CURSOR

What's New

Meetings & Lectures
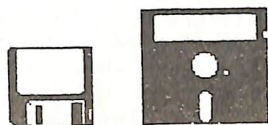
Public Domain

Graphics

Mail Box

Programming

Education

Music

Hardware

Our Next Main Meeting will take place on Tuesday, 7th November 1989, at 8 pm (Libraries & Sales at 7 pm) at the Bardon Professional Development Centre

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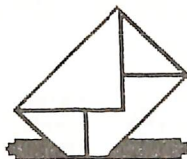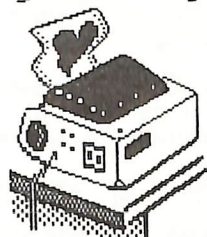
MAIN MEETING

The Main Meeting is usually held on the 1st Tuesday of the Month 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 Car-park in Carwoola Street. **Parking is not allowed in Centre's grounds!**

The dates for upcoming meetings are

Tuesday, 7th November, at 8pm.
Tuesday, 5th December, at 8pm.
Tuesday, 5th February, at 8pm.

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

WORKSHOP MEETINGS

Amiga Workshop is held on the 2nd Sunday of the Month (1pm - 4pm) in the Ithaca RSL Hall, cnr. Nash and Elizabeth Sts, Rosalie.
Disk & Accessory Sales: 1pm - 3pm
Bring your own Amiga equipment.
For information ring 300 3477.

Details of this month's activities can be found in the relevant sec- tion of this newsletter.

C64/128 Workshop is also held at the same time and place as above.

At press time the full details of this new arrangement had not been finalised.

Contact Leigh Winsor for details (Ph. 379 2405)

REGIONAL MEETINGS

CANNON HILL: Last Saturday of the
month (Noon - 12pm) in the Cannon
Hill State School. Ph. Don Friswell
- 343 1735 a.h.
KINGSTON: 2nd Saturday of the month
(1pm - 12pm) in the Kingston High
School. Phone Alan Hill - 290 0264
a.h.
PINE RIVERS: 1st Sunday of the
month (1pm - 5pm) in the Strathpine
State High School. Ph. Barry Bean -
269 7390 a.h.
REDCLIFFE: 3rd Sunday of the month
(1pm - 5pm) in the Masonic Hall,
Sutton St. Ph. Dennis Underwood -
283 2175 a.h.
SHERWOOD: 2nd Friday of the month
(7.30pm) in the Graceville State
School. Ph. Leigh Winsor - 379 2405
a.h./ Philip Parkin - 818 1172 a.h.
WAVELL HEIGHTS: 2nd Tuesday of the
month (7.15pm - 9.45pm) in the
Wavell State High School, Childers
Street. Ph. Cor Geels - 263 2839
PLUS/4 SUPPORT: - Clarence Stock is
acting as support coordinator for
Plus/4 owners. Ph. 397 8894 a.h.

GOODS & SERVICES
(At Main Meeting or by Mail)

AMIGA SPECIFIC:

Public Domain Disks 3½" (Amiga -
Mail Order Only): $5.00 ea
(+$2.00 P & P for up to 5 Disks)
Commercial Library Catalogue Disk:
$4.00 (+ $2.00 P & P)
5¼" Blank Disks: $9.00 per 10
(+ $2.00 P & P)
3½" Blank Disks: $25.00 per 10
(+ $2.00 P & P)
3½" Disk Boxes (80 disks): $20.00
(+ $5.00 P & P)
3½" Disk Labels (68x68mm) 4 sheets
(= 48 labels): $1.00 (+ $2.00 P&P)
A500 Dust Covers: $16.00 (+ $2.00
P & P)
Amiga Dos Summary: $3.00 (+ $1.00
P & P)
Amiga Beginners Guide: $3.00
(+ $1.00 P & P)

C64/128 SPECIFIC:

Public Domain Disks (C-64): $3.00
ea (+ $2.00 P & P up to 5 Disks)
Public Dom. Cassette Tapes (C-64):
$2.00 ea (+ $1.00 P & P Per Order)
Commercial Library Catalogue Disk:
$3.00 (+ $2.00 P & P)
5¼" Blank Disks: $9.00 per 10
(+ $2.00 P & P)
1541 'Drive & Disks Testing' Disk:
$2.00 (+ $2.00 P & P)
1541 Drive Dust Covers: $10.00
(+ $1.00 P & P)
Disk Notchers: $8.00 (+ $1.00 P&P)
Turbo-Rom for C64 or C128: $40.00
(+ $2.00 P & P), or Customised
Version: $45.00 (+ $2.00 P & P)
User Port Plug (Edge Connector):
$8.00 (+ $1.00 P & P)
User Port Plug Backshell: $3.00
(+ $1.00 P & P)
User Port to Centronics cable:
$35.00 (+ $1.00 P & P)
36-Pin Centronics Male Plug w.
Backshell $10.00 (+$1.00 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 Mem. Map: $2.00 (+ $1.00 P&P)
Macro Assembler Book: $5.00
(+ $1.00 P & P)
64 Sound & Graphics (by G.Perry):
$10.00 (+ $2.00 P & P)

GENERAL:

Back Issues of *CURSOR* : $1.50 each

Address Labels (23 x 89 mm): $14.00
per 1000 (+ $2.00 P & P)

Ribbons for MPS-1000, GX/LX-80
Printers: $7.00 (+ $1.00 P & P)
Ribbons for MPS-1200/1250, Citizen
120-D Printers: $10.00 (+ $1 P & P)
Ribbons for Riteman C or F Print-
ers: $12.00 (+ $1.00 P & P)

---> *NOTE: Copying of Commercial
Software is ILLEGAL, and is NOT
ALLOWED at our Meetings.* <---

MAILING ADDRESS

Please address all mail which is not related to *CURSOR*, including orders to:

C.C.U.G.(Q) Inc.
P.O. Box 274
SPRINGWOOD QLD 4127

Cheques to: C.C.U.G. (Q) Inc.

CHANGING YOUR ADDRESS?

Please advice our Secretary and *not* the Editor of *CURSOR*!

MEMBERSHIP

Membership Fees are as follows:

Joining Fee: $10.00

Annual Membership Fee:

Ordinary* Membership: $25.00
Country/Associate M'ship: $15.00
Pensioner Membership: $15.00
Family/Business M'ship: $35.00

(* Within the B'ne 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 the Group's PO Box (see above), 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.

COMPUTER ADDITIONS/MODIFICATIONS to C64/128 equipment are being carried out at our Rosalie Workshop Meeting (see Page 2) by Murray Hungerford (Ph. 848 2363 a.h.) and Philip Van Der Vliet (Ph. 848 5753 a.h.)

SERVICES OFFERED:

Reset Buttons: $6.00 - Device Number Change: $6.00 - Reset Re-enable: $6.00 - C64/128 Computer Selection Switch: $6.00 - 40/80 Column Selection Switch for C128: $10.00, for C128D: $15.00 - Turbo Rom Installation: C64 with Socket or C128: $6.00 - Turbo Rom Installation: C64 without Socket or C128D: $10.00 - Write Protect Switches: $6.00 - Write Enable Switches: $6.00

YOUR NEWSLETTER

CURSOR appears 11 times annually and is dependant on members' contributions for its content.

Address all Newsletter Mail to:

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

Deadline for the Dec. Issue is:

FRIDAY 3rd NOVEMBER!

Short articles (less than a page) and adverts for the *BYTE* column can be submitted in written or printed form, but we prefer to receive your articles on disk.

Please use *minimum* formatting in your articles. Do *not* indent paragraphs and use a *single* space after a 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.

AMIGA Specific:

Supply your articles on 3½" disk in the form of an ASCII file or a WordPerfect file with *minimum* formatting.

C64/128 Specific:

Supply your articles on a (1541) 5¼" disk in the following format (in order of preference):

SEQ ASCII file, SEQ PET ASCII file, SuperScript/EasyScript, PaperClip/-PocketWriter files in the SEQ save option, SpeedScript files saved with the SS converter program, option 2, (SEQ Standard ASCII file). Sorry, but we cannot read 1571 formatted disks, and are unable to convert GeoWrite, FontMaster or Bank Street Writer Files.

Alternatively, if you own a modem, you can upload articles, news, gossip, etc. to the Group's BBS (Ph.344 1833 - File Area 8)

Commercial Advertising

Rate is $30.00 per full page, per issue. This rate is for A-5 size camera-ready copy only.

Production Credits

WordPerfect 4.1.9 - PageStream - The 64 Emulator II - GP Term - Easy Ledgers - Epson SQ-850 Printer

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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EDITOR'S NOTES

INFORMATION - Knowledge communicated or received concerning some fact or circumstance (Macquarie Dictionary).

Have you ever asked yourself why you joined the CCUGQ? Probably the reply to that question would be in most cases "To learn more about my computer". Which brings us to our keyword for the month; *information*.

You are after more knowledge, or information, about the how and why of your computer. You have joined in the hope that somebody will communicate this knowledge to you. This, of course, implies that somebody has got the 'knowledge' that you are after. Fortunately, in a group as old as the CCUGQ (old by computer standards, that is!), there's usually somebody around with the necesssary know-how, and if not, there's our very substantial library to fall back upon.

To newcomers in our group, it must be rather daunting to hear a discussion between computer "experts".

Computer talk is full of 'jargon', and this tends to frighten away newcomers. As a result, the more introverted new members tend to clam up, because they don't want to appear foolish when they ask questions.

Well, my dear new members, if you belong to this category, do I have some news (information) for you! As one of the most senior members of our group, I can assure you that the majority of these so-called 'experts' aren't experts at all, but they love to throw jargon around to show you how clever they are. As I have written on a previous occasion, lots of our members claim to be 'programmers', yet I have only seen well written programs by a handful of our members.

For this reason newcomers shouldn't be afraid to ask questions. If you get no satisfactory answer, talk to a committee member (the ones who wear badges), or drop me a line. No, I don't have many answers myself, but usually I can find someone who has!

I am also looking for suggestions from our newer members for specific newsletter articles. Remember, this is YOUR newsletter and I need YOUR input to make it represent our membership at all levels of expertise.

To those who have the 'knowledge', on whatever aspect of our computers, I can only reiterate what I have stated on many previous occasions, and that is to share it with your fellow members.

A good example of one of our members who shares his aquired knowledge with his fellow members, is our Secretary Mike Willams' series on *Basics for Learners* for new Amiga users. Newcomers to our group certainly appreciate this sort of information.

Redcliffe Sub-Group

Yes, we have a sub-group on the Redcliffe Peninsula again. Dennis Underwood is the man who will coordinate the group. They'll meet on the third Sunday of the Month from 1pm till 5pm at the Masonic Hall in Sutton Street, Redcliffe. All our members, be they C64/128 or Amiga owners, are welcome to attend. You can contact Dennis on 283 2175, after hours.

Ralph De Vries

MAIL BOX

Death & Resurrection of Amy

My relationship started over a year ago. She was beautiful, colourful, verbose and quite everything I wanted in a..... computer. However, recently we met a tragic end. I turned her on (once too often it seems) and poof! Amy was no more. Without hesitation I rushed to Cursor and phoned Tony May at S.E. Q'ld Computer Repairs. After two days he informed me that major surgery was needed. It seems the internal drive died. Cost of the drive $280.00. Being a student it may as well have been $280000. However I found a drive (second hand) which Tony promptly installed. Cost $40.00, less 10%, equals $36.00.

All was fine again; my life had new meaning. Then one day, two weeks later, Poof! Same symptoms. Back to Tony. He did further tests, showing the problem was the power supply. However the drive was still dud. But due to the understanding nature of Tony, he replaced the drive, I replaced the power supply and Amy relived. The moral being, for the best in quick, friendly, efficient and understanding service, Tony May is the only person who should service your computer.

David Boldeman

I am a new member of your club and think it is nothing short of excellent. A lot of credit must go to those who organise this sort of thing; as an example look at your newsletter - I think it makes quite good reading and I would buy it commercially if it was so available.
Being a student member, it does annoy me to hear that a lot of the blame of copying software goes to
the younger members. I realise that you don't think that all of the student members are pirates; in fact in my own case I have gone the other way and written some routines to protect my own software (I have made it up to the stage of stopping reset cartridges).
Bu now we have reached the stage that my father needs some more K for his business, so I will sell my C64 and buy an Amiga 500 with the lot (sounds like an order for hamburgers, doesn't it?).
While burning through a Myer computer department recently, I had a look at a program demo and asked the sales person walking around a few questions about this program. Would you believe that to every question, except one, his standard reply was "dunno". The only question which he could answer was the cost of the program, which was $250.00. Luckily I had a place to sit down.
Seeing this hollow minded person's knowledge was zilch, I called my Amiga owning friend Micky, and asked him about the program in question. He thought that the program in question was Digi-Paint, and during our conversation we also talked about program protection and viruses which tend to wreck programs. What if something like that happened to an expensive program like that one! Seeing that the program is available in the library I think I'll borrow it first before spending my last $300.

Patrick Hallerman.

There must be a moral in the two letters quoted above - something to do with professionalism and non-professionalism. I leave it to our readers to figure it out.

Digi-Paint is not in our library yet, but will be by the time you read this. As for viruses on the Amiga, the spread of these is largely due to ignorance. Fortunately these nasties can be prevented by means of the many virus protection programs which are now available.

I note that the cover on your October issue is (dis)graced with a cartoon depicting a left handed porker with a 64 on his blazer tilting at off-screen windmills. It is not hard to conceive that the pig is yours truly nor that the windmills in question are Amigas. With this latter I agree - there is a lot of unpleasant blowing from the departing backsides of the Amiga Group; some of it of the windbag variety. I know that you like to strike a balance between groups and in order to achieve this I would suggest that you encourage your gifted Van Gogh to construct his next cartoon along the following lines:-

Depict a sinking ship with the name 64/128 on its bows and several large rats deserting it. One rat could have Amiga written on its body and could bear a striking resemblance to a prominent member of the club as did another pig in your June issue. In the depths below he could depict a ferocious, bald headed shark (mac)lurking about. I do not wish to hog all the space in the sty and would welcome some company. It may be a good thing for the Club that we all made a new start on an equal level albeit from the mire. Vincent might like to join us and bring his pigs. From that position there would be only one way to go - upwards. A second look at that June cartoon:- There is an obviously porcine figure, dressed in a tricorn hat and Napoleonic style uniform

riding on a pig's back gazing with satisfaction at a distant Don Quixote type figure tilting at a windmill. Did Vincent mean to imply that the rider was Napoleonic in his treatment of others and that he was 'riding home on a pig's back!' once again? Perhaps Napoleon would do well to remember his history and that this could be his Waterloo.

