# CCCC, Inc.

## Tucson, Arizona

## AMIGA    MS-DOS    C64/128

## ALERT - Major Computer Viruses on the Loose!
*This bulletin from the MN Libertarian, May-June 1992 newsletter:*

George Bush virus  - Doesn't do anything, but you can't get rid of it until November.

Ted Kennedy virus  - Crashes your computer, but denies it ever happened.

Warren Commission virus - Won't allow you to open your files for 75 years.

Jerry Brown virus  - Blanks your screen and begins flashing an 800 number.

David Duke virus   - Makes your screen go completely white.

Congress virus     - Overdraws your disk space.

Pat Buchanan virus - Shifts all output to the extreme right of the screen and prohibits importation of any new files.

Dan Quayle virus   - Forces your computer to play "PGA Tour" from 10:00 AM  to 4:00 PM six days a week.

Bill Clinton virus  - Mutates from region to region; we're not exactly sure what it does.

Richard Nixon virus - A.K.A. "Tricky Dicky virus" - you can kick it out, but it always makes a comeback.

H. Ross Perot virus - Same as the Jerry Brown virus, but with nicer fonts and it appears to have had a lot more money put into its development.

André Marrou virus - Erases unnecessary programs, disconnects your network and makes yours a stand-alone machine, abolishes shared resources and improves productivity   by eliminating limits on resource allocation.

## August 1992
## Vol. 10, No. 8

# If you can't come to us, we'll come to you!

## CCCC, Inc. C64/128
### 1991 Disk-of-the-Month Series
### Now Available by Mail Order
### 12 Disks Jam-Packed with PD Delights
**$15/Members             $25/Non-Members**
### (Price includes shipping & handling)
### Make checks payable to CCCC, Inc.

# Prez Sez

by Dennis McCormick

FROM THE PRESIDENT:

Look for a 20-minute video tape from Commodore Amiga on CDTV in the Amiga library. Commodore Business Machines has reduced prices on Amigas and has started an ad campaign focused on multimedia and the CDTV product, a type of CD-ROM system that can be expanded into an Amiga 500. CBM makes a profit these days and seeks to widen USA sales.

Steve Britton is the new Amiga librarian. Our new editors are: Randy Anderson, newsletter; Bruce Morrison, C64/128. Bruce also assists as a C64/128 librarian. Thank you, Steve, Randy and Bruce!

Ron Gray, a past Club president, is organizing the MS-DOS section. This SIG needs someone to bring at least a '286 machine with color to Saturday meetings. Help Ron out! Call him at 881-6821.

Board meetings will be at 9 A.M. in Madonna Hall before the regular Saturday meetings start at 10. All are welcome to attend. Anyone may also call a board member to pass along suggestions and ideas for meetings, to volunteer or to criticize. Please feel free to call me at 292-2275 with your comments.

See you at the meetings.

Dennis McCormick

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## Executive Board Meeting
## Catalina Commodore Computer Club
### July 18, 1992

The meeting was held at St. Peter & Paul Madonna Hall at 9am.
In attendance were:
- Dennis McCormick -- President
- Pat Jenkins -- Vice President
- Howard Wooten -- Treasurer
- John Tillema -- Secretary
- Bob Holdcraft -- Member at large
- Ollie Plimpton -- Member at large
- Others: Paul Goff, Rob McConeghy, Tom D'Angelo, Margie Bullers, Harry De Wolf (visitor)

**Treasurer:**
June 1992 brought in $417 of which $287.04 was profit bringing the year to date to $2567.12 with $1872.71 profit.
There was a $63 deposit that was un-reported. Members are reminded to report deposits, etc to the Treasurer.
Not distribution Free newsletters to stores to save money.

**Membership:**
140 Current members: 63 Amiga, 41 C-64, 30 C-128, unknown 318 members also have/usr MSDOS machines, only 2 have only MSDOS machines.

**MSDOS:**
Needs organization. The Library needs cleaning as a good portion of the files don't work. Needs new hardware as a good portion of the software today doesn't run on the XT the club was using (but no longer is getting from DJs, so some sort of hardware is needed for demos). Dennis is to talk to Margie, Ron Gray, and Jeff Bishop.

**C-64/C-128:**
The C-64/128 group is trying to set themselves as the Amiga group has, as a semi-independent group within the club.

**Amiga:**
Disk sales were low in June. Also trying out a new format with smaller SIGS after a main meeting.

**Other:**
Club needs more publicity to build membership in all groups. Several methods were discussed including possibly changing the club name (dropping the Commodore), getting time on TCCC.

**New Business:**
New board members filled out & signed a card stating First Interstate as our bank (was passwd 5-0).
Board Meetings are now to be held at 9am before Saturday meetings at St. Peter & Paul Madonna Hall.
Advertisements. Should they be free with demos? Should selling items be allowed at meetings? If so who should be allowed? Does demoing equipement mean you get free advertisement space? This topic will be carried over to the next meeting.

Meeting Adjourned at approx. 10am.

# THE COMPUTER HOTLINE →

The CCCC is hoping to reestablish an old tradition of publishing the names, phone numbers, and areas of expertise of those members willing to make themselves available to others in need of help. If you are able to share some of your knowledge or experience with computers (hardware, software, programming, etc.), please call the Editor or one of the board members if you want to be listed in this column.

