

# CC COMPUTER CLUB

Commodore  
AMIGA  
C64 128

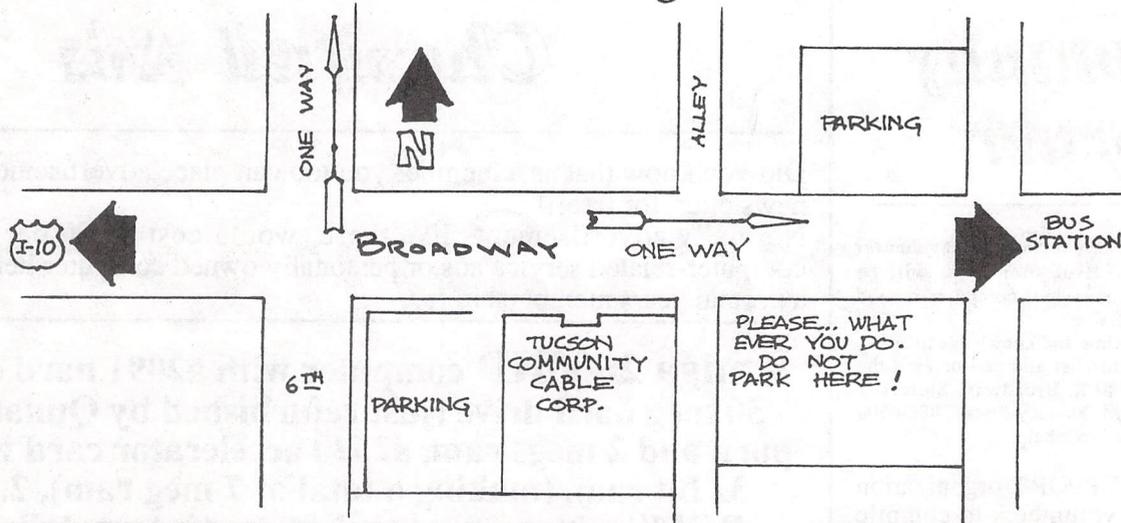
Volume 11 Number 11

November 1993

## \*Meeting Change\* \*For November\*

By special arrangement of Pat Jenkins and Ken Weaver, we will be having the Amiga meeting at TCCC (Tucson Community Cable Corporation) this month. Showing is a map of its location downtown at 124 E. Broadway. The meeting will be held upstairs in Studio A (the big one). The times for the meeting are to be from 8:00 am to 10:30 am (different times also). Bring your equipment down the night before on Friday November 19, 1-5PM to Control room A to make setting up easier for the meeting the next day. All equipment brought down will get locked up overnight. Call Pat Jenkins for more information at 578-2972 or if you wish to just come on down and visit on Friday between 1 and 5PM and see the studio facilities.

**Don't Forget!**



### Special Notices

Bruce Morrison will be leaving us soon and the club will need replacements for the two positions he has been volunteering for: C64/128 disk of the month and C64/128 Editor. Thanks Bruce for your efforts and Good Luck in the future.

Leila Joiner and Howard Wooten are taking over the General editing and Amiga sections of the newsletter for the next few months. Please contact them to help with the newsletter. Leila had taken over the newsletter job in the past for 3 years and is now doing it again. She would appreciate any help and contributions you may have for the newsletter. Working with the newsletter is a real learning experience in desk top publishing and you get to use the club's copy of Pagestream 2.21 (latest version). Help out, you won't regret it.



**PAT JENKINS**

Original Cartoons  
by  
Pat Jenkins

Call Pat at 602-578-2972

with your cartoon ideas!!

## Community Corner

The Volunteer Center coordinates volunteer services in Tucson. Each month we will be publishing a list of (somewhat) computer-related volunteer positions available.

If you have time and knowledge to spare, please look through this list and call or visit the Volunteer Center, 6840 E. Broadway, Suite 201 between 8 AM and 5 PM, Monday-Friday, 886-6500 (FAX 722-6066) to offer your help.

PARENT SUPPORT organization needs data entry volunteers to compile name/address list.

PROGRAM AIDE needed at agency assisting persons with disabilities: data entry, filing, etc.

OCCASIONAL COMPUTER project volunteer wanted for children's agency, do at home (IBM compatible).

