I don't have my 64 anymore and cannot vouch for there accuracy or value. Because of my ignorance in this area I'm reluctant to display or comment any further except to say that I believe our 64 area needs a bit of user input and if you are contemplating a modem purchase for your 64/128 then DO WE HAVE A JOB FOR YOU!. Contact Graeme Darroch for further information regarding the 64 Area)

Area Name :- PROGRAMMERS CORNER :- No.13 (Setup mainly to assist the Programmers in our Club, this area holds example programming techniques and Code.)

- 6) IFFSOUND.LZH 49K 19-Nov-90 Sound Player used in Trukin ON II
- 8) REQUESTOR.LZH 14K 2-Dec-90 3 C examples using ARP File Requestor
- 10) ASSEMBLY.LZH 5K 17-May-91 Assembly Source for window creation
- 11) VIEWPORT.LZH 8K 17-May-91 Sample C Sauce on View Ports
- 12) CSH_DOC_.LZH 20K 27-Feb-91 Docs for a Unix Type Corn Shell
- 13) FILEWIND.LZH 33K 29-Apr-91 FILEWINDOW an exellent Demo File Requ.
- 14) ILBM_.LZH 123K 29-Apr-91 All u ever wanted to know about ILBM
- 15) CSH401A_.LZH 100K 27-Feb-91 Unix Type Corn Shell Se also Docs File
- 16) EXECREXX.LZH 4K 29-Apr-91 ExecRexx
- 17) M2UTILS_.LZH 44K 16-Mar-91 ARP and other library files docs
- 18) QUICKREQ.LZH 20K 18-Apr-91 Make fast and easy requestors from fish area
- 19) TOOLLIB_.LZH 77K 18-Apr-91 Masses of great Library Tools and docs
- 20) DELUXEBE.LZH 62K 19-Apr-91 Change Ami's Beep to ROAR with asm source
- 21) FILEIO_.LZH 111K 29-Apr-91 FileIO
- 22) LIBTOOL_.LZH 47K 29-Apr-91 LibTool
- 23) REXXINTU.LZH 44K 29-Apr-91 REXXIntuition
- 24) PRINTSPO.LZH 21K 29-Apr-91 PrintSpool
- 25) C_MAN_1_.LZH 300K 17-Mar-91 Part 1 of cmanual
- 26) C_MAN_2_.LZH 307K 17-Mar-91 part 2 of CMANUAL
- 27) C_MAN_3_.LZH 323K 17-Mar-91 part 3 fo CMANUAL
- 28) C_MAN_4_.LZH 255K 17-Mar-91 part 4 of CMANUAL
- 29) DICE_.LZH 418K 29-Apr-91 Dice Matt Dillons Integrated C Environment
- 30) DEBUG_.LZH 80K 10-May-91 Mat Dillons debugger program
- 31) TITLEDEM.LZH 29K 17-May-91 Display a title page from C with source
- 32) MENACE_.LZH 299K 17-May-91 Assembly source and exec for GAME excellent!!
- 33) SCRIPT4D.LZH 31K 17-May-91 Create animated sequences with docs!
- 34) LIBCOUNT.LZH 16K 17-May-91 Count your computers trips to the Library
- 35) COPPDEMO.LZH 7K 17-May-91 COPPER LIST demo with C source
- 36) LATICERR.LZH 12K 17-May-91 Display Lattic error messages!
- 37) REXXLIB_.LZH 42K 29-Apr-91 REXXLib
- 38) LIBRARYS.LZH 3K 17-May-91 SUMmary of EXEC and DOS libraries

Area Name :- CURSOR DROP ZONE :- No.14 (Members can leave files, articles etc. here for Cursor)

- 1) VIRUSINF.LZH 17K 24-May-91 INFO ON VIRUS's for Ralph..
- 2) FSEEDIT.LZH 5K 24-May-91 Docs on our new FSE EDITOR YUK!

Area Name :- USERS SWAP AREA :- No.15 (Members can leave files here for others to Download, very handy if you cannot make a direct connection with your intended. Note these files are not checked for accuracy or quality)

- 10) IBM_FONT.LZH 2K 19-Mar-91 IBM.FONT for fonts dir -rc
- 11) SOFTBUY_.LZH 18K 26-Apr-91 Software mail order catalogue.
- 18) ARPTEST3.LZH 22K 6-Feb-91 C Source for using Arp File Requestor
- 21) SINGAP_.TXT 4K 27-Feb-91 Listing of SINGAPORE BBS connections
- 22) MOREMEM_.LZH 74K 27-Feb-91 Technical advice to increase 512k into 1meg?
- 23) ARPTEST_.LZH 5K 27-Feb-91 C Source for displaying an Arp File Requestor
- 24) POINTS_.DOC 2K 27-Feb-91 Quick Docs for setting up a point

Area Name :- AMOS FILE AREA :- No.17 (Only recently started to cater for our Amos Members. Amos is a programming language with great potential.)