### C64/128

**BASIC Programming:** Steve Martin, 744-3071
                    Tom D'Angelo, 296-5076
**Disk Recovery:** David Byrum, 795-2928
                    Tom D'Angelo, 296-5076
**Sequential & Relative Files:** David Byrum, 795-2928
                    Tom D'Angelo, 296-5076
**Spreadsheets:** David Byrum, 795-2928
                    Tom D'Angelo, 296-5076
**Superbase:** Steve Martin, 744-3071
                    Tom D'Angelo, 296-5076
**System Configuration:** Steve Martin, 744-3071
                    Tom D'Angelo, 296-5076
**The Write Stuff:** Steve Martin, 744-3071
                    Tom D'Angelo, 296-5076
**Hardware/Hdwr. Hacking:** Gary Sterling, 293-5219
                    Tom D'Angelo, 296-5076
**Telecommunications:** Steve Martin, 744-3071

# COMMUNITY CORNER

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

*ENHANCE DATA ENTRY skills by volunteering for education foundation: IBM, Wordperfect; prefer a.m.
*MUSIC LOVER with clerical/data entry ability wanted to volunteer for youth chorus eastside office.
*DATA ENTRY volunteer wanted to input mailing lists for rehabilitation organization, eastside.
*COMPUTER DATA ENTRY volunteer to do data entry in their own home. Wordperfect required.
*SIMPLE DATA ENTRY, volunteer for grants-making foundation. Some experience. East side location.
*DATA ENTRY ... 15 hours/week in educational atmosphere. Training. Good typing skills and knowledge of grammar.
*COMBINE YOUR WORDPERFECT skill with interest in housing for everyone — volunteer for this southcentral agency.

## AMIGA

Imagine:  Evan Baran, 323-7325 or 888-2824
DeskTop Publishing : Rob McConeghy, 624-6650
DataBases : Rob McConeghy, 624-6650

**We need more names here !  Where are all you smart people ?!?**

## Treasurer's Report
by Howard Wooten, CCCC
(An abbreviated report this month to save a little room)

### INCOME/EXPENSE STATEMENT
June 1992

|  | This Month | Year to Date |
|---|---|---|
| TOTAL INCOME | 417.00 | 2567.12 |
| TOTAL EXPENSES | 287.04 | 1872.71 |
| PROFIT OR (LOSS) | 129.96 | 6944.41 |



"I AIN'T WON A HAND ALL NIGHT!"

# THE EVOLUTION OF THE DISK DRIVE

## by Joel Ellis Rea

{from **George's Den BBS** via **Greater Oklahoma Commodore Club** Newsletter, 6/88, via **The Interface**, newsletter of Fresno Commodore User Group/64UM 12/89

Reprinted in the **NYCig News**
Thomas Trocco, Editor & Computer Dept. Chair
St. Hilda's & St. Hugh's School, 619 W 114th Street
New York, NY 10025, 212-932-1987 (voice)}

First there was the Commodore 2001 Personal Electronic Transactor (PET). It was one of the first personal computers on the market. It had a whopping 4K of RAM, and 8K BASIC in ROM, and a Kernal to control input/output and other system operations. It used Commodore BASIC Version 1. There were no disk drives then, but provisions were made in the form of an IEEE-488 General Purpose Interface Bus. It also had the funniest little keyboard you ever saw!

Commodore then invented the 2040 Dual Floppy Disk Drive. It was an industry first. Previously the main computer had to control every tiny detail of disk drive operation, not to mention loading a large Disk Operating System (DOS) into the computer's RAM in order to use the drive. The 2040 was an intelligent drive, with its own computer system inside, and its own DOS in ROM! By simply PRINTing commands to its command channel, BASIC users could SCRATCH, RENAME, and COPY files, and DUPLICATE an entire disk without any further help from the computer. Only problem was, they could not SAVE or LOAD programs, or use data files.

The problem was BASIC V1. It did not know about the timing involved with actually transferring data back and forth between the computer's RAM and the disk drive's computer. So, Commodore created Upgrade BASIC (now known as BASIC V2), and put it into a new PET, called the 2008. It had 8K of RAM, a REAL keyboard (unlike other companies, Commodore NEVER tried a rinky-dink keyboard again!), and it could use the disk drive!

But the 2040 drive had its faults as well. It could not handle random access files (one of the most important advantages of a disk drive over a tape drive) without a LOT of effort on the user's part. It could not trap errors correctly, and it required the user to type OPEN 15,8,5,"I":CLOSE 15 every time a disk was changed. It could not seem to center the disks properly.

So about the time Commodore came out with their 3008 PET computer (including BASIC V3, with very minor differences from V2), they introduced the 3040 Dual Disk Drive. This had DOS V1.2 in it, which corrected the error trapping problems. But they did not fix much else. Also, people were getting tired of having to type OPEN 15,8,15 etc. when their Apple-owning buddies could do the same with RENAME oldfilename, newfilename.

Almost immediately thereafter, the Commodore 4016 PET came out. It had 16K, expandable to 32K, and BASIC V4. This version had nice disk commands like CATALOG, SCRATCH, DLOAD, DSAVE, BACKUP, COPY, etc. These commands simply translated themselves into the old commands that the drive could understand.