TRAINING AVAILABLE for clerical volunteer (wordprocessor experience) in procedures/ office machines.

## Classified Ads

Did you know that as a member you too can place advertisements in the club newsletter for free!!!

Normally advertisements like these would cost \$5.00 per ad. Placing 3 computer-related service ads or personally owned computer items ads pays for a normal years membership fee.

**Amiga 2000HD computer with a2091 hard drive card, 50 meg hard drive (just refurbished by Qunatum), scsi port, and 2 megs ram, a2620 accelerator card with 4 megs 32 bit ram, (making a total of 7 meg ram), 2.04 & 1.2 ROMS with rom swithcher, two internal disc drives.**

Asking \$650 or best offer

**Commodore C64c computer, SuperSnapshot cartridge and 1541 disc drive: \$60**

**Macintosh 128K ROMS for use with the AMAX II+ Macintosh emulator card: \$125**

Call Randy Anderson  
for more information at 748-0531

There are, perhaps, many reasons that the Commodore 64 computer has set, and at the writing of this foreword, (1993) is setting sales records that will never, at least in the foreseeable future, be overturned. The first reason is, no doubt, that no other home PC can come close to it for cost effectiveness. Another important reason is its versatility and deceptive power, illustrated in Margaret Wendall's article below.

Ted Seitz ■

### **WHY I (STILL) USE A C64** By Margaret Wendall

In the mid-1970s my brother-in-law Art and I became interested in what the sky might have looked like in ancient times, and found that, with the exception of Ptolemy's catalog, there was nothing available to help us. What we did was set out to do the job of mapping the sky ourselves for the various epochs we're interested in, and both of us have Texas Instruments programmable scientific calculators.

We soon found the disadvantages of the TIs: we had to input data for each star we worked with, for every epoch, and errors crept in. I got a VIC-20 for Christmas 1981 and it was better. At least I could see what I had entered before calculations began, and the printouts on my Gemini 10 were on real paper, not the thermal stuff from the TI. The work was tedious to say the least, and we sort of gave up. Then Commodore had a promotion in which you could send in a game machine for a \$100 discount on a C-64. I got a Pong at a flea market for something like \$5, and a local discount store made a mistake in an ad. My new C-64 cost a mere \$99.95, compared to the \$300 it was running a month or so earlier.

The work was still tedious, but we could use longer programs. What we really needed was a database, and RUN Magazine's DATAFILE fit the bill. I entered data for almost 4400 stars into 22 files, and Art worked on our program to do the work of calculating proper motion and precession. Our proper motion and precession program is based on formulae sent us by William Keel of Lick Observatory and the rigorous method for precession from the SUPPLEMENT TO THE AMERICAN EPHEMERIS AND NAUTICAL ALMANAC. It reads and writes files in the same format as DATAFILE, so we can use them in both programs for sorting and printing, as well as plotting maps.

We also got SKY TRAVEL, which is one of the best commercial programs for amateur astronomers I've seen. What it lacks, it

makes up for with things that our program doesn't do, such as plotting the positions of the sun, moon and planets. The old version is much better than the new one which writes back to the disk. If your drive is slightly out of alignment, you can lose your program.