- 1) MAPEDITO.AMO 20K 28-Oct-90 TAME MAP EDITOR FOR AMOS
- 2) 121MUSIC.LZH 4K 26-Apr-91 amos 1.21 music player-put an/amos system
- 3) WIBBLEPH.LZH 5K 26-Apr-91 AMOS: Photo that sine Wobbles/Wibbles!
- 4) LOTTO11.LZH 23K 26-Apr-91 AMOS: Select your lotto number Amos req
- 5) SCRNFXD.LZH 26K 26-Apr-91 AMOS: Heaps of screen wipes & FX
- 6) AMASTERD.LZH 73K 21-Mar-91 MASTERMIND GAMENEEDS AMOS TO RUN
- 7) MANDELBR.LZH 32K 12-May-91 AMOS mandelbrot generator with sample files
- 8) RUN AMOS.LZH 102K 17-May-91 RAMOS1.2 & System files to run AMOS Progs
- 9) SOUNDSAM.LZH 22K 17-May-91 Sound Sampler written with Amos Seems Good
- 10) AMONOID.LZH 6K 21-May-91 Arkinoid Clone
- 11) AMOSKEY.LZH 1K 22-May-91 Aussie Keyboard for Amos
- 12) KREAT.LZH 9K 21-May-91 1st Version of Kreation Demo
- 13) BONE.LZH 1K 21-May-91 Bone Demo
- 14) TWILZONE.LZH 29K 21-May-91 THE EASY-TO-USE ZONE DEFINER By TEX!
- 15) BINTRO.LZH 27K 21-May-91 More Amos intros
- 16) KEFRENS.LZH 33K 21-May-91 Very Nice Graphics
- 17) PARANOIA.LZH 11K 21-May-91 Paranoia Character Generator for Amos

Area Name :- New Users Gold Mine :- No.18 (This area has been set up specifically to assist new users (either Modem or Computer or Both) to gain confidence in BBS usage. As stated elsewhere, the files placed here are well Documented and well tested and cover a wide range of required utilities.)

- 1) UNNEED2NO.DOC 5K 12-Apr-91 Text file for New Users (NOT PACKED)
- 2) UNPACKER.XXX 30K 27-Apr-91 Required to Unpack all .LZH files C/NAME LHARC
- 3) ARP_LIBR.LZH 14K 12-Apr-91 ARP.LIBRARY required by most Utilities PACKED
- 4) NOCLICK.LZH 3K 12-Apr-91 Stop your drives from hunting when EMPTY.
- 5) AZ15.LZH 80K 12-Apr-91 The Very Best Text Editor Available Public Dom
- 6) AUTOCLI.LZH 16K 12-Apr-91 A mouse accelerator and screen blanker.
- 7) Z_VIRUS.LZH 65K 12-Apr-91 ZERO VIRUS the standard in virus protection
- 8) GURU.LZH 7K 12-Apr-91 Describes all those WEIRD Guru numbers we get.
- 9) AMENU.LZH 20K 12-Apr-91 Extend your WorkBench Menu's to Run your Progs
- 10) FIXDISK.LZH 39K 12-Apr-91 As the name implies, Undelete deleted files
- 11) SNAP.LZH 19K 12-Apr-91 CUT & PASTE text/graphics from/to any window.
- 12) PPMORE.LZH 7K 12-Apr-91 A text reader capable of reading crunched text
- 13) CFX.LZH 18K 12-Apr-91 Checks for CRUNCHED files a useful Utility..
- 14) ZAP.LZH 14K 12-Apr-91 Look inside programs and read any text etc.
- 15) FIXCLOCK.LZH 7K 17-Apr-91 Actually called CHRONOS but it fixes your cloc
- 16) KLIDE.LZH 10K 17-Apr-91 An excellent laser type DEMO.. sorry not a ute
- 17) POPUPMEN.LZH 13K 17-Apr-91 Have you Menu's appear at your mouse pointer..
- 18) XICON_2.LZH 12K 19-Apr-91 A must!! Place it in your C directory..
- 19) VMK.LZH 6K 10-Apr-91 A virus checking utility
- 20) VIEW80.LZH 19K 27-Apr-91 Simply the BEST Text viewer I've seen
- 21) FSDIRS.LZH 5K 27-Apr-91 Speed up floppie disc directory reads..
- 22) FIDINFO.LZH 6K 12-May-91 Doc explaining all about Fidonet

Area Name :- Teachers Treasures :- No.19 (This area is reserved for files considered of an educational nature and it is anticipated will be used by students for school and study purposes. This area has only recently come On-line and will rely on our student membership for it's input.)

- 1) WORDSERJ.LZH 59K 17-Apr-91 Find the hidden words SPELLING AID
- 2) AMIGATRA.LZH 23K 19-Apr-91 A Game based on CONCENTRATION skills age 9-90
- 3) EVO.LZH 39K 24-Apr-91 A Text & Graphic Desc. of EVOLUTION age 11-99
- 4) AUSTDICT.LZH 63K 12-May-91 About 26000 words for AZ Spell or like
- 5) AZSPELL.LZH 55K 7-May-91 A Spelling checker for your Text Files
- 6) GRAMMAR.LZH 20K 7-May-91 V1.5 Check the gramma in your docs
- 7) HYPOBOOK.LZH 228K 7-May-91 HYPERBOOK Demo of a COMMERCIAL DeskTop
- 8) PAINT ME.LZH 9K 7-May-91 A cartoon pic. to be painted 5-10yrs.
- 9) QUIZ.LZH 54K 7-May-91 A question and answer ages6-12 Demo Only
- 10) TURTLE.LZH 34K 7-May-91 A programming language for 8-12 year olds
- 11) WORDSEEK.LZH 14K 7-May-91 Search the maze for the chosen WORDS.

For those still with us, my thanks. For the others amongst you that fell asleep, my apologies, but, if there was nothing amongst that lot to tempt you, then perhaps you're in the wrong Club?. I'm truly proud of the Club's effort in maintaining this service, but I guess that shows in my ramblings. There must be others amongst our membership who would like more information on our BBS than I can distribute in the Cursor. It is for this very reason that experienced members have offered to demonstrate their modeming in an area near you (sorry can't cater outside of Brisbane).

If you would like to take advantage of this offer get in touch with one of the people named below before the end of August and we will be able to arrange a demo near you at a time convenient to both parties.