Along with the PET 4016 came the 4040 disk drive. It had it all! Besides fixing the hardware problems, it had DOS V2.1, which supported relative files (also referred to as random files). The new DOS also performed an automatic "I" (initialization) every time it detected a disk with a different ID, so the user did not have to type this command unless he had two or more disks with the same ID. It also used a slightly different disk format from the 2040's and 3040's, so that a disk made on a 2040 could be used only by copying its files to a 4040 drive.

Later, Commodore came out with the CBM 8032. It had BASIC V4, 32K of RAM, a 12-inch 80-column monitor (the old machines had 40 column screens), and a more business-like keyboard. Indeed, it was a business machine.

A business machine needs a business disk drive. So Commodore presented the 8050 disk drive. It used a double density format that allowed over twice as much data on each disk. It also could tell if a disk drive door had been opened, and automatically did an "I" command when the door was shut again.

Later came the 8052 double-sided drive, and the D9060 and D9090 hard disk units that could store 2, 5, and 7.5 megabytes (1 meg=1024K).

Then came the VIC20. Commodore made many advances on this one. Low price! Graphics! Low price! Color! Low price! Three-channel sound, RS232, eight user-programmable function keys, and a game cartridge slot. Not to mention low price! Even though they were producing a computer to compete with home video games, they learned their lesson with the PET 2001 and gave the VIC 20 a REAL keyboard.

But for the sake of low price, Commodore took several MAJOR steps backwards. Only 5K of RAM, 22-column screen, back to BASIC V2. And worst of all, they scrapped the wonderful IEEE-488 bus that could shove all eight bits of a byte down the wires at once, and replaced it with a "serial bus" that had to spool those bits out one at a time.

Commodore then produced the 1540 Single Floppy Disk Drive. It was basically a one drive, serial bus version of the 4040. It had less RAM, so that fewer files could be open at any one time. It used the new half-high disk drive units. Instead of two microprocessors (one for the drives and one for the interface), it had one processor controlling the single drive and the interface.

About two years later Commodore invented the Commodore 64! (Ever hear of that one?) I will not go into all of its nice features, but it still had the serial bus and BASIC V2. Along with it of course came old slow and pokey, the much hated, much loved 1541 that so many of us use and cuss daily.

# PET: The Original Commodore Computer

## by *Charles F. Burns*

(from *The File*, Commo-Hawk CUG, Cedar Rapids IA;
reprinted in *The Interface*, Fresno Commodore User Group/64UM;
reprinted in *NYCig News*, St. Hilda's School, 619 W 114 St, New
York, NY 10025)

Where it all started: the Jack Tramiel typewriter Shop In Toronto Canada.

The first of the Commodore Business Machine (CBM series) was released Jan. 1977, the PET 2001 (Personal Electronics Transactor). The PET 2001 was a self contained unit with a compact graphic keyboard, numeric keypad, and built in tape cassette unit. The PET 2001 had 8K bytes of read/write memory, with 16K and 32K memory expansion options. (A 4K version was also available). The PET 2001 had a 2.0 read-only memory (ROM) which gave the computer its model personality. An external cassette tape unit could be connected to the PET 2001 computer, but it did not know what a printer and/or disk drive was unless it had Revision level 3 ROMS.

Commodore released the PET2001 with 3.0 ROMs and an expanded full sized graphic keyboard and numeric keypad. A PET 2001/B,(CBM 2001/B) was released without the graphic symbols displayed on the front of the keys. All 2001 series computers had a CRT display of 40 columns wide. The normal typing mode for the 2001 was in upper case letter graphic. The only difference was the PET 2001/B normal mode was upper/lower case letters. With a (POKE 59468,12) you could switch from an upper/graphics mode to an upper/lowercase mode. POKE 59468,14 would return back again. The 2001/B did have a graphics mode, except the symbols were not on the front of the keys.

The CBM 4000 and the CBM 8000 series was also released with a 4.0 ROM and 16K (CBM8016 and 32K (CBM8032) of read/write memory. A CBM 8096 computer was available with 96K of read/write memory. The main distinguishing feature the 8000 series system has from the 2000 series beside the lack of a graphic keyboard is the enlarged 80-column CRT display, or screen.

In 1981, Commodore released the Superpet 9000 system, with 96K of read/write memory, designed for business applications. First it was a stock CBM 8032 computer and second a 6809 based computer with the language interpreters for Basic, Cobol Fortran, Pascal, AP, and adapted to run the OS-9 operating system.

Commodore introduced the 500, 600, 700 series and a C128-40 system in the United Kingdom (not in the USA/Canada). The 500 and 700 series are known as the original model number for the B-128/256 or CBM-128-40. The C128-40 was on the market before the C-64 and the B/series, yet compatible with neither, with less than 100 ever seeing daylight.

In June 1981, Commodore released the VIC 20 Color Home Computer. In 1982, Commodore released the 700 series systems, in the USA/Canada, referred to as the Low Profile B- 128 & B-256, as well as the High profile B-128 & B-256. The B-128/256 has an enlarged basic 4.0+ ROM interpreter and 128K of read/write memory, expandable to 1 MEG of memory. A B-128C color computer was also available but not promoted in the USA/Canada. The B-128/256 was a highly versatile computer, able to utilize many built in features, insert mode on/off, windows, wrap mode on/off, reverse video, erase mode, normal/graphics mode, and many others. Multitasking was also possible with the B-128/256.