Douglas (Oink-oink) Wellington-MacIurkin

Sorry, but I fail to see the resemblance between October pig or June pig and your goodself or any other member of our group, but perhaps it's a case of 'if the shoe fits'. Also the equating of windmills with Amigas is surely a matter of personal interpretation?

I accept Leigh Winsor's pictures for what they are; interesting computer generated images. As for the 'message', perhaps we shouldn't try to read to much into it, as several of them are rather obscure to say the least.

In next months' issue I hope to publish another one of Leigh's creations, this time the subject being rodents. Now, as far as I am able to judge, there aren't any hidden messages in that one, but I'm certainly looking forward to see what kind of interpretation that one will attract....

Am much intrigued by the picture on the cover of the latest Newsletter. There must be something missing in my education as I cannot work out what Leigh had in mind when he produced this masterpiece. The possibilities which occurred to me are 'footie', the Melbourne Cup or Don Quixote but none of these seems to fit the bill somehow!

I have a request, apart from getting to the bottom of Leigh's picture, and it is that the Commercial Library should update in CURSOR the software lists printed in the March and April editions or furnish new up-to-date lists complete with package numbers.

Yes, I know there is a disk for purchase with this information on it but with funds being made available for the acquisition of so much new software at present, this disk soon becomes outdated. Doug Maclurkin arranges for the publication of details with numbers of all Public Domain software as it is received and I think it would benefit all Members, and diminish the crush around the wall lists on borrowing nights, if the Commercial Library followed this procedure on a regular basis as well.

Doreen Horne

Phew... well at least you admit that you don't understand Leigh's artwork, rather than putting your own interpretation on it (see the previous letter).

It's probably a bit like the famous smile of the Mona Lisa. The experts have never figured out what she was smiling about, or even if she was smiling at all. (Come to think about it, I don't like that picture anyway and if it had been submitted for the Cursor frontcover, I would probably have rejected it!)

To be honest, I don't pretend to 'understand' some of Leigh's pictures either, but if they look good (and if they reproduce well), I will print them, and never mind the message!

Your request for updated PD library lists has been passed on to our Librarian.

PROFILE
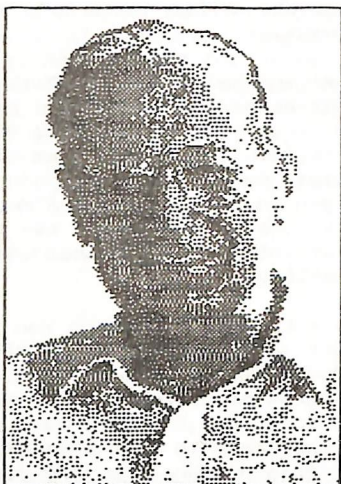
John Van Staveren

Treasurer for the last two years, John joined us early in 1985.

John is married and has two teenage sons. In his job as Materials Planning Officer at Alcan, he spends most of his time at the company's main frame computer in designing spreadsheet applications for use in different aspects of Alcan's operations.

John initially maintained the financial records of the group on the C-64, using *MultiPlan* and the *M-64 General Ledger* program. However, as custodian of the Group's A-500, he now uses the Amiga exclusively to do the group's accounts with the *Sybiz EasyLedgers* and *Superbase Personal II* programs. This has meant a tremendous saving in time to our treasurer, as well as giving us more up-to-date financial records during the year. In fact John tells us that he even has a bit of time left now and then to get to know the Amiga a bit better!

LIBRARY NEWS

by Phil Guerney

Correspondence

Before describing the continuing flood of new material going into the library, I thought I should discuss a couple of letters received last month. The following is not compulsory reading, just move on to the software listing if you like! However I have heard the points raised many times before and they should be responded to in Cursor.

Firstly, Viv Mundy tells me he is flabbergasted that I run a completely manual lending library in a computer club. Viv is sure that a computerised system would drastically reduce waiting time at meetings. Well some years ago I was also puzzled about this but after helping out in the library it soon became obvious why there was no point in doing anything else. Half the waiting time is on the software return lines and we will always have to carefully check each package for bits accidently left at home. Next, we run three separate borrowing queues (C64/128 Software, C64/128 Books/Mags, all Amiga items) and if only one terminal was available, everybody would have to form one very long queue. To avoid typing in names or numbers (and that can be VERY slow and inaccurate) we would have to use bar codes and this would cost quite a lot for the hardware, and a LOT of set-up time in giving all items and members a bar coded sticker (I assure you that I have not got that time). Lastly the software is not written and it would take many man-weeks to be made robust enough for routine use, and no one I know wants to make that a project (they like doing other less work-like

things with their computers). I watched when Brisbug (the PC-clone group in Brisbane) first went computerised and the queue length at the software counter tripled! They have improved logistics since, but the computer certainly didn't help with speed.

Viv also thought that one month was too long to hold on to an expensive piece of software when others desperately wanted it, and only 11 borrowings a year were possible. A "wait" list was suggested and Viv would coordinate transfer among people during the month. Informal arrangements like this are perfectly OK now, as long as the original borrower takes all responsibility for the item. I am certain that if this system was formalised, the unfortunate coordinator would be plagued with calls every night and suffer a continuing work load that would ensure that he chucked in the job after a short while. We are probably the only Commodore (or any other brand) club in Australia to have an extensive commercial library and I think that four borrowed items in one month is all that most people have the time to play with.

Next, I have also been admonished by Doug Maclurkin for not purchasing enough C64/128 material, particularly a few things that he wants. Doug maintains that spending on the Amiga outweighs that on the C64/128 and on that point he is right. I have no apologies in this regard. However we have built up a fine collection of the best available software for the Amiga (which I still can't use myself so there is no bias for that reason) and from now on we will only be adding the pick of the crop of newcomers as they become available. In terms of

numbers of items, the C64/128 collection has grown just as much, it's just that the stuff costs less. Generally, I like to have seen reviews of a new C64/128 program, or even have tried it myself, before ordering it. Doug strongly urged that I reconsider a program called QUICKPRO+II which is one of those programs which asks you a series of questions about a database application and then writes the BASIC code that does the job. I'd be interested to know if just a couple of other people were interested or even had seen a review of it. Of course the advertisement Doug produced was extremely extolling of the product but personally I can't see the point in a BASIC database when we have so many excellent customisable machine language database programs for the C64/128 already which would run much faster than any BASIC program. Doug is also keen on the Pocket series of programs (including the new issues such as Pocket Writer 3 and Pocket Author) but I will not be buying these until they remove the copy protection scheme which throws 90% of 1541 drives out of alignment after just two or three loads. However I appreciate a few other of your suggestions and I will follow them up and even try to find out what has happened to our TPUG disk subscription. Don't let this make anyone feel that I don't welcome their suggestions at any time!

New Amiga Items.

Devpac Amiga V2: This is an editor/assembler/linker/debugger system for programming the Amiga in 68000 machine language. The macro assembler works at up to 70,000 lines per minute and all the parts of the package are integrated for interactive program development. Ex-machine language hackers from 6502 days must find the 68000 instruction set something wonderful with direct opcodes for multiply and divide among others, except for having to struggle with an operating system where you can't just write to screen memory in a simple way I suppose.

Benchmark Modula 2: A compiler for the latest language developed by the same man who specified Pascal, except this time he meant it to be a production language, rather than a teaching aid for structured programming principles. This version combines an EMACS style full-screen editor, a 10,000-lines per minute compiler and a linker. Libraries cover all aspects of programming from interaction with Intuition to maths and reading/writing of data. Definitely for structured programming freaks. Hackers refer to previous item.

Transactor Disks: A set of all nine disks that accompany Transactor Magazines are available. The first few disks relate to Amiga articles in the original Transactor before the separate Amiga version was split off. The corresponding magazine is ESSENTIAL to understand all these disks as, at least for the C64/128 versions, there is NO explanatory material on the disk. Borrowers of those early issues will have to hunt in the C64 collection for the appropriate magazine (the magazine and disk together can be borrowed with one pink card in all cases). I don't imagine that everybody will be interested in these as the Transactor is a very technical magazine with not a games review in sight. So if any techies want to take a few extra away for the month, please ask me.

Flight Simulator II: the original and still the best flight simulator program. This 1986 (current) Amiga version seems to come with much

less written material than my own
C64 version I bought in 1985, but
the Amiga version runs a heck a lot
of better than the C64 one! For the
few who didn't know, this program
allows the user to vary time-clouds
-winds-fog-turbulence, multiple 3D
window views and viewpoints, and a
multi-player option allowing two
people to fly separate planes (a
Cessna or Lear Jet) over a modem
connection.

Flight Simulator/Jet Scenery Disks:
these are a problem for me! When
you borrow any of these 5 items,
PLEASE make sure you return ALL of
the contents, including up to three
map sheets, all the loose-leaf ma-
nual pages, a couple of one-page
supplementary notices and of course
the disk! The scenery areas on this
group are:
Washington-Charlotte-Jacksonville-
-Miami (No. 7); Didn't write-it
down! (No. 9); Lake Huron-Detroit
(No. 11); "Western Europe" (South
UK, North France, SW Germany);
"Japan" (Tokyo, Osaka).

Transcript: a fast, serious word
processor designed for large docu-
ments. Basic word processing com-
mands, although index generation is
included as well as a 90,000 word
spell checker, but on the Amiga a
fast easy word processor like this
is ideal for using as a text pre-
processor for a fancy page layout
program and Transcript is designed
to be an auxiliary editor for fu-
ture versions of Professional Page.

New C64/128 Items.

Twin Cities 128 Compendium Book #1
from Issues 1-18: A collection of
the "best" articles from the early
issues of that specialist C128 ma-
gazine. Absolutely a must for any
C128 hobbyist.

Commodore Machine Language Tutor-
ial: a text only introduction to

machine language on the C64 by Paul
Blair of Canberra.

Electronic Card File and Electronic
Cash Book: these two are rather
dated and not particularly good
programs, in fact rather difficult
to use, but we don't have much in
the way of business programs for
the C64 so the Cash Book one may be
of some interest.

Kracker Jax Revealed Vols 1-3:
Everyone in this club agrees that
copy protection is a bad thing, al-
though a couple of different rea-
sons may be given! Whatever the ob-
jection, it is a completely legal
and valid aspect of hobby computing
to enjoy delving into the means by
which copy protection is effected.
The logical, and still legal next
step (although I suppose I should
cover myself by warning that I'm
not a qualified lawyer) is to break
the protection and produce a work-
ing copy of the original which does
not bang your drive head out of
alignment, and probably loads much
more quickly. The working details
of copy protection are briskly ex-
plained (this is not for beginners,
at least a working knowledge is
required of machine language and
Commodore DOS including programming
of the drive itself) in these three
volumes by the people who produced
Maverick.

For example, those older "simply"
protected programs which check for
a non-standard sector, causing the
drive head to bang and go out of
alignment, and that any nibbler can
defeat, can be broken by tracing
the code in the loader and blanking
out the routine which does the da-
mage. Then you can continue to use
the program (legally if you owned
it in the first place) without rat-
tling the drive to pieces. Kracker
Jax I leads you in detail through
four such fixes so that you can
work out others yourself.

Four further protection methods are discussed in this first volume, most being much more complex ones which nibblers can not copy and sometimes involve encrypted code. A reset switch comes with this volume.

Volume II adds some further examples of the first five types as well as five more protection methods and the HESMON monitor cartridge.

Volume III is the last (for ever they say) of the series. It has 6 pages on GEOS V2.0 which are warned as "hazardous to your mental health". It ends with instructions on how to protect your own programs with a method that software nibblers can not defeat.

Russia - The Great War in the East 1941-45: a complicated war strategy/simulation game donated to the library. It is written by a group in Sydney (Roger Keating and Ian Trout) who have achieved good world-wide sales with their strategy games of which other well-- known ones are Carriers at War and Europe Ablaze. As always, a very large number of decisions must be made over 20 menus about allocating forces, planning reinforcements (note where the railway lines go) and the weather, before giving the orders and seeing what happens against the computer or a human opponent. Are there any keen computer strategy people out there? If so we could get more programs and even this firm's magazines and which include new scenarios for their games.

-ooOoo-

BYTES

FOR SALE

Commodore DPS-1101 Daisywheel Printer - in very good condition - $400 o.n.o.

Contact John Van Staveren on (07) 372 3651 a.h.

Computer Desk 3' - Brown finish, with half width upper shelf - $60
Computer Desk 3' - Yellow finish, with full width upper shelf - $85

Contact Terry Foley on (07) 379 9306 a.h.
----
2 Meg Proton Memory Board with Clock, for Amiga 1000 - $900.

Contact Greg Phipps on (07) 345 1514 (a.h.)

EXCHANGE

Swap 2nd Revised Edition of The Amiga Companion (covers 1.3 version of the O.S. in detail) for the first edition of the same book (1.2).

Contact Jack Fearnley, 69 Wirrah Close, Bayview Heights, QLD, 4868.

BYTES are computer related adverts, which are **free** to all financial members of our group.

This column is NOT available for commercial computer sales.

-ooOoo-

GAMES COLUMN

by Reuben Phillips

****

RACHMANINOV'S 3RD PIANO CONCERTO

We are drinking cupped Sonatas like
wine,
The red glow, the cut throat of
Sunset.
Like a tungsten locked Icarus
I charge my mind with heaven fer-
mented grape
that grow to Caesar's Royal Purple
in my brain,
Trim my logic as I may
The tyrant Onos unbraids my
thoughts
like maidens' tresses at eve
I am wafting across mindless
heavens
'Where am I,' I ask the Lotus
maiden,
She says 'Singapore Air Lines –
Economy Class'.

Spike Milligan

****

REVIEWS

*** FALCON (Sphere)

7:05 am, time to fuel the Falcon,
bolt on four tons of air-to-ground
nastiness plus a few sidewinders
(for that ring of confidence),
carve your way across the country-
side and wreck someones bridge/run-
way/dairy farm/day – What a way to
make a living.

Falcon is a recent addition to that
most dependable of Genres, the
flight simulator, the F-16 Falcon
being one of the most popular
choices (next to the F/A-18).

Falcon is a more realistic simula-
tion than, say, Interceptor, espe-
cially at higher levels. Pack your
plane to the armpits with armaments
and pay the penalty in manoeuvra-
bility and speed.

Choice of weapons is good, air-to-
air, both free-fall and guided air-
to-ground, ECM and extra fuel pods
are available. Odds are you'll need
them, the enemy MIGs are smart and
work in unison. Graphically the
game comes out looking like the PC
version, meaning dull colours and
lots of stippling. The instrument
panel, though realistic, lacks cla-
rity. The radar too is completely
redundant, serving only to adver-
tise your presence to inquisitive
MIGs.