Now to answer my most asked question:- *"If I buy a modem for my Commodore, can I then use other BBS's that run on Non-Commodore Computers?"*

Answer:- **"YES! YES! YES!** There are hundreds of BBS Services in Australia and over 50 in Brisbane, all of them can be assessed using your modem. That does not mean that a modem magically allows your Computer to RUN IBM or APPLE Software but it sure will let you Download them. BBS's are for information and computer information comes in the form of Text Files and text files are not racially prejudiced. Yes, your Commodore can and will talk to ANY other computer attached to a modem. Please note however, that if it is your intention to buy a modem, buy a so-called SMART modem, or at least talk to an experienced user first.

See You on the Board :-

Sysop Graeme Darroch, Ass. Sysop Tom Yallowley, Ass. Sysop Ron Lewis

MAILBOX

Well, I finally decided to learn programming, so I borrowed Amiga Basic Inside and Out. Although I have only managed a few chapters I find it easy to understand. Then someone said "Basic is too slow and awkward - C is the only language to learn". Unfortunately I started inquiring about C, only to become totally confused. I was wondering if any of the Group's Programming Gurus could explain the difference between the two languages. Comments on speed and ease of use would make an interesting article for Cursor.

Mick Spratt

Don't expect to get many answers from me - I never got beyond the earliest stages of Basic, and when somebody (I think it was Greg Perry) gave us the task to write a small program, mine had more lines of code than just about anybody else's! After that experience I decided that programming was not for me.

Now be honest with yourself for a moment - the character who said that C was so much better and faster than Basic - had he/she ac-

tually written anything worthwhile in C? You see, I have heard similar comments from lots of sources, but have seldom seen any results. Personally I am far more impressed by somebody who has written something decent, using Basic or that new flavour of Basic, called Amos, than by somebody who has the latest C compiler but has never written a 'real' program yet.

My advice is to learn to program in one of the flavours of Basic, and, if and when you have proved that you've got what it takes, you can tackle C or Machine Language, or whatever takes your fancy. A good understanding of the Amiga's capabilities and operating system are also of paramount importance.

I hope that somebody will write an article one day, comparing the different languages, but we need somebody who can also tell us what difficulties are involved in learning the different languages. How about it, Dr.G.P. or Dr. P. G.?

Editor

LIBRARY NEWS

by Phil Guernsey

NEARING THE END

Twenty-eight down and two to go. There should have been 29 Library News articles since my first in the February 1989 issue of Cursor, but I missed one a couple of months back. I'll leave my farewells to the next and last time I write which will be in July, before the August AGM when I hand over to Bob Devries, but that will only appear in the September Cursor due to the time lag in publishing.

I'm writing this with the Amiga multi-tasking away printing out the demo newsletter in Professional Page 2 on my new Canon BJ-10e bubble jet printer. The printer is certainly the cheapest way to get 360x360 dpi resolution and a jet black "near-laser quality" output, but the poor old Amiga is having a hard time keeping up with my typing in a word processor as well as putting together the output to the printer. My keystrokes only appear after a few seconds delay, and then in a burst. If any others rush home with their bubble jet like I did and wonder why the stupid printer will not print graphics, despite using the "Canon48" printer driver available on a recent Fish disk, it is because the printer comes set, as factory default, to emulate the IBM Proprinter. You might think, as I did for a while, that the default would surely be to be itself! Highly recommended - its main disadvantages are a relatively slow speed, costly combined ink cartridge and printer head replacements and a complete lack of support for italics. Now, back to library talk.

AMIGA LIBRARY

Professional Page 2: As you now know, we have received the upgrade to "ProPage". You can produce "professional" quality documents with this program, and at reasonable speed and, in my brief playing with it, with-

out crashing, even while multi-tasking. The output on my new bubble-jet looks great, as long as a Y-scale of 0.5 is selected on the print requester (or else each page was spread out over two pages) and the grey-scale button is clicked. Even better if you have a laser printer with Postscript, and even Colour Postscript, which are supported. Three and four-colour separations too. I was surprised to see that it imports Word Perfect documents up to version 5.1 and preserves text styles.

STOP PRESS: We also have just received Pagestream 2.1, *free* from the publishers, *specifically* to be put in our user group library - more on that next month.

Macro68: A full-featured customisable assembler for 680xx processors, co-processors and the Copper chip. It produces executable or linkable code. Optimisations are specific for the target processor, and ROM-able code can be made. Even AmigaDOS or ARexx commands can be invoked during assembly and their output included in the code produced (though I'm trying hard to think how to make use of the latter feature - the main use of this interaction is to tie an editor in with the assembler including notification of lines with errors back to the editor). This program was written in Brisbane by Glenn McDiarmid of DigiSoft at Moorooka and is sold around the world.

Keef the Thief: an "amusing" style graphical adventure game.

Ferrari Formula One: grand prix racing simulation with 16 circuits.

We bought both of the above programs second-hand from an ex-member (along with most of the other games listed two months ago). Unfortunately, these two had disk errors and Electronic Arts Australia

replaced them despite them being a bit old and not bought by us originally. Thanks very much to Joyce down at Southport.

The English magazine Amiga User International has just changed its format, untouched for years, to something like Amiga Format including a disk on the cover of each issue.

The publishers of Amiga Format meanwhile are bringing out a new magazine with NO game reviews, aimed at "serious" users. It is called Amiga Shopper and promises at least 116 pages every month at (for the poms) 99p. The most interesting thing I saw in the 32-page preview copy included with the April Amiga Format was an ad by HiSoft for a Turbo Pascal 5 "closely-compatible" HighSpeed Pascal compiler for the Amiga available "end of May 91" - Borland advertised a genuine Amiga TurboPascal back in 1985, then reneged, and now at last someone else has done it. The magazine could be worth a subscription.

C64/128 LIBRARY

Several expressions of interest were received for the position of C64/128 SIG librarian. Thanks very much.