In June 1982, Commodore released the C-64 Computer.

In 1983, the SX 64 and the SX100 was released as the C64 portable unit with built in monitor and disk drive.

In 1984, the Plus 4 and the C-16 computers were released.

In Jan. 1985, Commodore released the C-128 computer, which was also a C-64 and a CP/M compatible system.

On July 23, 1985, the Amiga 1000 was released with a 256K RAM 16 bit multitasking operating environment.

In Feb. 1987, the Amiga 500 and the Amiga 2000 were released. The power and abilities these machines had would surprise you. They were an excellent math machine, educational, business oriented, and graphic unit. We can make PET/CBM play music and even talk, even when these machines never had any sound ability built into them. The B-128/256 was the only one that has a SID Chip built in.

Many models were not mentioned in this article because of very similar features or some in which Commodore did not support or were too embarrassed about, like the C128-40, or the C-16.

(In May, 1990, CBM unveiled their latest computer, the Amiga 3000)

## OLDIES BUT GOODIES
### (by Lenny Schacter)

Have you ever wished that you could find software for a trusty old PET, VIC-20, B-128, C-16, or PLUS/4 computer? That old machine you may not be using, or lost interest in because of difficulty in finding new useful programs? Well, guess what!!! Have we ever got a solution for you!!

So, go ahead and pull that machine out of storage, dust it off, plug it in, and see how useful and entertaining it can be once again after 8-14 years.

You may have seen some of these programs as demos years ago and wished that you had them for your library, but alas and alack, the opportunity passed and you went on to something else.

NOVACOM has assembled a great collection of utilities, games, graphics, and music for these machines as well as the "newer" C-64 and C-128. If you have a modem, you have access to this great collection not currently available through other sources.

Call the NOVACOM BBS at (703) 998-2976, 24-hours a day. The C-NET BBS supports 300-2400 baud and color graphics. Your SYSOP, John Poland, is happy to answer questions about the BBS and its contents. He can bereached through the BBS (listed above) or by calling (703) 671-0473.

In addition to programs available for downloading, the BBS also has E-MAIL; areas to post notices, comments, and classified ads; and a games area, too. Call now! You won't be disappointed!

Reprinted From: Random Bits Newsletter
Fairfax, Virginia July, 1992

### 8MHZ SPEEDUP CHIP FOR THE 128
by: David Tuomi, President Civic 64/128, briefed from: Public messages on GEnie:

An 8MHZ speedup board is being developed for the Commodore 128 by J.BEE of Parsec Software the publisher of Twin Cities 128.

This device will speed up computer operations and will be installed in the 8502 microprocessor socket. It will have its own on-board RAM which will enable the 128 to use the extra speed by downloading the computer's operating system from slower ROM's.

The ZIP Board will sell for approximately $200. It will have further expansion options such as additional RAM up to 512K and a future Z-80 microprocessor speedup system for increased speed in CP/M mode. The RAM on the board is compatible with the C256/C512 modifications as published in Twin Cities 128 Issues #31 and 32.

The Board is designed with compatibility in mind and should operate with all CMD peripherals as well as the standard Commodore equipment. At the time of this writing it is not known if compatibility with the Xetec series of hard drives will be available.

The first production run of Boards will be 1200 with the first going to those who have returned their surveys early.

Reprinted from: Civic 64/128 Gazette
Oxnard, California June 1992

## .SDA   FILES
(Self-Dissolving ARC Files)
(submitted by  John Poland)

Another very thorough and well conducted 64/128 session by Pat Franz. The topic was the making of self-dissolving ARC files. The .sda files that must be put together and dissolved in 64 mode, whether for the 64 or the 128, and also the .sfx files that are assembled and dissolved in the 128 mode.

Pat demonstrated the writing of the sequential file that might be referred to as the "introductory file" by using the word-processing program, THE WRITE STUFF, but any other word processor would also work.

His audience watched as Pat put together the components that would finally be incorporated into the new program file that would have an .sfx appended to its title as an identifying extension.

The file identifiers, .sda and .sfx, are very familiar ones to the bulletin board users. To be able to load a program after a BBS download, then run the program and see the resulting separate routines, as well as operating instructions seemingly to appear from nowhere, is fascinating in itself to watch. A second "load" and "run" command brings the program to the monitor screen.

A question and answer session helped dispel fears of corrupting one's favorite program. The process is not an easy one and does require some initial practice but it is hoped that the membership will take the extra time to become familiar enough with this procedure and then make use of these files in uploads to the NOVACOM BBS.

Reprinted From: Random Bits Newsletter
Fairfax, Virginia  July 1992

# Backing Up:
### *One step forward, two steps back*

**By Steve Jess**

It sounded simple enough: back up my hard drive, reformat the drive, and restore the data on the drive. The result: a faster hard drive, with the new, improved FastFileSystem introduced with AmigaDos 2.04. In theory, it should have taken about an hour or two, and given me a better computer. As it turned out, it produced one of my most hair-raising adventures since I started computing.

I call it my lost weekend.

The problem, as I later discovered, was that I trusted the hard disk backup program supplied by Commodore. HDBackup comes on the Workbench Extras disk, and it looks like a nice piece of work. It has a nice 2.0-style interface. It lets you pick which directories to back up. It lets you choose whether to compress your files. And it allows you to back up your disk on any AmigaDos device -- a floppy disk, tape drive, or another hard disk partition.