Using a modem or serial port link
two players can cooperate or alter-
natively try to nail each other, as
in any game the two player option
adds a lot. Falcon is a much more
comprehensive simulator than Inter-
ceptor, it even has an effective
Instrument Landing System (ILS).
The game suffers mainly from it's
lack of scope, that is, the avail-
able missions are a tad boring,
consisting mainly of 'fly some-
where, heave ho, and it's off home
we go'. If you're a flight sim fan
and you have some spare cash then
don't miss it, otherwise try it and
see if it grabs you. At the current
cost of Falcons, I've just written
off Australia's entire defence bud-
get. Anyone want to hire a pilot?

****½ LORDS OF THE RISING SUN
(Cinemaware)**

You are Yoritomo or Yoshitsune Mi-
namota (really, look at yourself in
a mirror), the place is 12th cen-
tury Japan, and the aim? No less
than conquering the whole country.

You and your two generals have your work cut out for you; before you lie the islands of Japan with 19 castles scattered across them, each held by a megalomaniac lord with an intent as bloody as your own. Which brother you choose is important - Yoritomo has the greater diplomatic skill, helpful in forming alliances with factions you'd rather not meet on the battle field. Yoshitsune however is the better fighter and tactician, useful when you have no option but to fight. The other leaders are also rated differently in terms of archery, sieging and leadership skills, all of which must be taken into account in a winning strategy. All of this takes place in real time (actually accelerated real time - as opposed to taking alternate moves), armies are on the move all the time, stop to ponder for too long and you'll lose ground (or get a shuriken in the kidneys).

As usual for a Cinemaware game the graphics are top notch, in the combat sequence the tiny but well animated soldiers of the opposing sides run at each other with swords held high, then hack into each other with great abandon, ganging up on some poor unfortunates and chopping them into the ground.

Also as usual for Cinemaware is the stunted gameplay, the game could have been ***fab if they'd actually tried playing it themselves, fixing the control method during sieges, and realising that it boils down to a pretty shallow game.

** POWERPLAY (Arcana)

Powerplay takes characters from Greek mythology, puts them on a multi colour chessboard and combines them with a trivia theme.

The aim is simple, eliminate the other players, be they human (up to 3 others) or the computer. Promoting your characters by correctly answering questions makes them stronger (i.e. harder to beat in the two sub games) but also has the drawback of harder questions being posed. Attack another player and one of the sub games are played, players trying to beat each other to the answer.

Both subgames are essentially the same thing, get the question wrong three times, or faced with a stronger opponent and you've had it. The merit of a trivia game rests mainly on the quality of the questions, Powerplay's questions are often insufficiently general (lots of British politicians) and there aren't that many; the same question often pops up twice. The chessboard idea doesn't add a lot, the tactics being too easily mastered and the computer playing a random game anyway. The board game is a better bet.
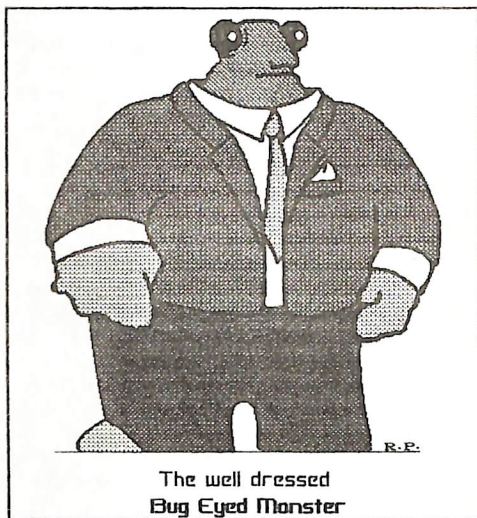
The well dressed
Bug Eyed Monster

Reuben Phillips

THE TIPS BIT

Connecting two Amigas

To build a null modem get a couple of RS232 plugs (25 pin D plugs). Watch it though, you'll need a female for the A500/2000 and a male for the A1000, and a couple of metres of cable (3 wires). Now connect:

pin 2 to pin 3
pin 3 to pin 2
pin 7 to pin 7

turn it all off, check your wiring, plug it all in (serial port), turn it all on again, and load Falcon, Jet, FSII, Powerdrome etc.

C-64 REVIEWS

by Matt James & Pat Hallerman

***½ RED HEAT (OCEAN)

Well it just so happens that our excellent club newsletter has got the first review in Australia (as far as I have seen) of the newest game on the market : RED HEAT

The game travels along the well worn path of beat 'em ups . You take the roll of Danko a rough and tough Russian detective sent to Chicago by the Soviet government to bring back one of Russia's most wanted drug dealers. To help him find this drug boss is not as easy as it seems; read on....

The screen is not put to full use in RED HEAT (as a matter of fact only about 1 quarter of the screen is used - the rest being used for the games logo). The fighting all takes place in a sort of film reel setup (anyone who wants to know how to do it in their own programs ring me on 3005443). All the figures are drawn extremely well and animation is excellent , except on level one

there are only four different baddies to fight, which makes level one a bit of a drag. There are a couple of unusual scenes, for instance on one of the higher levels their is a nurse with a uzi machine gun.

Sound effects are very basic (Just a few whacking noises and some groaning), but the music is quite swingy.

Now for the ratings. The music is good,the graphics are very well drawn , and the game is good. I'd give it seven out of 10 and recommend it to anyone who has seen the movie.

Matt:Sorry Pat, but I didn't like this game as much as you , I'd give it a very generous 5.

Overall: 6 out of 10

****½ CYBERNOID 2

Yes folks , I promised you a review on Cybernoid 2 , so you're getting one.

You take the roll of a very very very tough cybernoid pilot (cybernoid being the spaceship which you fly) that will do anything to win his space duels, and you have been called in to a planet that has been invaded by alien creatures. Your aim is to rid the planet of aliens by completing several levels.

I found the action in this game to be very fast , and at first I couldn't even get through the first screen without being killed, let alone the first level!!!! (that was when I found an infinite lives hack to use). The controls are pretty simple once you get the hang of things. They include: a choice between joystick control and keyboard and control of 9 weapons by using the numbers 1 to 9.

The sound and graphics are both excellent, with a pretty nifty sound track , brilliant animation and it is packed with incredible detail, just right for anyone who likes shoot em 'ups. The main difference between Cybernoid and Cybernoid II is the detail and the amount of aliens.

I would definitely recommend it to anyone who likes shoot 'em ups, and there are lots of good things that I haven't enough time to tell you about. I would give this game a rating of 9 out of 10.

**** BATMAN

Yes, and your good ol' crime fighting friend Batman is at it again, except this time he's on you're computer screen!

This game is a mixture between a shoot 'em up and an adventure game (a very good choice, don't you think?). You take on the roll of Batman, and you're once again fighting against crime in Gotham City . There are several unusual control methods in Batman, such as pressing fire and forwards to go to the Batmenu - I'll leave the rest for you to work out.

The graphics are reasonable, with a few blocky images every now and then, the animation is extremely good and the music is quite swingy.

I would rate it 9 out of 10.

Preview: PHOBIA

Scared of reviews, scared of the cursor, scared of your computer, well tough */+' mate, you're playing this game.

Yes this is another space shoot 'em up, and another really cool game (it got 92% in a recent Zzap magazine). I have heard that it has

extremely good graphics, sound, lastability and presentation.

So look out for this release from Imageworks (I will review it as soon as I have an ORIGINAL copy lent to me to have a look at.)

Well, I'll see you later then, as yet, the only review we have planned for next month is The Last Ninja, but never mind, we'll find other things. Thanks to Patrick Hallermann for his review of RED HEAT.

Disk Magazine

There is a new disk magazine coming out (a disk magazine is a magazine on disk) for C64 - C128 users in the near future . It is planned to contain these things and more: games previews,games tips , programmers tips , programs , adventure game hints and contact lists of people that can help you out . It will be coming on 5.25 inch disk. How much would you expect to pay for this... $9 or $10? Well you're wrong, it will be on sale for $4 (not including postage). So if anyone is interested , then ring me on 3005443 as soon as possible.

-ooOoo-

Beam those tips to:
P O BOX 95
Sunnybank QLD 4109

or alternatively chat with Matt James on 3005443 (C-64 Games), or write to him at:

29 Jevons Street
The Gap QLD 4061

That's all Folks!

8 BITS & PIECES

SEPTEMBER MEETING

This meeting was devoted to a subject which isn't all that well covered these days, namely the compiling of programs.

Craig Rawlins was our guide on this occasion and first showed our members how to compile a Basic program to make it run faster. He first compiled a program with *PetSpeed*, the oldest Basic compiler for C-64 computers, and then used the much newer *Blitz* compiler. This gave our members an opportunity to compare both the performance increase and program overhead of both these programs.

Next Craig gave an overview of computer languages which need compiling before they can be run. He demonstrated two different Pascal compilers and followed this with two C compilers.

It was after 10 pm when Craig finished his demo, and he could easily have gone on for several more hours.

OCTOBER MEETING

After the opening remarks of the President and other officials (where amongst other things the future of the Milton workshop was discussed, but see elsewhere for more on this topic), Philip Parkin became the guide through that 'unknown territory' called CP/M.

An attentive audience learnt something about the basic operations of this now rather neglected operating system, which still offers some interesting possibilities, particularly in the field of application-type software.

WHAT'S ON IN NOVEMBER

If you own a modem or if you are interested in tele communications, we suggest that you come along to this meeting, as we hope to cover the whole field of modems, Bulletin Boards, etc.

We hope to have access to a phone line to allow us to access our own Bulletin Board and the commercial Viatel network, using both 8 bit and Amiga computers.

MILTON, WHO NEEDS IT?

I am writing this little article in my OLD capacity of MILTON coordinator.

When I took over the roll of coordinator many months ago,the Milton meeting was an enthousiastic group and I expected to be able to assist a lot of new and old 8-bit computer fanatics.

During the last year the number of attendants has dwindled dramatically. Last September meeting we had only 5 people including myself.

The attendance has been very discouraging and I have decided to hand back the Milton coordinator job to the commitee.

I do not believe that in a club with over 800 members AND only four attendants there is a need for a Milton workshop.

May be a lot of people have got cold feet because of the strict anticopying laws that the club is enforcing or may be that there are no 8-bit enthusiasts left (gone into higher (or)bits).

I would like to thank the committee members for their assistance that I have had during the past period as coordinator.

Hugh Gravendyk

On behalf of the management committee, I would like to thank Hugh for his efforts in keeping the Milton workshop going.

During the October meeting our President Greg Perry discussed with 64/128 owners the future of this, our oldest workshop. As he pointed out, the success of such a workshop largely depends on the input of the individual members who attend. If this input is missing, the workshop withers and dies.

Because no final solution has been found, it was decided that, for the time being, the former activities of Milton will be amalgamated with the Amiga workshop at the Ithaca RSL Hall in Rosalie. See page 2 for further details

Editor

DISAPPEARING DOUG

Frustration has been expressed by some members that Doug Maclurkin's contributions had disappeared.

Well, he is back in full force this month, but don't hold your breath, as he has now gone to the U.K. for another holiday.

We will anxiously await his return, and look forward towards his on-going contributions.

MACHINE CODE TALKS

Craig Rawlins plans to hold a series of informal talks and demonstrations on using Machine Language on the C64/128, using Monad (Paul Blair's machine language monitor).

These talks will be held at the SHERWOOD sub-group meeting on the second Friday of the month, starting at 7.30 pm.

If there is sufficient interest, Craig may eventually cover the use of *C Power* and *Oxford Pascal* as well.

As this may well be the last time that members will get the opportunity to learn more about Machine Language, we urge all interested parties to attend these meetings.

PUBLIC DOMAIN DISK RECALL

Disk #002 NW Users Group

The Word Processor would not load the documentary file. Fortunately Maurie Hawkyard had kept the original a copy of which he had donated to the Club. I was able to save all the programs to a new disk which I have called 'NW Users Kit Bag' with an ID of HH (for Hawkyard). Someone had corrupted the original disk by adding an extra program called 'What the'. This disk formed one of the disks on a double sided pack of five which I have been distributing. Please return your faulty disk and I will replace it.

Disk 45 '128 programs', AD

There was some difficulty in making copies of this double sided 1571 disk which have now been overcome. If your copy has an '*' in front of some of the file names then it is faulty. Please return for exchange.

Will the Sub-Group Coordinators who have sets of Club Disks also return 002 for exchange.

Douglas Maclurkin

MACRO MAGIC 2

by Denis Wright

It is a fact that the creators of Superscript hit on the perfect macro command sequence when they decided on RUN/STOP followed by a programmed key. This is because it takes more effort and precision to simultaneously hold down two keys (or more, as on other computers such as the Mac or IBM) than to strike them in succession. The humble C64, with its limited memory and macro-making power, is still one of the best pure text inputting devices available - especially at the price. I say that as a person who uses regularly very powerful PCs such as the Mac 30 (with 5 megabytes of RAM), and a Gould mainframe, which has 256 megabytes (yes, that's MEGS, not kilobytes!) of RAM. For quick text input, I still come back to Superscript and the C64 - with the right macros, of course, and that's what this series is all about.

In the last issue, I wrote about simple macro making in direct mode. Some macros are needed just for a particular session, but others you need every time you load Superscript up. This is why you have a defaults file on any workdisk you use with SS. The defaults file is where macros are saved permanently, usually along with your printer definition codes. It's the first file that your computer looks for after SS is loaded. If it isn't there, then no macros will be loaded (except for ones already built into the program) and nor will your computer know what printer you want.

If it's such an important file, you might feel a bit touchy about altering it, but once you know some-

thing about it, you won't have any problems. The best way is to load the file called 'defaults' into SS just as you would load any other word-processing file.

If you've never done that before, then it looks like a string of numbers and letters. Let's make some sense of it. If it hasn't been altered, it should look like this:

```
*lm4:rm76:p166:ci10:tm0:bm6:li6:-
sp0:of0
*eo0:cn:jn
*0=/pr
*1=/ssf
*2=/ssc
*3=/gd
*4=/gu
*5=/fbs
*6=/fbe
*7=/fus
*8=/fue
*9=/ab^u^m^u/am
*1k:cbm dot matrix
```

The first two lines simply set the margins - why page length, characters per inch, etc. etc. etc. are defined at zero is beyond me! In fact, you can eliminate those first two lines altogether and save some disk space.