I noticed that Interlink Software company in Canberra, a regular advertiser in Australian Commodore & Amiga Review, announced in their ad in the May issue that they are no longer stocking C64/128 software or hardware. Most sales of software for any computer are the latest titles, but unfortunately there are no new titles appearing for the 8-bit machines (except for a few games), so sales must have been down to zilch. I rang them today to check on this and they told me that two years ago they were selling 10,000 C64/128 programs a month. When they stopped it was down to 300 per month. It was now uneconomical to carry the stock or to cover the relatively high rate of "bad disk" returns that were mostly due to out-of-alignment 1541 drives.

RUBBER HOSES, NOSES AND EDITORS

Readers of the March issue of Australian Commodore and Amiga Review may have noticed that the editor must read Cursor.

Andrew Farrell was mightily peeved at my rating of 2 out of 10 for his magazine. I do not regret my rating as his magazine is basically amateurish, but I admit that I was either going back a few years when I complained about the unreliable program listings, or thinking of some even worse English magazines. I am glad that Andrew agreed that his cover designs could be improved. He claimed they were improving but unfortunately the May issue cover was as chunderous as ever. I think Andrew's closing comments were a bit rough, and all I can say is that I know what HE can do with that rubber hose!

**DON'T FORGET
the A.G.M.
NEXT MONTH!**

8 BIT COMPUTERS

SIGNING OFF

This is my last appearance as your editor, and I would like to make use of this opportunity to thank all my 8 Bit contributors, be they 'regular' or casual, for the many facets of 8 bit computing which they have managed to cover during the last eight years or so. I am fortunate in having a complete set of all our newsletters published since 1983, and they contain some fascinating material!

Leafing through some of these old newsletters proved to me once and for all, that it does not pay to try to predict future developments in computing - I've been wrong too often!

In signing off then, I won't predict what will happen to our 8 bit computers, but do come along to the A.G.M. to help decide the future directions of our 8 Bit S. I. G.

Editor

HELP! COLUMN

This is the HELP! column for users of C-64, C-128 and other 8-Bit computers. If you would like to share your experience in the fields of programming, software, hardware etc. with your fellow members, submit your name with your area of expertise to the editor. Remember: the more names, the more knowledge can be disseminated amongst our members.

NAME:	HELP OFFERED WITH:	PHONE:
Terry Baade	Contact for M'borough/Hervey Bay Members	(071) 215 059
Eddie Brook	Amateur Radio Fax & Weather Programs	349 4394
Kerry De Baar	Basic, Assembly Language	379 5617
Cor Geels	SuperScript, WriteStuff, PaperClip, GEOS	263 2839
Cor Geels	C-64 Newcomers, Printers & Interfacing	263 2839
Doreen Horne	Programming Problems & Disk Corruption	398 7441
Matthew James	Basic, Logo, GEOS, WriteStuff, Games Tips	300 5443
Ivor Laggan	GEOS	273 4212
Doug MacLurkin	MicroSwift Spreadsheet, Basic	350 4034
Vic Mobbs	Contact for Sunshine Coast Members	(071) 941 330
Vic Mobbs	SuperScript/Base 64/128, 1581 Disk Drives	(071) 941 330
George Nelson	EasyScript, HAM Radio	848 2456
Angus Norrie	Simon's Basic	371 2945
Craig Rawlins	Pascal, C, Machine Language, Modula-2	379 8957
Ron Rich	H'ware Interfacing for Amat. Radio Prgms	355 2623
Fred Turnidge	Family Roots (genealogy), Write Stuff	(063) 371 124
Denis Wright	Easy/SuperScript, CBM & Epson Printers	(067) 751 793
Denis Wright	C64 <---> Non-Commodore File Transfer	(067) 751 793

Please be considerate - these are after hours numbers, so only ring our members between the hours of 6pm and 9pm during week nights. Thank you!

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AMIGA MONITOR

AUGUST MEETING

This, as most of you will know, is our Annual General Meeting, which also includes the Election of office bearers for the Management Committee. If time permits we may have some interesting demonstrations for you.

JUNE MEETING

Robert Googe, Steve Hovelroud and Graeme Darroch formed our panel of experts, who

answered questions from the floor in an 'Amiga Question and Answer Session'.

It appears that we had a very well informed audience, because by 9.30pm the panel went home, as there were no more questions from the floor!

THANKS

To all my Amiga contributors - you've done a fine job during the last five years, so keep it up!

Editor

HELP! COLUMN

This is the *HELP!* column for users of Amiga computers. If you would like to share your experience in the fields of programming, software, hardware etc. with your fellow members, submit your name with your area of expertise to the editor. Remember: the more names, the more knowledge can be disseminated amongst our members.

NAME:	HELP OFFERED WITH:	PHONE NO:
Dave Apelt	Vector Graphics	366 4761
Ellen Appleby	Using Amigas in Education	369 4629
Bob Devries	OS9 Operating System	372 7816
Robert Googe	Video & Audio Digitising	288 8863
Steve Hovelroud	Audio Digitising, Amos	298 5128
Gary Lloyd	C Programming (Beginners)	269 7818
Phil Mellifont	Using Amigas in Education	(076) 625142
Paul O'Brien	Amateur Radio Communication	397 4102
Brendan Pratt	Modems, Telecommunications, Sidecar	(075) 463 317
Grant Robinson	AmigaBasic	359 4315
John Van Staveren	Easy Ledgers Accounting Program	372 3651
David Walton	Bridgeboard (IBM)	(071) 834 742
Mike Williams	AmigaBasic (Beginners), Sound	209 9084
Rod Williams	Monitors & Video Interfacing	260 6237

Please be considerate - these are after hours numbers, so only ring our members between the hours of 6pm and 9pm during week nights.