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## DISK-OF-THE-MONTH

**BookStore** -- A database for your perconal book collection.

**Event Demo** -- Demo version of a ($7!) shareware reminder program.

**SunRise** -- Calculate sunrise/sunset time.

**SFCoder** -- password protection for your files under AmigaDos 2 (better not forget your password, though!)

**SurfacePlot** -- Very nice 3-D function plotting program

**MEDMusic** -- two baroque songs and player.

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So what could be wrong with HDBackup? Just one small thing: it doesn't work. To be fair, I should say it doesn't work reliably.

HDBackup choked just over halfway through the job of restoring my hard disk. "The media appears to be unformatted," it said ungrammatically. Nor would it let me skip to disk 14.

I'll cut to the chase. HDBackup is just a pretty front end for BRU, an Amiga port (written by Fred Fish) of a UNIX program. BRU stands for backup and restore utility. By using BRU directly from the CLI, I was able to pick up the restoration from disk 14, something HDBackup would not let me do. I was also able to read the list of files of the "unformatted" disk 13, and restore them manually from the master disks. HDBackup doesn't include that feature either.

Being a UNIX port, BRU is a user-unfriendly program. Typing BRU ? for help gets you nowhere, even though that's the standard for Amiga programs. (type BRU -h instead.) BRU doesn't produce AmigaDos compatible disks; only BRU can read its own backup disks.

To its credit, though, BRU does include an option to check backup disks for integrity. That's how I learned by second backup attempt was a failure...this time, the program told me disk 12 looked unformatted.

I finally finished by backup/restoration job, begun about 3:00 Saturday afternoon, at roughly 3:30 the next morning. All the time I'll save with my faster hard disk will never equal the time I wasted trying to get HDBackup to work.

Do yourself a favor. If you have AmigaDos 2, delete HDBackup and BRU and buy a good commercial backup package. If you can't afford one, use your favorite directory utility to copy directories manually to backup disks. It may be slow and cumbersome, but you'll save yourself from a straitjacket.

# Does the Amiga

## Con: COMMODORE LETS THE AMIGA DIE A SLOW DEATH, BY NEGLECT

**By Phillip Robinson**
**Knight-Ridder**
From Washington Post Computer News Section, 20-Jul-92:

The Amiga is dead.

It's sad but true. But we shouldn't be surprised. The poor Amiga had been at death's door for several years. It managed to live because of its potent basic design and thousands of rabid Amiga fans who would rather switch to a typewriter than a PC or Mac.

The Amiga died because Commodore denied it growth, support or even respect. And I watched the eight-year-long execution, hoping a reprieve would come and marveling at how much abuse the computer with the cute, friendly name could take.

In 1984 I was one of the first to write about an exciting new computer that had special chips for sound, video and other "multimedia" work. Except that then no one said "multimedia" about computing. In fact, its slick abilities with sound and images convinced many that the Amiga was aimed too much at game players and not at serious computing types.

The Amiga appeared just as the Macintosh was failing, losing sales after the intial euthusiasm. The PC was conquering corporate, word-processing and spreadsheeting America. But the PC was laughably slow and clumsy with graphics, sounds and other such creative elements. There clearly was room for a machine that could live at first as an entertainer while building it's chops to tackle the more prosaic types of computing.

A group of refugees from companies such as Atari designed the Amiga, and then, needing money for marketing, sold it to Commodore. Commodore needed the Amiga because its phenomentally popular Commodore 64 home computer was faltering, unable to jump to a new generation of computing power.

In those early days, the Amiga had a graphic interface like the Macintosh's but was backed up by a true multitasking operating system. This computer was built to run more than one program at a time, something the Mac and PC are only now growing into.

The Amiga also had the high-resolution graphic display of the Mac but with color. It offered more colors and more graphics programming tools than the PC. It had stereo sound in its heart, where the Mac could only produce simple sounds and the PC could only beep or buzz.

Finally, the Amiga had video in its soul. Those special chips let it naturally and easily overlap its images with standard TV and VCR images. To add titles or special effects to a video, you could use an Amiga, or you could add thousands of dollars of hardware to a Mac or PC and pray.

So what went wrong?

First, Commodore took too long to get the Amiga system software out the door. It was always near completion, getting debugged, almost there. Without stable system software and programming tools, no one could create good software for the Amiga.

Then Commodore waffled and missed its commitments to Amiga peripherals. A card was promised that would give the Amiga PC-compatibility. That would tide you over, the story was, until Amiga software appeared. You could run your PC programs, from Lotus 1-2-3 to WordStar. This card was delayed and delayed and delayed.

Next, Commodore didn't release timely Amiga upgrades. As PCs and Macs kept leapfrogging in processor speed and random-access memory and disk drives, the Amiga just waddled along. Eventually, the Amiga 1000--the original model--was succeeded by the 2000, with more memory and a hard disk, and the 3000, with a 68030 processor chip and more disk and memory. Even in graphics and sound, where the Amiga once was the world's best, the Mac and then later the PC added more colors, more resolution, more sound, while the Amiga stood still.