The remaining lines, except for the last, define the numeral keys in various ways. You may already have discovered that pressing RUN/STOP followed by a numeral key produces certain commands. Well, if you look at those with your knowledge of how macros work, you can see what they are meant to do. They're all pretty simple except the 9 macro, which is a useful one that untangles two characters you may have accidentally reversed while typing. Place the cursor on some text and hit RUN/STOP 9 and you'll see what I mean.

The last line is simply a link to a printer definition file; in this case, cbm dot matrix.

Why don't you add some macros to this file? Make a new line after the ones already there (but before the *lk line at the end of the file). Try

        *m=/sc

Now, file this defaults file under a new filename - for example, 1def. This ensures you won't do anything nasty to your original defaults file.

To test it, clear the screen (f1/e/a) {RETURN} and hit f1/p/i/p. Type the name of your new defaults file (1def) and hit RETURN.

It restarts in a quite familiar way.

The only difference is that your new macro has now been loaded into the computer's memory along with the others, If you hit RUN/STOP m, it will indicate that you are going to define a macro.

So, now you can add whatever macros you like, but don't go mad putting in scores of them, because you can run out of computer memory reserved for this task if you have too many. If that happens, the computer will soon tell you so and you'll have to take some out.

Incidentally, if you change the defaults file and load it or another one up later, the computer still remembers the macros you already put in unless you overwrote them. This may explain why a comparatively small defaults file loaded in after a large one may run the computer out of memory for the job. It may be trying to remember some big macros from your previous defaults file as well as the new

ones. If that happens, you have either to clear them out one by one with the f1/s/c sequence, or quit and start from the beginning, nominating your chosen file as the defaults file.

The only keys you can't define in the defaults file, apart from designated command keys like CTRL etc., are = and /. Try to do so and you'll cause problems. However, you CAN define both of them in direct mode.

Another advantage defining macros in the defaults file has over direct mode is that you can make them much longer than in direct mode. If you see the length of the macro I use in a later issue to create a memo pad in SS, then you'll get what I mean. It contains about 50 characters.

If the new defaults file seems to work properly, you can safely scratch your old defaults file, and rename the new one 'defaults'.

A quick word on which keys to define. It makes sense to use one for a particular purpose that's easy to remember, so if your macro has to insert italics commands, for example, then use i or I. Use lower case letters where the macro is 'safe' even if the macro is accidentally invoked. Save 'dangerous' ones for upper case characters.

NEVER define the following macro:

        *q=/q^u^m^m

You want to know why not? Try it! But don't say I didn't warn you....

Next time I'll show you how to trim the defaults file for maximum speed of loading, saving of command space, and efficiency of operation.

CASSETTE TAPE LIBRARY

by Douglas Maclurkin

I have now been 'awarded' the post of Librarian for the Cassettes. I have inherited 4 double sided tapes & 4 Datasettes together with a machine which can make 8 copies at a time of a master tape. All the Datasettes were tested and adjusted & were all passed as OK.

A WORD ABOUT DATASETTES

Using the machine I made a copy of all 4 tapes at the rate of 33 minutes for each side-a total of 4 hours & 24 minutes! Only one tape successfully loaded! What happened? Remember that all the Datasettes had been tested OK. For an answer note the following:-

1. The adjustment on the Datasette is a very fine one and in spite of having been tested it may need fine tuning to suit the tape (see my article on tape alignment infra).

2. Tapes do stretch. The tapes I used were 60 minute varieties. A 10 or 15 minute type might do better but would not contain all the programs.

3. Cassette tapes were never very satisfactory for the above reasons and now that Disk drives are much reduced in price it is recommended that the Datasette be abandoned as soon as possible.

However there are those who have recently purchased a package with a 64 computer and a Datasette and are anxious to get started and try out their gear first before proceeding to further expense. It is these beginners that must be encouraged and for their sake I will continue to carry copies of the tapes and will try to make more new ones.

To this end I have put together a tape called *'Beginners'* which contains Tutorials on Basic & Sound with a few music examples and a Word Processor.

DATASETTE ALIGNMENT

1. Put in a cassette and try to load the first program.(Press shift-run/stop). If you are successful in loading then on the screen type 'Print Peek(630),ST'. The result should be two zeroes. If not then follow the instructions below. It is better if you can borrow a commercial tape for the test.

2. Immediately below the window and about the centre you will see a small hole about 2ml in diameter. Obtain a Phillips screwdriver to fit this hole and with a shank at least 3cm long. Get a torch.

3. Open the window & press down 'Play'. Insert the screwdriver & with the aid of the torch you should be able to guide it onto the head of a small screw (sometimes marked with a dob of red paint).

4. Turn the screw a whisker counter clockwise. (make a note of which way you turned it)

5. Try loading again. If unsuccessful turn the screw again either way and test again until the tape loads without error.

Type 'Print Peek(630),ST' to confirm>.

-ooOoo-

TAPE LIBRARY

TAPE 1: GAMES

<u>SIDE A:</u>

```
000 DEMONS OF OSIRIS    :: An arcade type game.
010 DEMON               :: Loaded by Demons of Osiris.
030 OIL TYCOON          :: Use joystick to drill for oil.
075 CAVES OF ICE        :: Game
110 DIAMOND DROP        :: Game
145 U-BOAT              :: Game
180 PATHWAY             :: Game for up to 4 players.
215 COLOURBOT           :: Game
240 MINE FIELD          :: Game
270 GOBLIN              :: Game
285 HAWKMEN/OF/D         :: Game
310 BOWLING CHAMP       :: Ten pin bowling game for 1 to 3 players.
330 HARDHAT CLIMBER     :: Game similar to Donky Kong type games.
350 DOMINATION          :: 2 player game.
370 SYMBOL CODE         :: Mastermind type of game.
395 BREAKOUT            :: Game sometimes called BRICKOUT.
405 CANYONS OF ZELAS    :: A lunar lander type game.
```

<u>SIDE B:</u>

```
000 PLANETFALL          :: A buy and sell space game for several players.
130 LIGHT CYCLES        :: A 2 player game.
180 MONOPOLE            :: The game of monopoly for 2 players.
305 SUPERSPRITE         :: Game.
340 MIND BOGGLE         :: Game.
360 CASTLE DUNGEON      :: Adventure style game.
390 FRANTIC FISHERMAN   :: Game
430 TREK                :: Game.
```

TAPE 2 - UTILITIES

<u>SIDE A:</u>

```
000 SPEEDSCRIPT 3.0     :: Well known Word Processor.
050 SPEED INSTRUCT      :: Instructions for Speedscript.
200 TAPE COPIER         :: Copy tape programs from one to another.
210 WEDGE $7000         :: Load,1,1 then sys 28672 to start.
235 WEDGE $C000         :: Load,1,1 then sys 49152 to start.
265 MICROMON $C000      :: A machine code monitor. Load,1,1-then sys49152
290 MONITOR $C000       :: Another monitor. Load,1,1. Sys 49152 to start.
315 MONITOR $8000       :: Another monitor. Load,1,1. Sys 32768 to start.
335 FUNCTION KEYS       :: Program your function keys.
350 DATA BASE 1         :: A DATA Base program that will save to tape.
395 MLX                 :: Use to enter M/C programs from Comp/Gazette.
410 DISASSEMBLER        :: A machine code disassembler.
425 ASSEMBLER           :: A machine code assembler.
```

SIDE B:

```
000 GAZETTE PROOFREADER :: Use for entering Compute Gazette programs.
015 M.C. SAVE             :: Saves machine code programs.
030 SPRITE CLOCK          :: A large clock in sprites.
070 WRD PROC PETSPD       :: Petspeeded simple word processor.
165 MUSIC MASTER          :: Turns keyboard into a piano or organ.
205 3D GRAPH              :: Draws a 3-d graph from figures you input.
225 SOUND DEMO            :: Demo of different sounds.
250 SPRITE EDITOR         :: Draw sprites.
270 REACTION TIME         :: Test your reaction time.
280 PLOT & DRAW TO        :: Load & run before loading spiralizer.
310 SPIRALIZER            :: Draws Hi-res spirals. Try 7-50-18.
320 SPEED TYPE            :: Test your typing.
340 TEST CARD             :: Displays coloured bars and gives other demos.
390 TAPE LABELS           :: Prints tape labels to printer.
405 SOUND EFFECTS         :: Self explanatory.
```

TAPE 3 - EDUCATIONAL

SIDE A:

```
000 SPELLING CRITTER  :: Spelling quiz.
035 SHAPE MATCH       :: Shape recognition program.
075 ROBOT MATH        :: Maths program.
105 FAST ADD          :: Maths quiz that displays large characters.
130 WORD GUESS        :: Guess the word.
165 TEACH ENGLISH     :: An adventure game that uses simple English.
185 VOCAB BUILDER     :: Word quiz.
215 LETTER ATTACK     :: Type in the following letters.
230 MYSTERY SPELL     :: Guess the word.
280 MUNCHMATH         :: Maths quiz.
300 INTRO TO BASIC    :: Self explanatory.
```

SIDE B:

```
000 TURTLE GRAPHICS   :: What you see is what you get.
060 INTRO TO 6502     :: An intro to the 6502 chip & its op. commands.
220 INTRO TO SID      :: An intro to the sound chip.
250 FIRST AID         :: First Aid answers for various ailments.
310 TYPING            :: A typing aid.
335 SOLAR SYSTEM      :: Tutorial on the solar system.
370 MATH DUNGEON      :: Adventure type program.
415 ALPHA ANX/64      :: A game using the alphabet.
```

TAPE 4 - GAMES

SIDE A:

```
006 INSTRUCTIONS   :: Load & run for how to use games on this tape
044 WHIRLY BIRD    :: A shootem up type arcade game.
080 QUIX           :: A well known arcade style game.
135 MONSTER PANIC  :: Run from monsters, dig holes to kill them &c.
200 SUPER TREK     :: Quite a good star trek program.
```

```
290 DAM BUSTERS      :: Game.
320 DUNGEON          :: Game.
355 ATOM HANDBALL    :: A brickout game-quite good.
370 ODIN             :: A shootem up game.
390 SLITHER          :: Game.
```