ADIDE - A REVIEW

by Jason L. Tibbitts III

(This review kindly downloaded by Denis Wright from the University Network)

The AdIDE is an internal hard drive interface from ICD Inc. 1220 Rock St., Rockford, IL61101. Ph. (815)968-2228, designed to connect Amiga 500's, 1000's and 2000's to IDE type hard drives. The interface is a fine performer, but both hardware and software problems hindered the installation procedure.

This interface allows the Amiga 500, 1000, or 2000 owner to connect up to two autobooting IDE drives to their computer. It comes in two models, the AdIDE44 for the 2.5 inch drives that go inside the 500 and the AdIDE40 for the 3.5 inch drives. The support software is buggy and some commands are irrelevant since the software is for the AdSCSI interface as well.

If you are lucky enough to get it set up it is a very nice package, but getting there can be an adventure. First, a little info on IDE. IDE is very similar to SCSI, both have the controller embedded right on the hard drive. Both accept simple commands from the computer and do all the overhead themselves, making them much faster than the old XT type hard drives. The IDE concept was developed with the PC-AT in mind so only two IDE drives can be connected together (unlike SCSI). Unfortunately, IDE has no official ANSI specifications which has led to more than 24 slightly different variations of the drives.

The AdIDE interface is a small 1" by 3" board that plugs into the 68000 socket on your computer (sorry A2500 owners). Then the CPU plugs on top of the interface. This rules out most accelerator boards that also plug in this way simply because there is no more room under the keyboard. Depending on which model you buy, it has a connector

for a 44 pin cable (for the 2.5 inch drives) or a 40 pin cable (for bigger drives). It has another connector for an optional drive access LED and a jumper for selecting the autobooting option. The AdIDE44 interface is sold bundled with a 2.5 inch 20meg drive ready to go inside a 500. The AdIDE40 can also go in a 500 but comes with no drive since it is really made for the 1000 or 2000. If you use the 40 pin unit with a 500 the drive will have to be mounted externally and you will need to supply power for the drive as well.

ICD supplies the software drivers you need along with a formatted program for setting up partitions on the drive. I chose the AdIDE40 for use with my 500 because I had access to several cheap 3.5 inch IDE drives. I had some trouble convincing some mail order houses that the AdIDE40 would work just fine, but finally got on the waiting list to get one. When it arrived I immediately tossed the manual away (oops) I mean I carefully read through the manual and saw that it was confusing because it kept referring to the AdSCSI board, with only an occasional mention of IDE. I plugged everything in and flipped the power on... nothing.

I spent the next half hour cleaning, bending, then straightening the pins trying to get them to make good contact. The socket for the CPU on the interface is 'less than adequate' to say the least. Finally it sprang to life! Now on to the software. I booted with the disk supplied by ICD and loaded the formatter program. Once again I spotted trouble when everything seemed to evolve around the SCSI interface and not the IDE. There are options that have no bearing on an IDE drive, like FORMAT for instance. You never low-level format an IDE drive, most drives simply ignore the request, or change it into something like VERIFY. The manual says nothing about this. What is supposed to happen when the formatter software is run is

that the interface is "polled" to see what is connected to it and a window opens with the device number and name of the drives. Well, the 80meg drive I was using was not ready to divulge that information, and came up with a blank in the window where its name should have been. The formatter program looks in an ASCII table to find a match to the drive name it gets from the interface and reads the drive parameters from that table. Well if the drive returns no name, of course there is no match in the table! This is a poor way to get drive information since not all drives will return a name when asked (no standard, remember?).

ICD has one fail safe; if the program cannot match the name it gets from the interface with one in the table, it asks you for the IBM bios number of the drive. Unfortunately, there is no bios number that matches an 80meg drive either. So I tried a 40meg drive with the same results, no name. It did, however, have an entry in the IBM bios table, so using that I managed to get it working. I partitioned it and copied a bunch of files to it while I waited for Monday to call the tech support at ICD. The tech support team was less than enthusiastic to help me over the phone. They suggested I send the whole thing back along with the drive so they could test it (some support?).

After 15 days I got it back and was surprised to find that they had replaced the ROM in my hard drive (for free!). I called them and they confirmed that the code in the original ROM was not set up to comply with what the interface expected. They had also formatted the drive for me and installed Workbench. I hooked it back up to my 500, again fighting with the loose socket problem for a half hour, and it worked like a charm.

In summary, I am still very happy with the AdIDE interface. It is fast, small, and quiet. If you do not mind tinkering with things, I would suggest the AdIDE40 for all systems, because you can get 3.5 inch drives with more capacity cheaper than 2.5 inch ones. On the other hand, you run the risk of

having to get a new ROM for your drive, or not having your drive work at all. If you want a hard drive on your 500 and have no desk space or do not like tinkering, the bundle is still a good deal. But be warned 20meg fills quickly!

Here are the speed comparisons as reported by DiskSpeed 3.1 ((c) 1989,90 by MKSoft Development)

Device DH0: AdIDE with Conner CP342 40meg drive

Test Intensity medium
Performance stress: NONE
23 files create
33 files open/close
96 files scan
28 files delete
193 files seek/read

Device DH0: AdIDE with Quantum 80AT

Test Intensity medium
Performance Stress: NONE
17 files create
40 files open/close
123 files scan
17 files delete
77 files seek/read

The Quantum really out performs the Conner when you add buffers because the Quantum as a built-in disk cache that stacks the data. DMA contention cuts the performance about in half.

-ooOoo-

[ED: I felt that this review/article was of sufficient interest to include in our newsletter. I am not aware that these IDE interfaces are imported into Australia as yet, but no doubt there will be more to follow, as IDE drives are reasonably fast and, in most cases, cheaper than SCSI hard drives.]