The Amiga 500 appeared as a sort of Amiga Jr., with less power and memory but a $500 price. Too expensive to compete with Nintendo as a game machine, it was too weak for serious com-

# Have a Future?

## Pro:

*(A posting on major networks from Commodore, adapted from a letter it sent to its dealers.)*

Commodore is aware of the activity on computer networks in response to the "Amiga/Slow Death" article written by Mr. Phillip Robinson. Commodore wants to assure all you who are concerned that we are not taking this lightly, and would appreciate your help in responding to Mr. Robinson and to newspapers who have reprinted the article. Therefore, we are providing the information that follows. It is a version of a correspondence sent to dealers in market areas where the article has appeared.

All of us at Commodore share your concern about this story. The Commodore marketing and communications staff agree that this story is one-sided, contains several inaccuracies, and does not communicate the current thrust of our emerging, dynamic and leading U.S. business presence in multimedia and related applications.

### Specific Actions And An Update

We've had two conversations with Mr. Robinson since his article first appeared. We communicated to him all of the reasons why suggesting that "Amiga is dying a slow death" couldn't be further from the truth! We have one additional interview scheduled with Mr. Robinson next Wednesday (July 29th). He will be writing a follow-up article after the interview. The follow-up article will appear first in the San Jose Mercury News and then will be distributed through the Knight Ridder distribution channels to your local paper. That process usually takes up to two weeks.

Mr. Robinson reports that the feedback he's currently receiving from the "Amiga/Slow Death" article is the heaviest he's experienced in the eight years of doing this column. He reports that some of the more virulent negative feedback has included threats of violence. We of course do not endorse violent feedback of any kind. But you can take constructive steps to channel your negative reaction to Mr. Robinson's article.

You can help manage the negative public perception Mr. Robinson's article has created by taking action with your local broadcast and print media. Please consider doing the the following:

1) Write a letter to the editor of the newspaper that ran the Robinson article. Correct the record. Use some of the message points we've provided. Voice your strong objection to the one-sided and ridiculous suggestion that Amiga and Commodore have no future.

2) Send a copy of your letter to the editor directly to Phillip Robinson. His address is P.O. Box 1357, Sausolito, CA 94966 (as printed in the San Jose Mercury News).

3) If you wish, voice your opinion to Mr. Robinson by leaving a voice-mail message for him at (415) 289-9498. Do this in the next seven days so you have impact on his follow-up article.

Here are the primary message points that Commodore hopes to get across to Mr. Robinson. Perhaps you can include some of them in your letters to the editor:

- Commodore is a one billion dollar company.
- There are more that three million Amigas installed worldwide.
- Phillip Robinson's recent article, which talks about a "slow death" for the Amiga, was written with no input from Commodore.
- Commodore is not "killing" the Amiga. In fact, the company, and its developer network, currently are working on several enhancements to the Amiga product line. Significant product announcements are planned this Fall at the World of Commodore show in Pasadena.
- Approximately 1000 dealers distribute the Amiga in the United States.
- Commodore recently signed a sole national distribution agreement with Merisel, Inc., the world's largest publicly held distributor of microcomputer hardware and software products.
- Commodore recently signed a strategic product reseller agreement with Digital Equipment Corporation.
- Commodore, its shareholders, its dealers, its developers, and its end-user base continue to have a long-term commitment to the Amiga and its future as a multimedia, business and consumer microcomputer.
- Commodore (and the Amiga) is a pioneer in the emerging multimedia market. The company and its independant developers actually are helping define multimedia. Many companies say they are "in" multimedia without really knowing what that

[A-3]

# Pro - *from page 3*

means. Commodore has a strong end-user base executing a wide variety of multimedia applications today.

- Multimedia is not a single market or application. Multimedia is a method of designing and integrating computer technologies on a single platform that enables the end-user to input, create, manipulate, and output text, graphics, audio and video with a single user interface.
- Commodore is focusing on four key business markets, for professional applications, in the United Sates: videography, professional training, kiosk information systems, and presentation systems. The company has significant market share in each of these business markets.
- The company recently launched an aggressive marketing and advertising campaign to support and increase its leadership position in these four key business markets. In addition, Commodore is updating industry trade editors and reporters about the company's U.S. business strategy against these four key professional markets.
- Commodore has added new senior management to the consumer side of the business. The company plans to extend current strengths of the Amiga into consumer channels with a variety of product announcements and new consumer applications during the next 12 months.
- NewTek is a valued developer. The Video Toaster is a great Amiga peripheral. But the Amiga is much, much more than just a power supply for NewTek's Video Toaster. In fact, to say that the Amiga is "just a power supply for the toaster" is a totally wrong and misguided depiction of the Amiga. And, NewTek's Video Toaster is dependent on the Amiga's custom chip technology.
- The Amiga offers the best "price/performance" for multimedia computing solutions available today. In addition, the Amiga provides "traditional" office computing applications and a wide variety of entertainment packages. The Amiga also provides options to read and write MS-DOS and MacIntosh files.
- This is the most exciting time in the history of Commodore and Amiga computing. The company's visibility in the microcomputer industry should increase significantly during the next year as new programs, products, strategies and applications mature.