SIDE B:

```
005 STARSCANNER      :: A shootem up game.
085 ARTILLERY        :: Two player game. An old one cleaned up a bit.
170 BIORHYTHM        :: Test yours.
180 DR WHO           :: Plays the Dr Who theme. Quite good.
220 FAME             :: Adventure type game.
300 SUPER MIND       :: A master mind game.
335 SPACE NIM        :: A thinking type game for one.
355 CENTRIPOD        :: Shootem up game.
400 INVADERS         :: Simple space invaders game.
420 POKES            :: Pokes that alter the game invaders.
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-ooOoo-

HELP! COLUMN

This is the *HELP!* column for users of C-64, C-128 and other 8-Bit com-
puters. If you would like to share your experience in the fields of pro-
gramming, 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 NUMBER
Terry Baade	*Contact for M'borough/Hervey Bay Members*	071 215 059
Kerry De Baar	*Basic, Assembly Language*	379 5617
Cor Geels	*SuperScript, EasyScript, PaperClip, GEOS*	263 2839
Cor Geels	*C-64 Newcomers, Printers & Interfacing*	263 2839
Matthew James	*Basic, Logo, GEOS, WriteStuff, Games Tips*	300 5443
Ron Long	*SuperScript, Label Maker, Mailing Lists*	075 357 139
Ivor Laggan	*GEOS*	273 4212
Doug MacLurkin	*MicroSwift Spreadsheet, Basic*	358 4442
Peter Meharg	*Basic, Machine Language*	376 1621
Angus Norrie	*Simon's Basic*	371 2945
Vic Mobbs	*Contact for Sunshine Coast Members*	071 941 330
George Nelson	*EasyScript*	848 2456
Craig Rawlins	*Pascal, C, Machine Language, Modula-2*	379 8957
Greg Shea	*C-64 Hardware Modifications etc., Basic*	345 2799
Fred Turnidge	*Family Roots (genealogy), Write Stuff*	063 37 1124
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!

A TOPICAL LOOK AT YOUR 128

by Douglas Maclurkin

We all know the 64 - its enormous versatility and the voluminous amount of software available for it but how well do we know the 128 and it's potential? There are approximately 7000 to 8000 programs written for the 64. Programmers since 1982-3 early realised its power and popularity. It would take you several years just to load and run each program. But what about the 128! Did its introduction mean that all those beautiful 64 programs were lost? No! by no means. Commodore kindly gave the 128 a 64 capacity which works perfectly so that you can still use all your 64 programs. They gave the 128 Basic 7, a faster drive, an 80 column format and a CP/M facility and waited for programmers to write programs for it. Unfortunately two things happened:-

1. The Amiga loomed.

2. There were already enough games for the 64 and so why write more when all you had to do was to 'Go 64' on your 128 and you had thousands of them.

Programmers were slow to realise the usefulness of the 128 particularly in the business area. Also, the whole thing is money related. The Amiga took over the market and so there were fewer sales for the 128.

However, support for the 128 seems now to have polarised. Entertainment and educational developers are holding fire but the rest are coming to support the business side. The extra speed, the 80 column display and the extra memory made the 128 an ideal professional tool.

In-built memory is very important in business and 128K in 1985 was thought to be quite adequate but by 1987 512K was demanded and so the 1750 RAM Expander was brought out.

Incidentally, how many of our members have need of all that memory in their business? To my knowledge there is only one and that is the Club itself for it's database program listing all the 800+ members. Please stand up all those members who have a business as large as BHP, or ELDER'S IXL, or PEAT MARWICK, or COLES/MYER or even the CCUG(Q)Inc. How many need all the memory of the Amiga? Was it really worth all that extra money? Thousands wasn't it? And all the time you had a perfectly satisfactory and cheap tool in the 128. Whew!!

In the past three years the 128 has acted like a business machine, and the software developers have treated it as such. The software has been almost exclusively business or productivity orientated and it is in this area that you will find most of the 128 software. Let's take a look:- I will place an asterisk (*) beside all those that I know are already in the library.

WORD PROCESSORS:

*Superscript 128
*Pocket writer 2
-Pocket writer 3
-Fontmaster 128
-geoWrite Workshop 128
-The Write Stuff 128
-Word Star in CP/M
*Word Writer 128

SPREADSHEETS:

*Vizastar 128
-geoCALC 128
*SWIFTCALC 128
*Pocket Planner 2

*MicroSwift 128
-Multiplan 128
-Multiplan CP/M

FINANCE:

-Sylvia Porter's Personal Finance
-Accountant Inc.
-Personal Accountant
-The Accountant
-Securities Analyst 128
-TAS (Technical Analysis System)
-Cheque book programs in CP/M

COMPUTER AIDED DESIGN (CAD):

*Home Designer 128
-CAD Pac 128

COMPILERS:

*Basic Compiler 128
-Gnome Speed
-Petspeed 128

DESK TOP PUBLISHING:

*Paper Clip 111
*geoPUBLISH

DATABASES:

*Superbase 128
-geoFile 128
*Data Manager 128
*Pocket Filer 2

LANGUAGES:
*Power C
*BASIC 8
-SuperForth

FORMS:

-Micro Lawyer 128
-Business Form Shop

UTILITIES:

-Super Disk Utilities

A word or two about some of these

programs with which I am familiar. If any member has knowledge of any other useful 128 program I would be glad to hear about it.

WordWriter128 - gives you WYSIWYG as well as good screens and includes underlining italics and bold type. PocketWriter2 does the same but has the added feature of being able to save your program as a SEQ file or PRG, much to the joy of our editor! Superscript however remains my favourite, probably because I use it a lot. Find one you like and master it. The Write Stuff 128 promises to be very useful and it is cheap!

Of the Spreadsheets I stick to Microswift 128. I love its pull-down menus and its simple formulae. It is the equal of all the others and I have demonstrated it to the Club.

VizaStar requires a dongle and it comes with an integrated database program. Both SwiftCalc and Pocket-Planner2 can share data with their sister programs (DataManager 128 & PocketFiler2).

For a Database we are all familiar with SuperBase 128. There has been a lot of help given by various authors including Paul Blair. It is a very good and versatile database but you have to put in a lot of study to modify it to your own requirements. It is programmable so you can get it to perform any filing chore you want with a minimum of key strokes. It is best suited for large amounts of data.

If you want an easy to handle database but still need to search and sort using fairly complex formulae then try DataManager 128 or Pocket-Filer 2.

Geofile 128 is the easiest if you want only inventories etc. After having made the money you want to

hang on to it, not waste it e.g. by spending thousands on another computer when you already have an efficient machine in your 128.

Sylvia Porter's Personal Finance 128 is one of the best money managing programs. It allows you to manually or automatically update your portfolio and helps you track your retirement investments as well as plan your investment strategy.

Accountant Inc. (for business use) and *Personal Accountant* (for the individual) both offer double-entry bookkeeping, flag deductions, generate profit/loss statements, calculate loans etc. and illustrate their data using graphic bars and pies.

The Accountant is for a small business. It is an integrated accounting management system including general ledger, payroll, accounts receivable and payable.

Securities Analyst 128 and *TAS* are for the serious stock market investor. They both use charts to help you to determine when to buy or sell securities.

Home Designer 128 is a two-dimensional CAD program which allows you to create, store and print blueprint type drawings. It has commands for automatically creating circles, boxes, text strings and most tasks re-quired by a working draftsman.

Basic Compiler 128, of course, speeds up your program but also handles more Basic commands than most others. Apart from English and Fijian I speak only one language; Basic. However for those wishing to explore there are a number of very useful programs.

C is the favourite because of it's speed and portability. *Power C* includes a shell program manager, editor, compiler and linker and will work with either 40 or 80 columns. *Basic 8* not only makes programming easier but supplies extra power including 80 column bit map graphics.

Micro Lawyer 128 prints out any legal form you require (beware, it is US orientated). *Business Form Shop* uses templates which you either create or alter from the samples to suit your particular business need. Forms can be up to 100 pages long and the templates created can be used independently of the parent program.

Unfortunately the 64 is regarded as the best game machine on the market and the 128 as the best affordable eight bit business machine. It is well said that the child is the father of the man and the 128 is thought of as an adult version of the 64 with a 64 in it's belly.

Anything the 64 can do the 128 can do - better. It is bigger, stronger, quicker, can handle larger tasks and has an improved display (both 40 and 80 columns).

I have listed the programs I know are in the library but I may have overlooked a few. No doubt Phil Guerney will hasten to fill in the omissions (with a brief description thereof). The programs listed which are not in the library are recommended and hopefully may appear in the near future. Get the program out and run it and if you find it useful you will need to buy a copy for your own continuing use.

-ooOoo-

AMIGA MONITOR

SEPTEMBER MEETING – MUSICAL CHAIRS

This meeting was to be devoted to a demonstration of the *Resource* dis-assembler package by its author, Glen McDiarmid. However our guest speaker had left for the USA some days before the meeting, to follow a programming career in that country. Steve McNamee then offered to give the demonstration of this package, but he had to withdraw at the last moment because of illness.

As a last desperate measure, yours truly then proceeded to give his talk on graphics manipulation, using packages such as *Butcher* and *Pixmate*. This talk was scheduled for the October meeting and, as I had no time to prepare this talk adequately, I apologise to my audience for the incomplete coverage of this topic. We hope to have the *Resource* talk by Steve McNamee at our October meeting.

Editor

OCTOBER MEETING

After the usual introduction (where Greg Perry welcomed our former treasurer/secretary John Egan; now a life member of our group), it was Steve McNamee's turn for his talk on 68000 machine language and the *Resource* dis-assembler. Although quite a 'tough' subject, Steve managed to attract a substantial audience, and gave some very useful tips on choice of Public Domain software in this field.

WHAT'S ON IN NOVEMBER

This meeting will be devoted to a complete coverage of tele communications by modem. We hope to show our members how to access Bulletin Boards and Viatel services, using both 8 bit and Amiga computers. If you don't understand what this BBS and modem stuff is all about, you will be much better informed after this meeting.

NEW DISK DRIVE

Commodore has replaced that big and bulky 3½" disk drive, model no.1010 with a new slim line drive, model no.1011.

The best news is the greatly reduced retail price for this drive, namely $249.00.

A-590 HARD DRIVE

By the time you read this, Commodore should have released their A-590, the 20Mb hard drive and memory expander for the A-500.

The quoted RRP for this drive is $1099, which compares very unfavourably with the prices in the UK and West Germany (About $900 in the UK and $750 in West Germany!).

It appears that in the UK this model comes with either an Epson 20Mb drive (see our review in the Aug '89 issue) or with a 20Mb Miniscribe standard SCSI interfaced drive. However both models claim the same access time (80mS).

Let us hope that, once the initial demand has been fulfilled, the RRP will drop to below a $1000.

{Re expansion memory; the A-590 can be outfitted with a maximum of 2Mb of extra RAM. From enquiries made by our President, it appears that, if you shop around carefully, you should be able to purchase these 2Mb of RAM chips for approximately $400.00 - $500.00.}

BUSINESS NEWS

Two well known Brisbane computer
dealers are no more. Both Software
80 and West End computers have
closed their doors.

We also hear that United Computers
are now selling Atari computers.
Shame on them!

MONITOR CLEANING - A WARNING

Monitor screens get dirty and need
cleaning from time to time. You
might be amazed how much brighter
your screen looks after a good
clean. However, owners of the 1084
monitor have to be extra careful
when cleaning their screen. These
monitors have a special anti-reflex
matt coating applied to the surface
which can be damaged or partially
removed by cleaning it with an am-
monia based window cleaner, which
means most of the commercially
available preparations.

To clean your monitor screen, put
some ordinary household soap on a
sponge which is barely damp. Don't
use a soaking wet sponge; that can
cause all sorts of problems! After
cleaning the screen with the
sponge, dry it off with a paper
tissue.

NEW LIBRARY SOFTWARE

It's not my intention to steal Phil
Guerney's thunder, but I like to
mention two new software packages
that have intrigued me greatly.

(Apart from my job as newsletter
editor, I also make backup copies
of all commercial Amiga library
software. This is a very worthwhile
endeavour, as, somehow, members
manage to damage or virus-infect
disks regularly. The advantage for
me is that I get to see the new
software first!)

After a two months' wait we re-