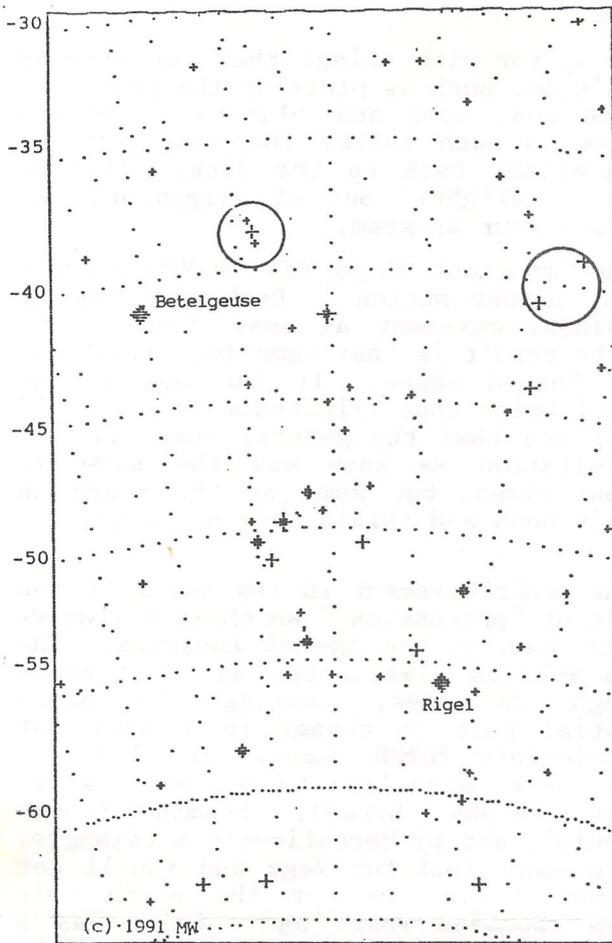
The important thing SKY TRAVEL doesn't do is "proper motion." Each star has an individual movement as seen from Earth, and the result is that some constellations have changed shape. If you look at the maps of Orion that illustrate this article you'll see that the general shape of the constellation we know was the same in ancient times, but some of the stars in Orion's head and shield have moved quite a bit.

The other movement in the skies is the result of "precession," which is why we're at the Dawn of the Age of Aquarius. The Earth wobbles like a top as it travels through the ages, causing the north celestial pole to change in a cycle of approximately 26000 years. In 10500 BCE there were actually three pole stars—Vega (alpha Lyrae), Etamin (gamma Draconis), and pi Herculis—in a triangle. This summer, look for Vega and you'll get an idea of what was at the north pole twelve thousand years ago. Orion was a summer constellation then, standing on the southern horizon.

The maps were done using a program we wrote ourselves with HES' GRAPHICS BASIC as a wedge. (Our program's 68 blocks long.) We can plot cylindrical, stereographic, orthographic and polar projections and rotate them on all axes (x, y and z). GRAPHICS BASIC has "scale" and "set origin." With this combination we can plot almost any kind of star map we need. The maps of Orion are done in polar projection, with the coordinates at the center of the map rotated to the imaginary "pole." And, like Art and me, you can see part of the sky as it appeared in ancient times.

When I mention this work to others, I'm always asked why I don't use an IBM or compatible. The answer is really quite simple: I haven't found anything for IBMs and compatibles that would let us do what GRAPHICS BASIC does, and we'd have to start from scratch again. I haven't seen a wordprocessor that's as easy to use as WRITE STUFF. Sure, it takes a while to plot the whole sky with what we're using, but the combination of DATAFILE, GRAPHICS BASIC and our own programming works better than anything I've seen so far for any other computer.

And that's why I (still) use a C64! ■



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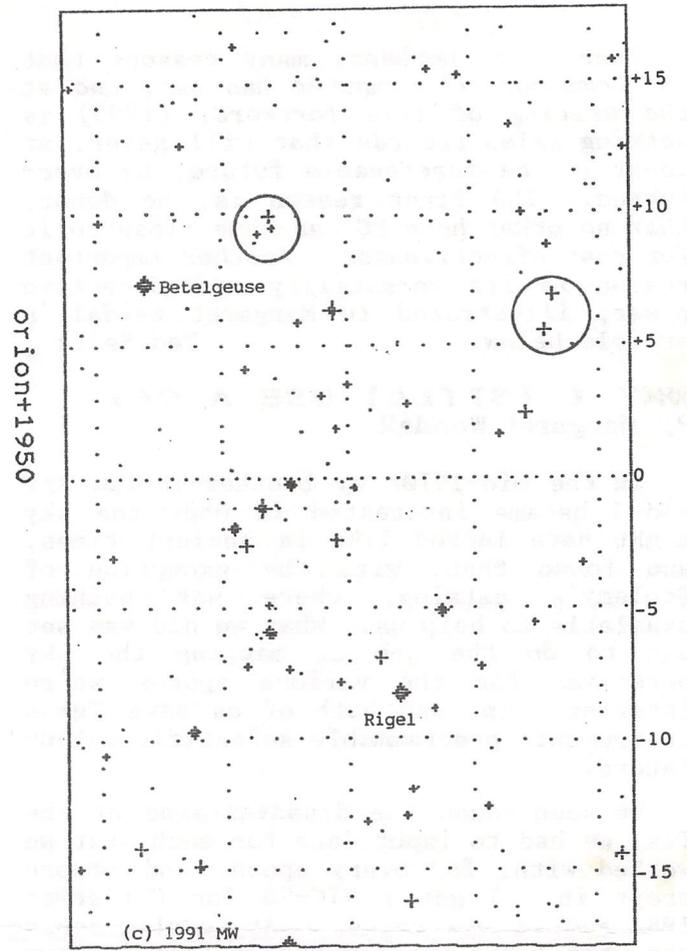
STAR MAP FOR THE YEAR 10500 BC