## Final Thoughts

We are taking specific steps to not only regarding this incident but also to ensure that we regain more leverage and positive coverage in the general media and reporting environment going forward. To that end, we're planning some specific press events at both World of Commodore and Fall Comdex. We've also begun an intensive telephone contact campaign to strengthen our ongoing relationships with hundreds of editors, reporters, and freelancers who write about Commodore and the Amiga. We are committed to increasing the flow of accurate information to these important and influential media audiences.

In the meantime, please help us with the impressions precipitated by the Robinson article; follow through on the recommendations we've made in this correspondence.

Please consider faxing Mandi Griffies, in our corporate communications department, copies of any correspondence you generate on behalf of this effort and report subsequent media feedback and results directly to her. Her fax number is (215) 431-9465. Thank you for your concern and partnership.

P.S. "The reports of my death are greatly exaggerated."              -- Mark Twain, 1897

# Con - *from page 2*

puting, especially for the one kind of computing the Amiga was best at: multimedia.

Commodore repackages an Amiga as the CDTV, which stands for Commodore Dynamic Total Vision, I think, though you could read pages of CDTV hype without finding that expression. This "interactive multimedia" machine is supposed to be the perfect modern tool for hooking to a television to play interactive video discs for games and education.

Interactive multimedia still is a questionable market, with more interest from sellers than from buyers. But maybe the Amiga will have a future there.

The final insult to the Amiga has been Commodore's consistent lack of concern, attention and contact with Amiga dealers, developers and owners. It's still true today. There's only one kind of life left for the Amiga: toasting.

NewTek's Video Toaster is the best way to build

# Do-It-Yourself Amiga Rumor Kit

Rumors abound, and here's a handy way to automate your contribution. Simply Cut, Paste and Post!

1.  Hey, everybody!  I just talked to my buddy the...
   - a. developer.
   - b. Amiga dealer.
   - c. Commodore tecky.
   - d. user group prez.
   - e. psychic.

2.  S/he filled me in on the specs for the new...
   - a. A1000+!
   - b. Amiga Classic!
   - c. A2200!
   - d. A700!
   - e. A3500!
   - f. A4000!
   - g. A1!
   - h. A4000T!
   - i. NeXT AmiGA!

3.  It has a new chip set called...
   - a. SECS
   - b. RSECS
   - c. SDSECS
   - d. AA
   - e. AAA
   - f. AAAA
   - g. TIGA

4.  which will give us...
   - a. 128 colors
   - b. 256 colors
   - c. 4096 colors
   - d. 32,000 colors
   - e. 64,000 colors
   - f. 256,000 colors
   - g. 16 million colors

5.  out of a palette of...
   - a. 16 million
   - b. 32 million
   - c. a number equal to the national debt

6.  with a resolution of...
   - a. 640x480.
   - b. 640x960.
   - c. 800x600.
   - d. 1280x800.
   - e. 2048x1600.

7.  Chip RAM on the new Agnus will be...
   - a. 4 megs.
   - b. 8 megs.
   - c. 16 megs.
   - d. Uses HD as Virtual Memory.

8.  The Paula chip has been enhanced to support...
   - a. 1.76 meg disks,
   - b. 1.44 meg disks,
   - c. 400k mac disks,

9.  and sound capabilities include...
   - a. 16 bit, 8 voice.
   - b. 32 bit, 16 voice.
   - c. 2 bit squeaky voice like Mickey Mouse.

10. There are new chips as well, called... (pick two or more)
   - a. Lisa.
   - b. Pauline.
   - c. Gould.
   - d. Dionne.
   - e. Fat Albert.

11. This new chipset is plug-compatible with...
   - a. all current Amigas!
   - b. A3000 only!
   - c. no current Amigas!
   - d. A600 only!
   - e. Mac pluses!

12. All this will be powered by a...
   - a. 68000 @ 14.2Mhz.
   - b. 68030 @ 16Mhz.
   - c. 68040 @ 33Mhz.
   - d. 486 @ 50Mhz.
   - e. 88100 @ 100Mhz.

13. The new Workbench shipped with all this new model will be...
   - a. WB2.1
   - b. WB3.0
   - c. WB3.04
   - d. OS/2
   - e. Windows NT
   - f. Xwindows
   - g. NeXTstep
   - h. TOS

14. and it features
   - a. virtual memory.
   - b. MMU-protection.
   - c. display Postscript.
   - d. sound bite at startup saying "I'm sorry Dave, I'm afraid I can't do that."

15. Expect this model to hit the stores...
   - a. in August.
   - b. in September.
   - c. this Xmas.
   - d. when hell freezes over.

16. Commodore's tradeup policy will be...
   a. give them your serial # and you get $500 back!
   b. give them your computer and you get $500 back!
   c. give them a polaroid of you driving over your computer and you get $500 back!
   d. give them your firstborn and get $500 back!