ceived at last our *Deluxe Paint III*
upgrade. This is the official PAL
version (no. 3.14), and offers the
user the option to choose between a
PAL or NTSC screen. There's no need
to describe this great program
again, as it has been very well
covered in Amiga magazines. How-
ever, if you want to borrow this
one, you'd better have a minimum of
1 Meg of memory, as it won't run on
a 512K machine.

My other favourite is that great
directory utility, *DiskMaster*. We
had version 1.0 in the library, but
this has now been joined by V. 1.3
(there was a V 1.2 floating around,
but that one was faulty). This one
is a proper PAL version, which
means more lines on the screen, and
this one will also show most graph-
ics in a proper fashion.

DiskMaster is by far my favourite
directory utility, and I can tho-
roughly recommend it to both new-
comers and more experienced users.
Members who haven't come to grips
yet with the CLI, will find it very
useful. Even single drive owners
will find it great, because it al-
lows file copying to RAM and then
from RAM to another disk. Thorough-
ly recommended.

AMI-EXPO

This American trade show is moving
for the first time to Europe and
will be held in Cologne from the
10th to the 12th November. A grow-
ing sign how important the Amiga
market is in West Germany and else-
where in Western Europe.

ANYONE FOR CHESS?

Computers nowadays play a pretty
good game of chess. Programs such
as *Chessmaster 2000* and *Sargon III*
(recently added to our software
library) can give the average chess

player a hard time of it, particularly at the higher playing levels.

Both these programs are by general consent the strongest chess programs for use on Amy. However a new contender is about to step in the ring, namely the English program *Colossus Chess X*.

In terms of playing capabilities, it appears to outshine the opposition. Here are some figures according to *Amiga Magazin*, Sep '89:

Colossus was pitted against Chessmaster 2000 and Sargon III, in both Tournament and 'Lightning' modes.

Colossus V. Chessmaster gave an overall rating of 8½ : 3½.

Colossus V. Sargon III gave an overall rating of 10 : 2.

However there are several trade-offs. The program is heavily protected which prevents installation on a hard drive. It will only run on a 512K computer if you disconnect your second drive and the program will not multi-task; these are obvious signs of bad program conversion, or point to a lack of understanding of the Amiga operating system.

We believe that there's also a newer and stronger version of *Chessmaster* waiting in the wings (2100). This may give *Colossus* a run for its money.

-ooOoo-

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 Number
Dave Apelt	*Vector Graphics*	366 4761
Ellen Appleby	*Using Amigas in Education*	369 4629
Bob Devries	*OS9 Operating System*	372 7816
Ralph De Vries	*Dot Matrix printers - WordPerfect*	300 3477
Robert Googe	*Video & Audio Digitising*	288 8863
Steve Hovelroud	*Audio Digitising*	298 5128
Gary Lloyd	*C Programming (Beginners)*	269 7818
Brendan Pratt	*Modems, Telecommunications, Sidecar*	(075) 463 317
Grant Robinson	*AmigaBasic*	359 4315
Michael Thomas	*Forth, Prolog, C, and Modula-2 Programming*	800 4511
John Van Staveren	*Easy Ledgers Accounting Program*	372 3651
Mike Williams	*AmigaBasic (Beginners), Sound*	209 9084

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PICTURE MANIPULATION

About BUTCHER and PIXMATE

by Ralph De Vries

We have recently added to our Amiga software library those fascinating graphics packages, *BUTCHER 2.0* and *PIXMATE 1.1*.

Both have been around for a few years now, but they haven't been very well covered in the computer press.

They are designed to manipulate graphics in a variety of ways. Although they have certain options in common, they also differ sufficiently from each other to make both programs a must for the graphic artist.

Butcher comes on a bootable disk, but *Pixmate* has to be run from a Workbench disk. The manual of *Butcher* is terse and pre-supposes that the user has a fair sort of a knowledge of colour theory. *Pixmate's* manual is more substantial, starts with a tutorial section and is generally more detailed; in fact easier for the beginner to understand. It is also the more expensive program of the two!

Having played around with both programs (yes, there's a third image manipulation program in our library as well - it's called *Colors* and is part of *Deluxe Photolab*), I can only say that both are very good and worth having.

So let us examine some of the things that you can do with these programs.

You can convert basically any graphics mode (lo-res, hi-res, HAM etc.) to any other mode, although only PIXmate supports the Extra Half Bright mode. It is also quite easy to convert a colour picture to a black & white picture, thus making it easier to use in desktop publishing applications, because it is much easier to visualise the final result with a series of grey tones.

You can exchange the palette colours with the palette colours of another picture (handy if you want to combine several pics), and you can also control the contrast and brightness range of your artwork, as well as slice planes in and out of your graphics. The good thing about these packages is that they both have a powerful 'undo' function, which means that you can try something out and, if you don't like it, you can go back to the previous version.

Memory is of course a problem, particularly when you work in hi-res or HAM modes; this is because graphics and graphics manipulation consume memory in great chunks. Here, again, the *Pixmate* manual gives lots of suggestions on how to conserve memory.

I could go on describing other features, such as *Butcher's* unique Mosaic function, etc., but if you are interested in art, graphics, video or desktop publishing, I'd suggest that you borrow these programs and have a 'play' with them. They are not 'easy' programs (any more as *DPaint* is easy) and will take many hours of your time to get the most out of them, but they are a great help in improving your graphic creations.

"TIGER" by Henk van der Graaf

16 Colour Hi-res Picture, published in MEGADISC, No.5

Here I have taken a beautiful hi-res colour picture and converted it to a black and white picture of 16 grey shades and then printed it on the Epson SQ-850 inkjet printer at a density of 180 x 180 dots per inch.

Although the original print which I produced looks quite good, the subtle range of 16 grey tones doesn't lend itself too well for offset reproduction; it looks 'muddy' and doesn't do the original justice. But see the next page....
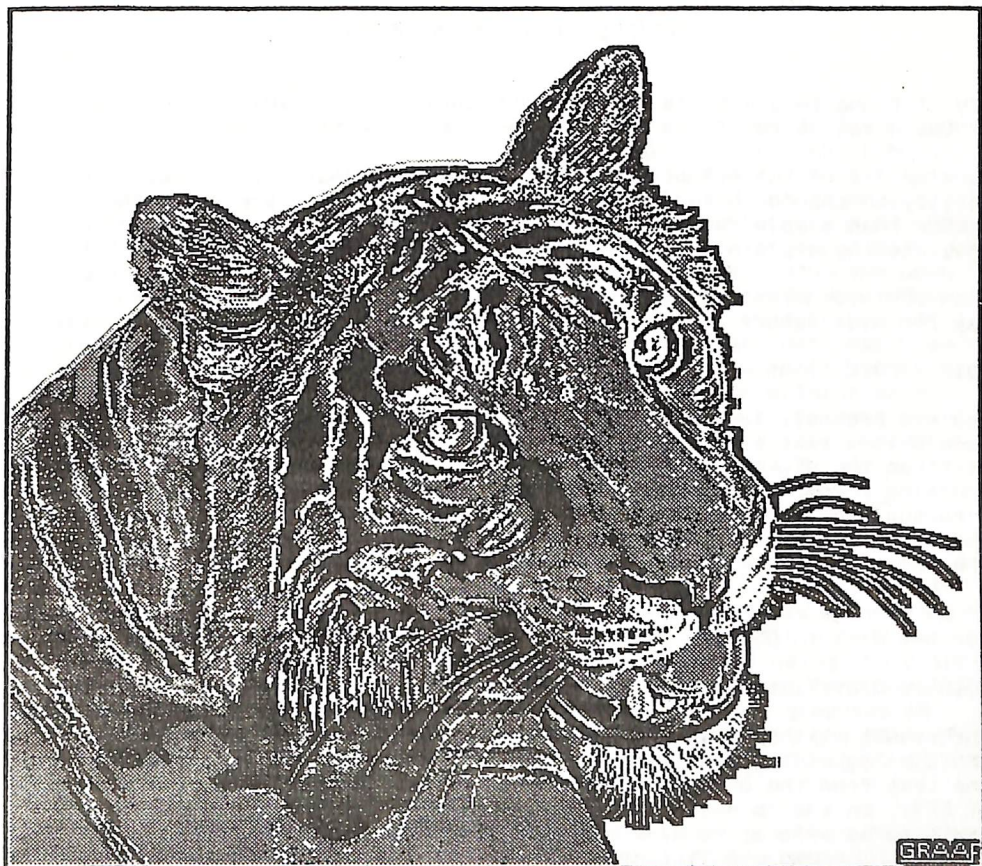
"TIGER" by Henk van der Graaf

Originally published on Megadisc, No.5

Here I took the picture published on the previous page and 'manipulated'
it, using three programs.

With *Deluxe Paint 3*, I removed the grey background of the original, as
this contributed largely to the overall grey look of the reproduction.

Next I used both *Pixmate* and *Butcher* to further manipulate the original
picture. The final result has lost much of the subtlety of the original,
but is far more suitable for offset or photocopy reproduction.

FOR CLI USERS

REDIRECTION WITH APPENDING

{Ed: I found this article in *THE GURU*, Sep/Oct '89 issue, the newsletter of the Amiga Users of the Northern Territory - Author unknown.}

Version 1.3 of the CLI offers the ability to append on redirection rather than simple redirection only. Let us explain...

When you use normal redirection, say for a directory listing...

    DIR >DF0:dirlist OPT A

you are probably aware that the result is a text file called 'dirlist' on the disk in DF0: which contains a complete listing of the directory and files ('OPT A') of the current directory, probably DF0:.

If we then go ahead and do the same for the disk in DF1:...

    DIR >DF0:dirlist DF1: OPT A

the result will be that the file DF0:dirlist will get replaced with the text from the directory listing of DF1:. So that's now essentially the same as before; we have a text-file with a complete listing of the directories and files of the disk in DF1: (because we told DIR that's what we wanted), but the original contents of our file 'dirlist' have been overwritten.

You knew all that? I thought you would!!!

Study the two following lines to see the difference between them and the examples above.

    DIR >DF0:dirlist OPT A
    DIR >>DF0:dirlist DF1: OPT A

The only difference as you will no doubt have noticed is that we have TWO redirection arrows on the second line. This form of redirection tells DOS that you want to APPEND (or add to the end of) the named file RATHER than OVERWRITING it. Handy huh? Sure is... want to keep a full listing of all your Public Domain disks....

    DIR >DF0:dirlist OPT A
    (Put PD disk in DF1:)

    DIR >>DF0:dirlist DF1: OPT A
    (Put another PD disk in DF1:)

    DIR >>DF0:dirlist DF1: OPT A
    (Put another PD disk in DF1:)

    DIR >>DF0:dirlist DF1: OPT A
    and so on and so on.

The result here being that you end up with one big file with all your directory listings instead of lots of little ones. It may well be very difficult to work out which list belongs to which, as you may have realised, but it serves as an example!!!

You could also join two files together (although we have a 'JOIN' DOS command) using this redirection method...

    TYPE >>filea fileb

would join fileb on the end of filea.

So, as you can see, the limitations are only in your ideas. Appendage via redirection is a welcome new addition to our CLI environment.

PENPAL — A PREVIEW

by Ralph De Vries

After the tremendous wrap-up a pre-
release version of this program re-
ceived in the May/June '89 issue of
INFO, I and many other members have
been looking forward to seeing this
program.

Regrettably, it was the old, old
story again when we tried to order
it from the USA.... "sorry, but we
have only an NTSC version; the
first PAL version was faulty".

{New Amiga owners: In the USA and
Japan they have a different TV
standard from Europe and Australia.
It's called NTSC and 'our' standard
system is called PAL. If you have
an American (NTSC) program you will
have in low resolution mode a
screen of 320 x 200 pixels. In the
US this fills up the whole screen,
but as in PAL mode our screen size
is 320 x 256 pixels, an American
NTSC program will only cover ap-
proximately 80% of our screen, thus
leaving the bottom half of our
screen unused.

Conversely, if an American tries to
run a PAL program on his computer,
he/she 'loses' the last 56 lines,
because they don't fit!

A good programmer is aware of this
fact and makes his program compa-
tible for both systems. However
most US programmers cannot see be-
yond the beaches of the Atlantic
and Pacific oceans, hence most of
the problems.

As the American Amiga market only
accounts for about 30% of total
Amiga sales, it shows how short-
sighted (or incompetent) most Ame-
rican programmers are.}

Anyway, back to *PenPal*. The reason
why so many of us wanted to have a
look at this program is that this
is the first word processor which
allows you to import graphics into
your document and then print it out
in a unique manner. Programs such
as *ProWrite, VizaWrite* and *Excel-
lence!* allow the importation of
graphics with your text, but when
you print them out, the total out-
put is sent to the printer as a
bitmap. This results in some pretty
terrible output, as the Commodore
screen fonts are really not suit-
able for printing.

PenPal appeared to offer the solu-
tion. It offers two printing modes;
the first is GRAPHIC, as found in
the programs mentioned above. The
second mode is TEXT and here you
produce a printout using the print-
er's inbuilt internal fonts, but it
will print out your graphics as
bitmaps. Thus you get the best of
both worlds: good looking text, but
with graphics.

I was given to try out an American
(NTSC) copy of this program. It
comes on two disks — the first one
is the bootable program disk and
the second one is the Extras disk
which holds amongst other things
the Spelling Checker (American
spellings of course!).

The program itself is huge (some
360 Kbytes), but this is to some
extent explained by the fact you
get both a word processor and data-
base rolled into one. In fact the
program is really an upgrade of
Write & File and *Softwood File
IIsg*, both published by Brown-Wagh
Publishing Inc.

From past experience I've always felt that those 'multi-module' programs always let you down somewhere along the line, and you will be pleased to know that this also applies to *PenPal*, but first things first.

The text printing with graphics appears to work. I printed out the supplied example file without any major hitches. Thus, I had good looking text output wrapped around a picture. However when I tried to print the same textfile using a smaller font, I ended up with text running over the graphics - not good.

The actual printing is quite slow, but this is understandable, as the printer has to change constantly from text mode to graphics mode, and that is a major task. Once the printer has finished printing the graphic and has only to worry about printing text, the speed picks up again.

After having seen this feature in action, the rest of *PenPal* was one great big disappointment. It's really the old *Write & File* program all over again and that one never impressed me. The actual word processor has similar features to *Textcraft* and not much more.

As an example, I can only use the three Preference settings in font sizes; Pica (10 pitch), Elite (12 pitch) and Fine. Most modern printers are capable of offering Pica (10), Pica Condensed (17), Elite (12), Elite Condensed (20) and 'standard' condensed (Commodore calls this 'Fine') which is 15 pitch. As well, most printers offer Enlarged character sizes as well, and sometimes a Proportionally spaced font.