ROCTEC GENLOCK

Reviewed by Robert Googe

Recently Computer Spot have had a relatively cheap Genlock on sale. The Genlock is the RocTec *RocGen RG300C* and retails for \$299. The Genlock itself is unashamedly sold as a low end, amateur home video addition for your Amiga. The Genlock itself comes packaged in foam along with a skimpy twelve page "User's Manual" and a disk containing titling and colour bar programs. The Genlock comes with a twelve months warranty, although there is no mention of any warranty in the package; you will just have to believe the Computer Spot advertisement for that. RocTec do, however, devote half a page to tell you they are not liable for this, that and the other after you've hooked it up to your machine!!!

A few basics first for some of you who may not know what a Genlock is and how it works. The term Genlock is not solely an Amiga term and Genlocks, in one form or another, have existed for quite a few years.

Genlocks basically allow you to combine two video signals together. The integrity of video signals depends greatly on the synchronising pulses (commonly called SYNC) as the information in the video signal depends upon timing, combining two video signals is not as easy as adding the two signals together. One signal has to be *locked* into the other by matching the synchronising pulses up.

The way a Genlock does this on the Amiga is to force the Amiga's internal clock to generate the right video sync timin. This is done by the Genlock comparing the external video sync signals (from a VCR or Camera) with those generated by the Amiga. It then slightly adjusts the master clock of the Amiga to correctly match the signals. This basically lays the ground work for the mixing of the Amiga and external video signals and hence allowing the Amiga's graphics to be over-

laid on an external video signal. Confused?? No? well read on....

MORE TECHNICALITIES...

The main workhorse in the RocTec Genlock is the Motorola MC1378 Video overlay chip. Before this chip came along, Genlocks were very complex devices indeed! Opening the Genlock uncovers two circuit boards with miscellaneous logic chips and components and the MC1378. Unfortunately, RocTec's paranoia of industrial espionage has caused them to grind off all the identification markings on all the chips, so much for fixing the thing yourself if it stops working!!! The MC1378 was easy to spot as the chip has characteristic support components around it. Most small Genlocks (and larger Rendale ones) use the MC1378 chip.

The RG300C Genlock is built into a box a little larger than a slimline 3.5 inch floppy disk drive. On the top panel is a fader knob and a push-button switch to select Genlock modes. The twenty-three way cable from the Amiga video port enters through the rear, where the composite video in/out and external power and internal/external power selector are also located. The Genlock can get its power from the Amiga or an external 12 volt power pack, the Genlock draws 800 milliamps, so you may want to consider buying a plug pack if you have a '500. (Jaycar Electronics sells one, Cat. No. MP-3019 at \$34.95).

To connect the Genlock means turning the Amiga power off and plugging the twenty-three way video 'D' connector. Then manual gives reasonable instructions connecting the Genlock and good advice on avoiding the use of RCA terminated *audio* cables, you should be using RCA to RCA cables made with 75 ohm coaxial video cable. These are sold as video cables, if you are not sure, then walk

into Tandy or Dick Smith and ask them for RCA to RCA Video cables. This also assumes that your source and destination video uses RCA type connectors. The Genlock will operate with or without an external video signal connected and will automatically detect the presence of video input and output accordingly. Earlier Genlocks on the Amiga market used to suffer from stopping the Amiga dead in its tracks if the video signal disappears. The only way to view the output of the RG300C is through the composite output (either into a monitor or a VCR/TV combination) as there is no RGB pass through.

The operation of the Genlock is via the single push-button to select one of three modes:

1. Overlay - fader knob fades Amiga graphics over the video signal, colour zero becomes the video signal.
2. Fade - fader knob fades between incoming video and Amiga graphics.
3. Amiga - Amiga graphics only, fader does not operate.

The quality of the resulting signal is average, suffers from chroma interference (herring bone pattern on rich colour transitions such as red, orange, etc) but is as good as or better than the output of an A520 modulator, and

for the price represents good value for money as a hobbyists Genlock. The only way to find out more is to have a play with one, which you should do at the dealer before purchasing it. That is, if you can manage to persuade one of the gents at Computer Spot to let you play with one! There is always a question of compatibility between Genlock and the video source being used - especially some VCR's. I have tried the RG300C with several camcorders and VCR's with no real problems.

There is one adjustment, not mentioned in the manual, which you may need to adjust to get a stable picture free from jitter and stability at the top of the screen. This is adjusted from underneath the box through an access hole, by playing a video signal and adjusting the control with a small insulated screwdriver for maximum stability.

As the old (and worn out) saying goes - you get what you pay for, and for a backyard video fanatic (!!!) like myself, it's a good entry Genlock to play with and use.

A disk of demo programs are supplied for displaying colour bars and a simple script titling program is included, although I have not tried these out to any great deal. If you have any questions about the RG300C give me a call and I'll see if I can answer them.

DISTANT SUNS

Reviewed by Phil Mellifont

ALL THE MAGIC OF THE COSMOS ON A DISK

Recently I received a telephone call from an officer from the Department of Education Curriculum Services, Library and Resource Services, who had purchased the program "Distant Suns" and they were looking for an education consultant or a classroom teacher to review the package. I intended to deal with a range of topics relating to "Space" with my year seven class this year, so I accepted the invitation.

A short time later the package arrived, I had been told that the program was exceptional and I began wondering what I was in for. Would I see a dazzling array of comets, planets and constellations whiz past the screen in 4096 colours? I booted the disk and was a little disappointed to find a circle of spots appear on the screen. I persisted, selecting some of the gadgets and selecting some of the menu options. As I thumbed through the manual it began to dawn on me just what an exceptional piece of programming "Distant Suns" is!