**Sample Do-It-Yourself Rumor:**
Hey, everybody! I just talked to my buddy the Amiga dealer. He filled me in on the specs for the new A4000! It has a new chip set called SDSECS which will give us 256,000 colors out of a palette of a number equal to the current national debt, with a resolution of 2048x1600. Chip RAM on the new Agnus will be 16 megs. The Paula chip has been enhanced to support 1.76 meg disks and sound capabilities include 32 bit, 16 voice. There are new chips as well, called Gould and Fat Albert. This new chipset is plug-compatible with Mac pluses! All this will be powered by a 486 @ 50Mhz. The new Workbench shipped with this new model will be Windows NT and it features display Postscript. Expect this model to hit the stores this Xmas. Commodore's tradeup policy will be give them a polaroid of you driving over your computer and you get $500 back!   [Kudos to Roger Van Eysinga and Grimmy for this idea]

# Con - *from page 4*

an inexpensive video-effects studio, and the Toaster requires an Amiga. In fact, the new Toaster models for Mac and PC are really just a Toaster and Amiga that you connect to your Mac or PC. You can see the popularity of the Toaster from the general computer magazines-- where it is the only Amiga product mentioned-- to the Amiga specialty stores--where digital video and Toasters take up half the space.

If you have an Amiga, don't fret about this news. You've adapted to living in the dark, being fed biodegradable stories about new models and upgrades. There will be new games, a few new programs, a few new accelerator boards and fellow enthusiasts to club with for another five years at least.

If you want to work with digital video, the Toaster is good enough to warrant buying an Amiga. But don't think of it as your computer; consider it just a power supply for the Toaster.

But if you're not already hooked on the Amiga or fascinated by video toasting, don't even think of buying one. You'll be getting into a relationship full of heartache and promises not kept. Maybe at least other computer companies will learn a lesson of caring and respect from this sad affair.

(Phillip Robinson is an author of books and articles about computers and an editor for Virtual Information of Sausalito, Calif.)

**Editor's Notes:**

Much of this issue has been given over to a negative article about the Amiga, and Commodore's response to it. Both sides have had their say, but I'd like to add a few points.

1. Phillip Robinson says the Amiga as we know it will be dead in five years. Perhaps, but so will today's PCs and Macs. The computer universe is constantly evolving, and it's looking more and more likely that the Amiga will continue to evolve with it.

2. This article has evoked a strong backlash from Amiga users, even though it contained many of the criticisms those same users have been making for years. Why? Perhaps we don't like to see a "family fight" become public. We don't want the neighbors, who use other computer platforms, to know our problems. Guess what...they've known all along.

3. No amount of kvetching from Amiga users had ever prompted such a strong public response from Commodore as this one article, printed in a relative handful of newspapers. Maybe it was what was needed. Only time will tell.          -sj

# Catalina Commodore Computer Club, Inc.

August 1992
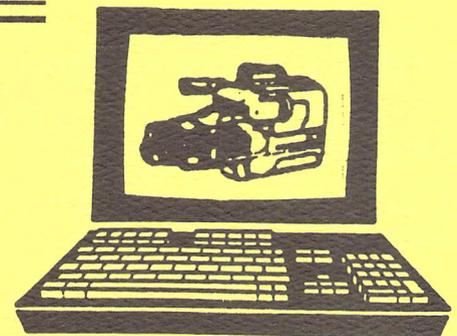
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# For Meeting Info ☞ See Back Cover

## Original Cartoons by Pat Jenkins

*Call Pat at 578-2972 with your cartoon ideas!!*

## Editor's Desk

Hello, from the new editor of your newsletter.  My name is Randall Anderson and I hope to bring you the newsletter you're wanting.    And I hope to bring it to you on time in the future as well.  I appologize for the lateness of the newsletter this month; there has been a lot to learn to put this letter out.   I had planned on the newsletter reaching everyone the weekend before the third Saturday meeting.  Also this month the C64/128 section is not quite up to normal standards, what with vacations and an editor change there as well.

My background is not in computers; I'm a welder for a research company.  My interest in them has been totally hobby starting with a C64, which I still have (well a C64C, my original C64 saw enough use that it burned up).  I joined CCCC a few years ago (1985 ?, I'm not sure) and have profited greatly from my membership in the club.

Being an editor is a new experience for me, so please excuse any flubs I might make.  I'll be using Pagestream to publish the newsletter (which is supplied by the club!)  and the chance to work with  a DTP program is definetly a nice benefit to the position.  If anybody has any input for  what they want to see in the newsletter, please let me know.  My home phone number is 748-0531.

# CCCC, INC.
## TUCSON, ARIZONA

### Catalina Commodore Computer Club, Inc.

## SIG MEETINGS

**AMIGA*C64/128*MS/DOS**
*plus saturday Help Day*
Saturday, August 15, 1992

10 AM - 2 PM

***Executive Board Meeting***
(All Members Welcome)
Saturday, August 15, 1992
9 AM - 10 AM

St. Peter & Paul Madonna Hall
Southeast Corner of Campbell & Adams

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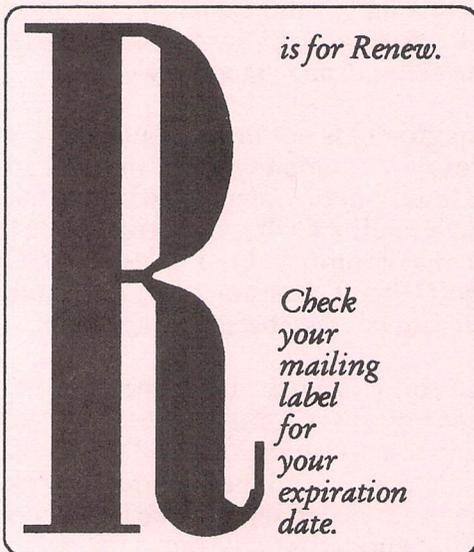
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