Now, what's the use of a word processor if I can only access a small portion of all these features? This means that you aren't getting the best out of your printer.

A versatile word processor should bypass the AmigaDOS' PRINT: device and send all output through the PAR: or SERIAL: port (depending on the printer), which would mean a similar system as WordPerfect employs. This means we can access *all* of our printer's features and not just a fraction of them.

PenPal does not support multiple columns, although they have been promised for a future version. Nor does it have any hyphenation routines, which I find appalling. The spelling checker appears to work reasonably well.

As for the data base portion of the program, this is fine if you are in need of simple name and address file, but hardly in the class of SuperBase or Microfiche Filer. Still, you gets what you pay for.

PenPal shows the way word processors may go in the future. The combination of printer output and graphics in the same document is a promising development, which no doubt will improve with time (already we have been promised a new version of *ProWrite*, which offers a similar option).

Speaking as newsletter editor, I'm not prepared to sacrifice all the extra options which *WordPerfect* has to offer for the sake of incorporating graphics on the same page; I'll just leave some blank lines and paste my graphics on the page!

If and when the official PAL version is released, we'll take another look at *PenPal*. However it needs to offer substantial improvements to change my opinions on this program.

BASICS FOR LEARNERS — PART 4

by Mike Williams

This is the fourth article which
will try to explain the basic ope-
ration of the Amiga and the WIMP
environment (that stands for Win-
dows, Icons, Mouse, and Pulldown
menus).
I hope you have read my earlier ar-
ticles, as this continues on from
knowledge previously gained over
the last 3 months. We continue on
with the tour of the Workbench
disk, and the programs and commands
in it.
Have you booted up your BACKUP COPY
of the Workbench1.3 disk? If not,
do it now.

WORKBENCH - "INFO"

The fifth item in the WORKBENCH
menu is "Info" which of course is
short for "Information". If you
thought that this menu item will
give you a concise version of the
Encyclopaedia Britannica, or maybe
the answers to The World, The Uni-
verse and The Meaning Of Life ...
I'm sorry, but you'll have to look
elsewhere. What it WILL give you is
some information on the program,
drawer or disk that you select. To
use this command first select a
program or disk, then select "Info"
Let's try it on the Workbench Disk.
Select the disk icon by putting the
red arrow on the "WorkBench1.3"
disk icon and click once with the
left hand mouse button. Now go to
the "Workbench" menu on the far
left hand side of the menu bar and
press and hold down the right hand
button. Bring the arrow down the
menus until it is highlighting the
"INFO" command and release the but-
ton. A new window will open showing
some "info". Starting at the top
left hand corner:-
NAME The name of the disk, in this
case "WorkBench1.3"

TYPE The type of "thing" it is ...
a DISK of course, as distinct from
a DRAWER or a TOOL or a PROJECT.
SIZE Number of blocks 1758
Number used 1717
Number free   41
Bytes per block   488
This tells us how much memory is on
a disk, and how much is used and
free.
If you are using Workbench 1.2 it
will say "Bytes per block 516".
Both are correct, but the '488'
figure is more accurate, as it
tells you the available number of
bytes after the 'overhead' is de-
ducted. If we multiply 488x1758 we
see that each disk holds 857,904
bytes or $\pm$ 858k of available memo-
ry, not the 880k usually quoted.
STATUS - If you're cautious type,
it'll say "Read Only" because you
have the disk write-disabled. If
you're not, it will say "Read/-
Write".
The other headings "Default Tool"
and "Tool Types" are a bit advanced
for me to go into now, so we'll
leave them to future articles.

WORKBENCH - "DISCARD"

This command is used to discard or
delete a program etc. You use it
the same way as all the other
menus, first by clicking once on
the program you want to discard,
then choosing "Discard". Be very
careful with what you discard, be-
cause you can't get it back once
you've deleted it. If you're not
certain, then put the program into
the "Trashcan" instead of using
"Discard". Then if you find that
you want the program back again,
you can just pull it out of the
Trashcan, and nothing is lost. Put-
ting it into the Trashcan is easy
... just grab the program with your
mouse arrow and drag it onto the
trashcan icon. It will disappear

off the screen, but will be in
Trashcan (which is really just an-
other drawer). It will stay in the
Trashcan until you choose the menu
item DISK - EMPTY TRASH, which just
happens to be the next menu item we
will look at.

DISK - "EMPTY TRASH"

You have to select the Trashcan
icon first, otherwise this menu
item will be ghosted. Once again,
make sure that you don't want the
programs in the Trashcan, because
you can't get them back once you
have emptied the trash. And there's
no second chance ... if you acci-
dentally select it, IT'S GONE!

DISK - "INITIALIZE"

Covered in Pt 1 of these articles.

SPECIAL - "CLEAN UP"

This command will straighten up (or
put into straight lines) all your
icons on a disk or a drawer window.
To use, first open the disk or dra-
wer and then select "Clean Up".

SPECIAL - "LAST ERROR"

Any time you try to do something
that AMY does not like, it will
flash the screen orange, and put up
an error message on the Menu Bar.
This command will repeat or bring
back the last error message. If you
have been especially good, and you
haven't had an error, AMY wil pat
you on the back and say "No error".

SPECIAL - "REDRAW"

This command is used to redraw the
window, in case something goes mis-
sing from a window when you're
doing a lot of mucking around with
a lot of open windows. I have never
had to use it yet, so I'm not sure
how effective it is.

SPECIAL - "SNAPSHOT"

No ... you haven't got a built-in
camera in AMY, just waiting to take
your photo. What you HAVE got is a
very useful tool to save the posi-
tion of the icons in a window (af-
ter you have moved them all around)
... and to save the size and shape
of the windows themselves. This one
I found a bit sneaky and hard to
use, until I found out how. Then,
of course, it's easy.
Say you want to permanently change
the position of a drawer or a pro-
gram in a window. You can move it
around all you like, but it will go
back to its old place as soon as
you eject the disk, unless you take
a "SNAPSHOT" of its new position.
To take a snapshot of a PROGRAM you
have to select the program first,
and then choose the menu item
"Snapshot".
To save the size and shape of a
drawer-window, first click on the
drawer icon, then hold down the
shift key and click in the drawer-
window itself. This will select
both the drawer and its window; and
both will be saved when you then
choose "Snapshot".
Similarly, if you want to save a
disk-window, you have to select
both the disk and click in the
disk-window too while holding down
the shift key.
Of course you can use the shift key
to select more than two things to
save. You can save as many as you
like, at the one time.

SPECIAL - "VERSION"

This will tell you the version num-
ber of Kickstart and Workbench. It
is not very useful unless you think
you might have a pre-release ver-
sion of Workbench. WorkBench 1.3
should have a version number of
34.20, while Workbench 1.2 will
have a version number around about
33.47

VIDEOSCAPE 3D 2.0 & MODELER 3D

by Robert Googe

Two new additions to the club's Amiga software library are Videoscape 2.0 and Modeler 3D. These two programs are published by Aegis, a well known name in Amiga creativity software. The programs themselves are designed for producing three dimensional objects and animations on the Amiga.

American authors had heard of the PAL video standard (or chose to ignore it!) and were just coming to grips with overscan. Videoscape gave an Amiga user the ability to generate, frame by frame, complex scenery and action in three dimensions and record it as a movie. To define each object in this numerical world, an object was created on graph paper, with each coordinate being recorded and entered into a
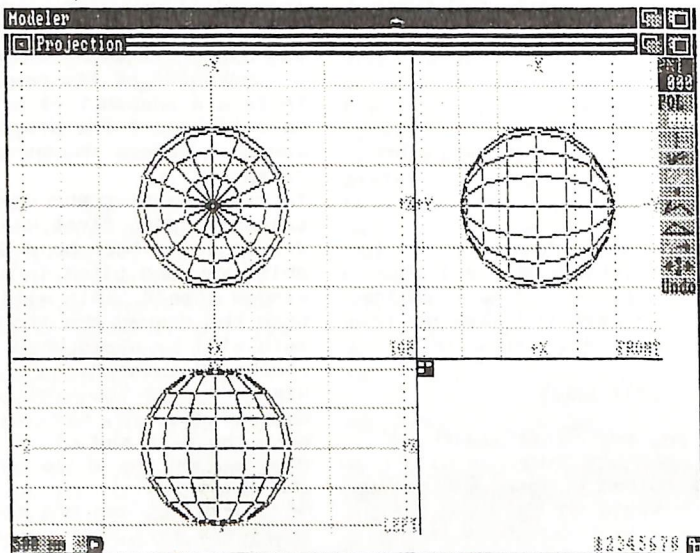
MODELER 3D

The Modeler program is a three dimensional construction set but before we go into it's workings, I should explain some of the background to this program.

In the beginning there was very little available for the Amiga in the way of three dimensional modelling and animation software. Then came Videoscape, in the days before

text file called a *GEO* file. Now imagine that an object with say 500 points and 300 polygons joining those points, drawn on graph paper and converted to a GEO file - all by hand - may be a little trying on the average Amiga user's patience! But, along came Modeler, and, although its not the 'bees knees' in 3D construction, it is an excellent companion to the Videoscape program.

Upon booting the Modeler disk and opening into the M3D program, a grid pattern appears on the screen, with a menu strip down the right hand side. The three sections of the grid show the left, front and top views of the work area. At this point it is a good idea to adjust some of the settings of Modeler such as colours and non-interlace the screen (this also saves a bit of memory if Modeler and Videoscape are being run concurrently!).

Points and polygons can be entered as soon as the program comes up. Clicking on a point in two of the views will define a point or vertex in three dimensional space. Polygons join the points and only exist in two dimensions; if a polygon has two points it is a straight line, three or more points produces a two-dimensional plane. Joining several polygons together will produce a 3D object. Creating an object is that simple, by selecting the polygon construction gadget and following the steps above. If the object just created isn't the shape required, then points can be selected singly, or in a group, and moved about to stretch or compress that area to the right shape. Polygons also have characteristics of colour and surface finish, there are sixteen colours to choose from and four surface conditions such as glossy, matte, etc. Polygons also only 'express themselves' in one direction, i.e. on the side selected, they show colour and surface (reflecting light) but on the reverse side they absorb light and appear as colour 0.

Selecting Merge Points after an object is completed (or partially completed) will deleted any double points and increase the simplicity of the object.

In all, eight layers are available for developing parts for a larger object, which can be cut and paste into other layers. A number of layers can be put into the background of the current screen to act as a guide for scale, etc.

Several other screens are available, one called Template lets the user draw out a two-dimensional shape and extrude or lathe using that shape to generate a three-dimensional object. A preview screen can also be activated to show how the object will look when loaded into Videoscape. Motion for Videoscape can also be generated using the polygon tool and saving it as a motion file.

VIDEOSCAPE 3D V.2.0

After sitting down and playing around with Modeler for a few hours, it was now time to gather objects and motion files together, put them into Videoscape and see what sort of animations could be produced. If you have a one megabyte machine then you can just (with a tight squeeze - the point limit will be very low) run Modeler and Videoscape together, one and a half megabytes or more is the ideal environment for doing this. The advantage of having the two programs running together is that Videoscape supports the porting of Modeler objects directly, while running Modeler in the foreground, an object can be created. Once finished in Modeler, simply click the front to back gadget and bring up Videoscape; in the Videoscape menu there is an option to import a Modeler object and the current object in Modeler is it!
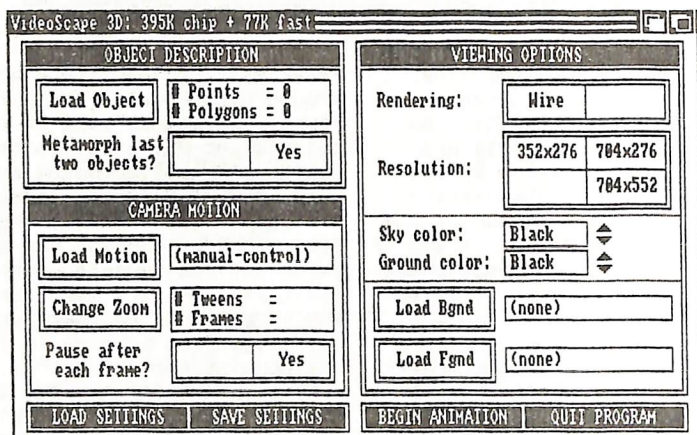
Videoscape is essentially an animation program, combining 3D objects, object movement and camera movement. Videoscape also supports shading and limited lighting effects in all resolutions, HAM and halfbright support, with medium,

severe and no overscan and PAL support.

Upon starting the Videoscape program a title screen is flashed up for a few seconds which is then replaced with the work screen shown here. There are a few other items that are not immediately obvious from the work screen and are accessed via the standard pull down menus. These items include things such as main program operations (clear, load, etc), overscan selection, HAM or halfbright additions and program method (the way Videoscape will work out scenes) etc.

generation will continue automatically once 'begin animation' is selected otherwise the animation will progress one frame at a time with the user changing camera angles between frames. All the definition (geo, cam and mot) files are text files that can be hand edited to conform to user requirements, indeed this is the standard way of creating these files if Modeler 3D is not available.

As with any other animation program the time taken to generate a 'movie' depends on many factors. The smaller the number of points and