"Distant Suns" is more than a simulation, it is where the "projection of visual scenes attains such high fidelity as to become virtually indistinguishable from reality- a 'Virtual Reality'". Distant Suns doesn't portray comets whizzing past in a fanciful manner, the program presents the night sky in a realistic way. When observing Jupiter through Distant Sun's telescope, the planet looks very much as it would, had the observer been actually viewing Jupiter through a telescope.

The program was developed by Mike Smithwick, who has had considerable experience designing space exhibits for the San Francisco bay area museum. The concept of Distant Suns was conceived the evening he "brought his Amiga home and realised that he could use its incredible graphic capabilities to depict the night sky far more realistically than it had ever been done before on a personal computer".

Distant Suns employs tools and pull-down menus consistent with other Amiga applications, so that users with even little experience in the Amiga environment will find little difficulty in using the program. Distant Suns will provide a 360 degree view of the sky, as viewed from any location on the Earth. The user simply keys in their position on the Earth (longitude and latitude). This environment configuration is saved to disk for automatic reference by the program upon start-up.

Distant Suns also provides the power of a time machine. The planets and sky object's movement can be displayed in 'real time', or time can be speeded up, so that it passes up to one hundred times more quickly.

The user can nominate a time period thousands of years in the future or past and be presented with an authentic representation of the heavenly bodies.

It is possible to recreate events in history, for example with a little research the user can observe the transit of Venus, as observed by Captain Cook at Tahiti in 1770.

TOO MANY FEATURES TO MENTION

Distant Suns has so many features it's hard to list them here in any comprehensive way. I use the program daily, and regularly find 'new' features. Apart from viewing the sky in planetarium mode, the user can nominate a local view of the sky. Using the feature "Quickview" the user can view the sky when facing North, South, South-East, in fact all directions including straight up. The horizon is displayed horizontally across the screen as are the appropriate compass reference points.

Stars, Planets and Constellations can be labelled on screen, as well as 'point and click' information on all objects is available. Images and information can be dumped to a printer at will. Constellation outlines can be displayed, also the program possesses an interesting feature called "What's Up" which lists the planets and a mouse-click on any planet reveals the times of their rise and set on any given day.

The manual is easy (even interesting!) to read and written in a style which is informative and entertaining. The manual is not large (100 pages), but seems to adequately provide the user with the necessary instructions for negotiating the program. The manual also provides information about the universe, space objects, buying a telescope as well as providing a reference listing the longitude and latitude of major cities. Mike Smithwick's knowledge and enthusiasm for astronomy is evident both in his writings in the manual, and the program he developed.

I'm convinced the program is an invaluable resource for schools at all year levels. The program is also a must for home use, I regularly spend time with the children, sitting in the dark, talking, discussing and discovering space objects while roaming the Cosmos.

"Distant Suns" is distributed by Dataflow and I believe the RRP is \$99.00.

-ooOoo-

A SHORT REVIEW OF SPECTRACOLOR

by Robert Googe

Another paint program has appeared on the market... well it's not exactly a NEW program... more like an enhancement of Photon Paint. Spectracolor is a rather daunting package; the first thing that confronts you is the manual which is 2.5cm thick, the package also includes a program disk and a disk full of examples.

In the front of the manual are two cards, one for warranty registration and the other a quick reference card. Several pages are devoted to licensing agreements and a limited media warranty. The minimum memory requirements are 512k (i.e. a standard Amiga 500) but to use Animation and Interlace modes to best effect, it is recommended you have one to two Megabytes of expansion memory. The program is not write protected and full instructions are given for installing the program on a hard disk.

The manual is full of quick tutorials to get you started with the program, but as with most things, experience comes with use. The program has most of the features found in other quality paint programs plus other features that make it worth a look. The obvious things that stand out in the program are Animation, Bitmap fills and mapping.

Animation is quite a new area to HAM paint programs, I'm pleased to say that SpectraColor handles animation with the same ease that Deluxe Paint III does, even more so in fact. Animations are generated a little differently and do not use the same features of perspective available to Deluxe Paint users although animations can be generated by just defining a path that a brush will travel upon using a pre-defined number of frames - this feature makes simple animation quite easy.

The speed of frame generation is comparable to Deluxe Paint and other two dimensional animation packages; the algorithms to reduce

HAM fringing are quite good and generally do a competent job. Anim brushes, where a small section of animation can be cut out as a multi-frame brush, can also be generated, loaded and saved. All these animation features ensures that the package out performs many other HAM paint programs currently available and again the manual is quite helpful and gives useful tips and hints for first time users and more experienced 'artists'.

This program has more options and tools for controlling the program than any other on the market, and hence, can make for heavy if not confusing going for the first time user (who me??). For example, there are twelve commands available for the Alternate page(s) (that's the page or pages you have in memory as well as the current page), which range from simple merging of pages to animation of pages. Brush manipulation commands are very good and powerful enough to do most jobs - including pseudo three dimensional solids and mapping of brushes onto solid objects.

All in all a reasonably good HAM paint program, and one that is ahead of the others because of its features (until maybe Deluxe Paint IV comes along!). The program is available from the club's library for a test run.

-ooOoo-

AMIGADOS ERROR CODES - AN EXPLANATION

compiled by Ron Lewis

For those of you who've tried in vain to find an explanation for an error message in your user's manual, only to give up once you realise it either isn't listed or is insufficiently explained, here is a comprehensive list of the Amiga's most hated system messages!

Error 103: Insufficient Store.

This error occurs when you click on an icon or try to run from CLI a program which the Amiga knows it hasn't enough free memory to handle. It will most often afflict owners of unexpanded A500s. Try closing as many windows as possible and ensure that nothing is running as a background task before attempting to run the program again. If this doesn't work it may simply be that you will have to purchase memory expansion before being able to use the program in question.

Error 105: Task Table Full.