```
┌──────────────────────────────────────────────────────────────┐
│ VideoScape 3D: 395K chip + 77K fast                     ▢ ▣   │
│ ┌─── OBJECT DESCRIPTION ───┐  ┌──── VIEWING OPTIONS ────┐      │
│ ┌──────────┐ # Points  = 0    Rendering:  │ Wire    │          │
│ │Load Object│ # Polygons = 0                                    │
│ └──────────┘                  Resolution: │352x276│704x276│    │
│ ┌Metamorph last┐                          │       │704x552│    │
│ │two objects?  │    Yes                                        │
│                                                                 │
│ ┌──── CAMERA MOTION ────┐    Sky color:   │Black │ ▲▼          │
│                              Ground color: │Black │ ▲▼          │
│ ┌───────────┐ (manual-control)                                 │
│ │Load Motion│                ┌─────────┐ (none)                │
│ └───────────┘                │Load Bgnd│                        │
│ ┌──────────┐ # Tweens  =     └─────────┘                        │
│ │Change Zoom│ # Frames  =     ┌─────────┐ (none)                │
│ └──────────┘                  │Load Fgnd│                        │
│ ┌Pause after┐     Yes         └─────────┘                        │
│ │each frame?│                                                    │
│ ┌ LOAD SETTINGS ┐┌ SAVE SETTINGS ┐  ┌ BEGIN ANIMATION ┐┌ QUIT PROGRAM ┐ │
└──────────────────────────────────────────────────────────────┘
```

The first thing to do is to set up the Videoscape environment, that is which resolution/HAM/halfbright, backgrounds and foregrounds. In the top left-hand corner is the object selection, here objects are loaded and their motions are entered. Next is the camera motion area - the motion of the viewpoint is defined here either by loading in a definition file or controlling it manually during the generation process via the numeric keypad. If the camera motion is specified by a camera script file then the animation

hence polygons the faster the frame generation, also the lower the resolution and not using HAM or halfbright will speed up the animation creation. The use of overscan does not affect the speed of frame generation noticeably as the program is only calculating the object position and display, which will not slow greatly because of the filling in of the screen borders, overscan will result in larger size Anim files.

Videoscape also comes with a public domain Anim player called Showanim, another program called Playanim for bug zapping your animations, an Enhanced Graphics Generator (EGG) for generating simplistic objects, D3D a very simplistic version of Modeler and Object Composition Tool (OCT) for combining two or more objects into one. EGG, D3D and OCT are of little use if you have access to Modeler 3D.

These programs are generally available at your favorite dealer and are sold separately, although I think the two programs will be bundled together when they are put into the club's library as Modeler is of limited value on its own. Regular retail prices are Videoscape 2.0 - $269 and Modeler 3D - $149, less around 5% discount at most dealers if you 'flash' your current CCUG membership card.

-ooOoo-

AMIGA PUBLIC DOMAIN LIBRARY

Fish Disk 237

CLIPrint An example of printing to the CLI from assembly code. Includes source. Author: Jeff Glatt

CType - Another text file reader, but this one is small, reasonably fast, and includes bi-directional scrolling, search, go to a given percentage, and printing capabilities. Version 1.0, incl. source.

DPlot - A simple display program for experimental data, with the goals of supporting paging through lots of data and providing comfortable scaling and presentation. Version 1.0, source available from author. Author: A. A. Walma

ILBMLib - A shared library (ilbm.-library) to read/write IFF files, derived from the EA IFF code, along with various enhancements. Includes examples of using the library from C code, assembly code, or BASIC, along with source for examples and interface code. Author: Jeff Glatt

ParOut - Shows how to allocate and communicate directly with the parallel port hardware from an assembly language program. Includes source. Author: Jeff Glatt (original C code by Phillip Lindsay)

Speed - A performance benchmark useful for comparing Amiga processing speeds. Performs 10000 iterations of some selected groups of 68000 instructions while using the DateStamp time function to record how many ticks it takes to complete. This timed duration is then compared against two known pre-stored times, one for a stock A2000 Amiga and one for an A2620 enhanced A2000. A relative comparison is calculated and displayed. Ver 1.0, incl. source. Author: Jez San

Fish Disk 238

CWDemo - Demo version of a pop-up utility to control the color register assignments of Intuition custom screens. Version 3.1, binary only. Author: Kimbersoft

DMouse - A versatile screen & mouse blanker, auto window activator, mouse accelerator, popcli, pop window to front, push window to back, etc, widget. Includes DLineArt, a screen blanker replacement program for use with DMouse. Version 1.20, update to v. 1.10 on disk 168/169. Incl. source. Author: Matt Dillon

LabelPrint - A program that allows you to easily print labels for your disks. Version 2.5, update to V.1.9

on disk 210. Shareware, binary only
Author: Andreas Krebs

NGC - Yet another virus check pro-
gram. Checks the bootblock on all
inserted floppy disks and reports
nonstandard ones. Checks the jump
tables of all resident libraries
and devices and reports suspicious
entries. Version 1, includes source
in assembly. Author: Ulf Nordquist

Pyth - Program to draw the Tree of
Pythagoras. Version 1.1, includes
source. Author: Andreas Krebs

Steinschlag - A tetris like game
This is version 1.8, an update to
version 1.5 from disk 221. Binary
only. Author: Peter Handel

Fish Disk 239

Contains Forth programs from the
JGoodies disk, from Delta Research
(makers of JForth Professional
2.0). All of the material has been
placed into a subdirectory Below is
a listing of subdirectories under
JGoodies, and their contents.

Brunjes - Various tools submitted
together by the author. StringPkg
is string package for both Forth
style and NUL terminated strings.
Date&Time are handy tools for get-
ting and printing formatted date
and time. Utils are utilities used
by the other files. CursorControl
is an example of moving the text
cursor. SpaceOrEscape is a handy
word for pausing or stopping pro-
gram output. Includes source code.
Author: Roy Brunjes

Evolution - This program graph-
ically simulates the evolution of a
species of "bugs", the insect kind.
Bugs, represented by moving blobs,
eat bacteria represented by single
pixels. They mutate, compete for
food, reproduce and pass their mu-
tations to their offspring. Fasci-
nating example of graphics and

software simulation. Standalone
image and source code. Author:
Russel Yost

FFT - Highly optimized Fast Fourier
Transform tools for digital signal
processing. The FFT can be used to
compute the frequency spectrum of a
complex signal. It is useful in a
variety of different applications.
Floating point and integer ver-
sions. Includes source (requires
JForth). Author: Jerry Kallaus

Guru - Handy "guru" number inter-
preter (well, handy after reboot
anyway!). Tells you what "81000009"
means, for example. CLI usage only.
Standalone image with readme file.
Source included. Author: Mike Haas

H2J - Converts 'C' style '.h' in-
clude files to JForth style '.j'
files. Useful when developing in-
terfaces to new Amiga libraries
like ARP, etc. Standalone image and
source code. Author: Phil Burk

HAMmmm2 - Graphics hack that dis-
plays moving lines in a HAM screen
for a hypnotic effect. Uses sound
tools from HMSL if available, for a
drone sound that corresponds to the
graphics image. Standalone image
and source code. Author: Phil Burk

HeadClean - This program, combined
with a fibre cleaning disk, can be
used to clean the heads on your
disk drives. Shareware. Version
2.0. Author: Phil Burk

JustBeeps - Simple example of using
Audio and Timer devices. Plays a
series of beeps whose pitches are
based on a just intoned tuning sys-
tem. Author: Phil Burk

Mandelbrot - A fast Mandelbrot ren-
dering program that uses some of
the mathematical properties of the
Mandelbrot set to greatly reduce
the drawing time. Demonstrates
graphics programming, assembly lan-

guage, menus and IFF file I/O.
Author: Nick Didkovsky

NeuralNet - Example of Neural Net programming converted to JForth. Demonstrates a programming technique that many say is the wave of the future for software. This is a simple demo that shows neural propagation. Author: Robert E. La Quey, ported by Jack Woehr

Textra - This easy-to-use text editor allows multiple windows, and provides a simple mouse driven interface. Those familiar with the "Macintosh style" editors will be comfortable with Textra's Cut, Copy and Paste commands. Standalone image. Documentation included. No source code. Author: Mike Haas

Fish Disk 240

CrossDOS - A "tryware" version of a mountable MS-DOS file system for the Amiga. This is a software product that allows you to read and write MS-DOS/PC-DOS and Atari ST formatted disks (Version 2.0 or higher) directly from AmigaDOS. This tryware version is a "read-only" version, which does not allow any writes to the disk. A fully functional version is available for a very reasonable price from CONSULTRON. Version 3.02, binary only. Author: CONSULTRON, Leonard Poma

Dis - An AmigaDOS shareable library which implements a symbolic single-instruction disassembler for the MC68000 family and a program which uses the library to disassemble/-dump AmigaDOS object files, making full use of symbolic and relocation information. Includes source code in Draco. Author: Chris Gray

DM-Maps - IFF maps to the Dungeon Master game. All 14 levels are included. Author: Unknown

MemLib - A link library of routines to aid in debugging memory problems. Works with Lattice C 5.0 and possibly with earlier versions. Its features include trashing all allocated memory, trashing all freed memory, keeping track of freed memory with notification if it is written to, notification of memory freed twice or not at all, notification of overrunning or underrunning allocated memory, generation of low memory conditions for testing purposes, and identification of violations of memory use by filename and line number of the allocating routine. Inc. source. Author: John Toebes and Doug Walker

RunBack - This is version 6, an update to the version on disk 152 (the version on disk 214 appears to be on a different evolutionary path). This version compiles under Lattice with many optimizations enabled, and can be made resident. Includes source. Author: Rob Peck, D. Barrett, G. Searle, D. Keller

XprLib - External file transfer protocol library. Document and code example for implementing external file transfer protocols using Amiga shared libraries. Update to the version included with the vlt program on disk 226. Author: Willy Langeveld

Fish Disk 241

ASDG-rrd - Extremely useful shareware recoverable ram disk. This AmigaDOS device driver implements a completely DOS compatible disk device in memory that survives resets, guru's, and crashes. An absolute must for those with lots of ram. This is an update to the version released on disk 58. It now works with up to 8Mb of memory. It was rewritten in assembly and is now faster and much smaller. Binary only. Author: Perry Kivolowitz,

CBBS - The WORLI BBS system for use in amateur radio. Originally written for IBM-PC compatibles, it was ported to the Amiga by Pete Hardie. Version 6.1c with source code. Author: Hank Oredson, the CBBS group, Pete Hardie

Fix68010 - A program which patches executables that fail to run on machines equipped with an M68010, so that they no longer use the prohibited priviledged instructions. Binary only. Author: Gregor Brandt

Man - A program similar to the UNIX "man" program. Displays information about a topic from manual pages. Does not include any database of topics, you have to supply your own. Version 1.2, includes source. Author: Garry Glendown

NoClick - A program which silences the clicking of empty drives on the B2000 under AmigaDOS 1.3. It should also work on an A500. This is version 3.4, update to the version on disk 223. Author: Norman Iscove

Tiles - A basic tile game like Shanghai or GunShy. A board is covered with a set of 144 tiles, 36 different sets of 4 identical tiles, each with a picture on it. The object is to remove all the tiles, 2 at a time, by matching identical tiles. Version 2.1. Author: Todd Lewis

Fish Disk 242

BootBlocks - Detailed documentation on what a bootblock is and how it works, along with some sample bootblocks and a program to install a custom bootblock. Includes source for the sample bootblocks and the install program. Author: J. Potter

Check4Mem - Allows you to check for a specified amount of memory, with certain attributes, from a batch file. If the requirements are not met, a WARN returncode is generated. Version 2, includes source. Author: Jonathan Potter

CustReq - A glorified ASK command for your startup-sequence. It generates a requester with the specified title, text, positive and negative gadgets (either of which can be the default), and an optional timeout value. Version 2, includes source. Author: Jonathan Potter

FileReq - This is Jonathan's second version of a file requester, and is much more powerful than the one included on disk 204. Shareware, includes source. Author: J. Potter

FullView - A text viewer that uses gadgets at the bottom of the screen (thus can display text 80 columns wide), opens up to the full height of the workbench screen, has fast scrolling, and can work with compressed files (file compression program included). Shareware, binary only, source available from author. Author: Jonathan Potter

Image-Ed - An icon editor that allows you to draw and edit images up to 150 by 90, in up to 16 colors. Allows freehand drawing, empty or filled rectangles, ellipses, and triangles, lines curves, and polygons, copy, flip about x or y axis, stretching and condensing, flood fill and complement, text with selection and loading of font style, undo, magnified and normal sized images, and two active drawing screens at once. Version 2.2, an update to v.1.9 on disk 211. Author: Jonathan Potter

JAR - A shareware game (Jump And Run) using 3-D graphics. Your task is to collect the blue pills lying on the floors and steps, not to fall down or off the steps, and to avoid several monsters wandering about. You can collect various sorts of weapons to use against the

monsters. Version 1.0, binary only.
Author: Andreas Ehrentraut

JPClock - A short clock program
that is just packed with features.
Version 1.2, update to version on
disk 204. Author: Jonathan Potter

PPrefs - Preferable Preferences is
a program designed to replace the
standard preferences, that is
shorter, more efficient, and easier
to use. Bin. only. Author: J.Potter

PaletteReq - An easy way to set the
palette of any screen from your
program. Includes source. Author:
Jonathan Potter

PopInfo - A small utility which
"pops open" to give you information
about the status of your devices
and memory. Version 3.1, update to
version 3.0 on disk 223. Includes
source. Author: Jonathan Potter

ZeroVirus - A fully integrated
virus checker and killer, with
bootblock save and restore fea-
tures. Finds both bootblock and
file based viruses. Version 1.3,
binary only.Author: J. Potter

Fish Disk 243

FragIt - A dynamic memory thrasher
for the Amiga. FragIt randomly al-
locates and deallocates psuedo-ran-
dom size values of memory, ranging
from 16 bytes to 50000 bytes by
default. The result is an alloca-
tion nightmare, thousands of memory
fragments are being created and
destroyed continuously. This puts
stress on the memory allocation
routines of an application under-
going testing by simulating a very
busy, highly fragmented memory en-
vironment. Version 2.0. Author:
Justin V. McCormick

ImageLab - A program which performs
image processing on IFF pictures.
Includes standard image processing

functions such as convolution,
averaging, smoothing, enhancement,
histograms, FFT's, etc. Version
2.2. Author: Gary Milliorn

LPE - LaTeX Picture Editor is a
graphical editor for producing
"pictures" for the LaTeX system,
which may be imported by LaTeX. You
can draw boxes, dashed boxes,
lines, vectors, circles, boxes with
centered text, and plain text. Ver-
sion 1.0. Author: Joerg Geissler

NoClick - A program which silences
the clicking of empty drives on the
B2000 under AmigaDOS 1.3. It should
also work on an A500. Version 3.5,
update to version 3.4 on disk 241.
Author: Norman Iscove

Password - A program which enhances
your computers security by making
it complicated enough that users
without your password will get dis-
couraged trying to boot and use
your system. Version 1.21p, binary
only. Author: George Kerber

Pcopy - An intuition based disk
copier similiar to the resident
"DiskCopy". This is version 2.0, a
highly upgraded rewrite of the ver-
sion on disk 151. It features high
speed diskcopy with write-verify
and data recovery from damaged
tracks. A lot of effort has gone
into making this copier friendly in
its usage, as well in its multi-
tasking properties. Binary only.
Author: Dirk Reisig

SimGen - This program will add a 2
or 4 color picture to your Work-
Bench screen. If the picture is
digitized, it will look much like a
genlock, hence the name SimGen (Si-
mulated Genlock). Author: G.Tavares

SuperLines - A new lines demo with
a realtime control panel that you
can use to change various aspects
of the action. Has 10 builtin color
palettes, support for things like

color "smudge", color cycling, color "bounce", multiple resolutions, and can display either lines or boxes. This is version 1.0, binary only. Author: Chris Bailey

WarpUtil Warp (version 1.11), Un-Warp (version 1.0), and WarpSplit (version 1.1). - Warp reads raw filesystems and archives them into a compressed version in a normal file. UnWarp turns them back into filesystems. WarpSplit splits them up into smaller pieces on a track by track basis. Binary only. Author: SDS Software

Fish Disk 244

BBChampion - This is BootBlockChampionIII, a program that allows you to load, save, and analyze any bootblock. This is version 3.1, binary only. Author: Roger Fischlin

BootIntro - This program creates a small intro on the bootblock of any disk, which will appear after you insert the disk for booting. The headline can be up to 44 characters. Version 1.2, an update to version 1.0 on disk 188. Binary only. Author: Roger Fischlin

FMC - An alternative to the NoFast-Mem program. Uses a cute little switch gadget to turn fast memory on or off. Version 1.2. Author: Roger Fischlin

SizeChecker - Size checker uses a list of possible sizes of a file to check for unexpected changes in the size of those files. For example, it can be used to spot a link virus or to point out changes in the configuration of your system. With the appropriate comments added to your size list, you can check to see what version of the files you are using. Author: Roger Fischlin

TextDisplay - A text display program, like "more" or "less", but about half the size and handles all screen formats (pal/ntsc, interlace/non-interlace, etc). Version 1.52, update to v. 1.1 on disk 188. Binary only. Author: Roger Fischlin

XColor - A program designed to change the colors of any screen. You can also add and subtract bitplanes in the screen, or convert the screen to black and white (grayscale). Version 1.2. Author: Roger Fischlin

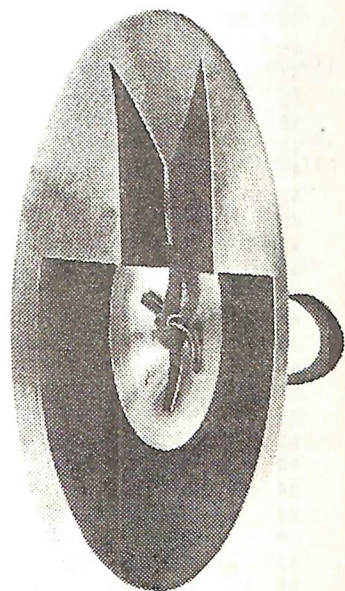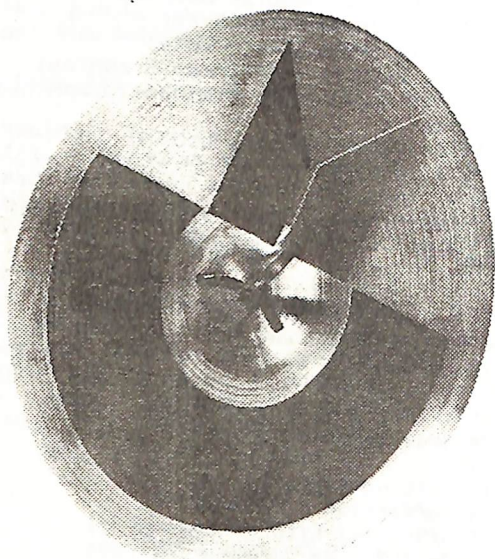-ooOoo-

AMIGA COMMERCIAL DISKS

Listing in Order of Disk Number

Number	Title
1	Lattice C Compiler V4.00 (3/88 - manual and four disks)
2	Lattice C Compiler V3.00 (8/87 - manual and two disks)
3	Silent Service (Submarine Combat - game)
4	Starglider (Flight Simulation)
5	The Pawn (Adventure game)
6	Deluxe Paint II (Computer generated art)
7	PageSetter (Desk Top Publishing)
9	Marble Madness (game)
10	Deluxe Paint - Art & Utility Disk Volume 1
11	Disk-2-Disk (Transfers C64/128 files to & from AmigaDOS)
12	Professional Page - Desktop Publishing
13	Mind Walker (game)

14   Corruption (game)
15   Sinbad and the Throne of the Falcon (game)
16   Compute!'s Amiga Games (15 games)
17   Kind Words (word processor)
20   AC/BASIC V1.3 (Amiga Basic Compiler)
21   Facc II (Floppy Disk Cache)
22   Gizmoz Productivity Set V2.0
23   PowerWindows V2.5
24   TxEd Plus, ARP & other utils MISSING! MISSING! MISSING!
25   GRABBIT (Screen Dump Utility)
26   Diskmaster (Disk Utilities) (Copy #1 - see also D66)
27   Superbase Personal 2
28   The Director (Display and amination language)
29   Deluxe Photolab
30   MEGADOS (AmigaDos Tutorial by the NegaDisk people)
31   Deluxe Music Construction Set (Electronic Arts)
32   Lattice C Compiler V5.0 (Note: Manual is 2 Vols)
33   Maxiplan Plus (Spreadsheet, Database, Business Graphics)
34   Superplan (Spreadsheet, Time Management, Business Graphics)
35   Microfiche Filer Plus V2.2+
36   Project 'D' (Disk Utilities) WITHDRAWN FOR UPDATE
37   ARexx (macro programming language)
38   The Beachcomber's Guide to the WShell V1.0
39   Sonix (Aegis) (Music Composition and Instrument Synthesis)
40   Audiomaster II (Digital Sampling and Editing)
41   Impossible Mission II
42   The Crossword Creator
43   DOS 2 DOS (MS-DOS and ATARI ST to/from Amiga DOS files)
44   Superbase Personal (relational database)
45   Word Perfect 4.1 (word processor)
46   Desktop Budget
47   Pagestream (Desktop Publisher) and 5 fonts disks
48   PIXmate (Total Image Processing System)
49   B.A.D. (Disk Optimizer)
50   Cygnus Ed (Professional Editing System)
51   Butcher (Amiga Graphics Conversion & Processing)
52   Fantavision (Magic Motion/Special Effects Generator)
53   The Director Toolkit - REQUIRES The Director (D-028)
54   Desktop Artist Vol 1 (Clip Art for the Amiga)
55   GOMF! (The solution to GURU meditation)
56   Devpac Amiga V2 (68000 Editor/Assembler/Linker/Debugger)
57   Lights! Camera! Action! (Desktop Presentation Software)
58   Benchmark Modula-2
59   Quarterback (Hard disk backup utility)
60   Scenery Disk 7 (for SubLOGIC Flight SImulator & Jet)
61   Scenery Disk 9 (for SubLOGIC Flight SImulator & Jet)
62   Scenery Disk 11 (for SubLOGIC Flight SImulator & Jet)
63   Scenery Disk "Western European Tour" (for SubLOGIC Flight SI-
      mulator & Jet
64   Scenery Disk "Japan" (for SubLOGIC Flight SImulator & Jet)
65   Flight Simulator II
66   Diskmaster (Disk Utilities) (Copy #2 - see also D26)
67   Transcript

                              TOTAL number of disks: 64

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