This error will only occur if you are pushing the Amiga to its limits. The machine can run up to 20 CLI tasks at once, so if you try to open task number 21, you will get error number 105. If you succeed in running 21 tasks at once, let me know so I can inform the Guinness Book of Records!

Error 120: Argument line invalid or too long.

Another error code you shouldn't run into too often. This one alerts you to the fact that you had "bad args" or that you tried to input an extremely long series of CLI commands at once. If you're faced with this command, truncate your CLI line or carefully check the syntax of whatever you've typed in.

Error 121: File is not an object module.

You have typed in the name of a program or file as if it was an executable object. In other

words, you have led the computer to believe that "thingy" is a program when it is in fact a text file. You will also get this error if a script file's name was typed in when its script bit was not set.

Error 122: Invalid resident library during loading.

This will happen if your program looks for a library file in the LIBS: directory when loading, but finds a library of the wrong type. You could have a corrupted library file, or perhaps a different file which has been given its name. In either case, the best course of action is to sort out exactly what libraries a program needs, then make sure the correct files are in the LIBS: drawer.

Error 202: Object in use.

Your program tried to access a file which was already being altered by another program. Obviously, two programs cannot carry out two operations on the same file at the same time, so you get error 202 and must wait until the other program is finished before going on.

Error 203: Object already exists.

You have tried to create or rename a file using the same name as that of an existing file in the current directory. To avoid the clash, either delete or rename the older file.

Error 204: Directory not found.

You have tried to DIR or CD to a directory which is not in the current directory. You're either hallucinating, in which case the directory you're trying to access doesn't exist at all, or you're in the wrong disk or directory.

Error 205: Object not found.

Oh no! It's that one again! Error 205 is the bane of many a beginner's existence. In simple terms, it means you have tried to access a file which the machine cannot find, but in REAL terms it means a great deal more. For example, you might get error 205 when clicking on an icon. This doesn't mean that the program to which the icon is attached has been erased - it might just mean that the icon or program is trying to utilise something else. Some document icons are a case in point. They have the default tool type :c/ppmore, which means the icon directs AmigaDOS to read the file through the program PPMore in the current disk's C: directory. If you have copied the document to another disk without the corresponding PPMore program, you're going to get error 205.

Error 206: Invalid Window Description.

When a CLI or Shell window is opened, the icon tool types contain information on the size and positioning of the window. If this is incorrect or inconsistent, error 206 is the result.

Error 209: Packet Request Type Unknown.

More technical than the average boob, error 209 occurs if a device handler was asked to do something it wasn't designed to do, or an incorrect code was passed to an Input/Output device such as the printer.

Error 210: Invalid Stream Component Name.

You have used an invalid character in a file or device name. Control characters such as the apostrophe must not be used in file names, and the names must not be longer than 30 characters. Simply rename your file or device to avoid this error.

Error 211: Invalid Object Lock.

This error is of interest only to programmers, and states that a lock code was not recognised by the AmigaDOS call. In other words, if this error pops up, you will already know what it means!

Error 212: Object not of required type.

AmigaDOS recognises several types of object, including directories, devices, and files. Error 212, another of the more common errors, warns the user that an AmigaDOS command was issued which expected to operate on one type of object but which encountered another.

Error 213: Disk not validated.

Argh! This means your disk is 'unvalidated'. This can come about for several reasons, but the most common is that two files are trying to occupy the same part of a disk. The 'bit-map' (a sort of snapshot of the disk's layout) is therefore confused and invalid. The Public Domain program *FixDisk 1.2* will cure most disk validation problems.

Error 214: Disk write protected.

You have tried to write to a disk whose write protection tab is set to write-protect. Flip the tab to the write-enable setting to continue.

Error 215: Rename across devices attempted.

The RENAME command will only work as long as you keep the renamed file in the same device or disk. In other words, if you try to rename a file from df1:text.doc to df0:text.txt, you will get error 215. You must copy the file to the new device before renaming it.

Error 216: Directory not empty.

When working from CLI or Shell (this doesn't apply to programs like SID), you cannot delete a drawer until it is completely

empty. In other words, you must go into the directory and type DELETE #?, then CD out of the directory and delete it.

Error 218: Device not mounted.

If you try, for instance, to CD to a device or disk which has not been mounted, the Amiga will return error 218. It is relatively common, and can be very annoying when working with a single floppy drive. As errors go, this isn't the one to melt your hard drive, but if it pops up often enough it could well melt your patience.

Error 219: Seek Failure .

Another one for the programmers to worry about, but which shouldn't affect the blood pressure of the average owner. It signals the failure of a low level AmigaDOS function called SEEK, which in this case would have attempted to SEEK beyond the end of a file.

Error 220: Comment too big.

You have tried to attach a comment (or 'filenote') of more than the maximum 80 characters to a file.

Error 221: Disk Full.

Probably the most obvious and yet the most infuriating errors of them all. How many times have you tried to copy a 200k file to another disk only to find that after 199k, the disk is full and you'll have to start again?

Error 222: File is protected from deletion

Error 223: File is protected from writing

Error 224: File is protected from reading

These three errors are easily corrected using the PROTECT command to reset a file's flags. Every file has a set of 'flags' which determine whether it can be read from, written to, deleted, and so on. These flags are important to the way in which a file is allowed to behave. See page 2-21 of your Software Enhancer Manual for a fuller description of the PROTECT command.

Error 225: Not a DOS Disk in unit *n*.

The disk in question is not formatted as an AmigaDOS disk. Either it has become corrupted, or it was never an AmigaDOS disk in the first place.

Error 226: No Disk in drive.

Switch your brain on!

Error 232: No more entries in directory.

For programmers only, this error means that a low level AmigaDOS command tried to continue examining a directory after it had looked at all its entries.

-ooOoo-

ERROR!

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