This article gives specific instructions for the KX-P1124 model but the same chip is used in all models that specify the KX-P43 chip and can also be added to the Super Snapshot V5 cartridge. You just have to figure out how to open the box.

**PANASONIC PRINTER MEMORY EXPANSION**  
By Ted Seitz

To boost the memory on your Panasonic KX-P1124 the KX-P43, 32K buffer chip is specified. Installation will increase the 6K buffer memory to 38K. This buffer space will accept printer information very quickly, so that you can continue to use your computer while your document is being printed. It will also permit you to download special fonts into part of the buffer. Panasonic sells the KX-P43, 32K buffer chip for \$60.00. Blain Gardner has determined that the KX-P43 is the same as an off the shelf 32Kx8 CMOS SRAM DIP chip and has supplied the following installation instructions for the 1124; I quote:

1. Purchase a 32Kx8 low power (CMOS) static RAM, 120 nsec or less. (Try Electronic City, Tucson or Memory Express 1-800-877-8188. Do not touch the chip until you are ready to install it. TES)
2. Unplug printer, remove paper, etc.



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STAR MAP FOR THE YEAR 1950 AD

3. Open front feed door, then GENTLY pry the front faceplate off the printer by inserting a screwdriver in the vertical seam that is about 1/2 behind front face. (The faceplate is the portion above door which contains the selector panel and KX-P1124 logo.) Be careful not to damage the ribbon cable and wire connected to the front control panel.

4. After face plate is removed, 3 brass phillips head screws are exposed. Remove them and lift off top shell -- it hinges at back. You have to pull off the knob on right side of printer to get it all off.

5. Looking down on the printer from the front there is one -- and only one -- socket suitable for holding the SRAM chip. It is near the back one or two inches of signal cable connector. The number 1 pin position is painted on PC board beside the socket. (Warning! Static electricity zaps chips. To equalize potential take the line cord which was unplugged in step 2, right? and will remain unplugged till the machine is back together, right? and hold the 3 prongs with your right hand while you pick up the chip package with your left hand. Take out the chip with your right hand and touch the circuit board with your left hand. Plug in the chip with your right hand. TES)

6. Reverse steps 4 to 1 to close up the printer. You've now got a 38K buffer. ■

From B-BUG, Box 3, Arivaca AZ 85601. ■

# AMIGA NEWS

November 1993

## Tulsa College Offers 2 Year Video Degree Using Toasters

\*StarShip\* News Network -- October 22, 1993

Tulsa Junior College in Tulsa, Oklahoma is offering its new Desktop Video Production Associates Degree Program beginning this month. The first classes started 10/19/93. This two year degree is centered around the Commodore Amiga and the Newtek Toaster, the recognized leader in the area of Desktop Video Production. Students wishing to enter this new field in the area of Television Production or Movie Production will learn the ins and outs of Desktop Video. In addition, companies and businesses utilizing Commodore Amigas will be able to send their employees to these classes to assist in training or educating them in this arena.

The first classes offered this fall will be Introduction to the Amiga, with two sections offered at night. The Spring semester will see another offering of Introduction to the Amiga as well as a 2D Graphics class. The Introduction to the Amiga class runs approximately \$38 in cost and is offered at the Metro campus in downtown Tulsa.

The classes for the Fall have filled quickly and there were only a few openings available just before the beginning of the term last week.

### The course catalog lists the classes required for this degree:

Introduction to the Amiga - ARexx, AmigaDOS, WorkBench, Hardware.

Graphics I - 2-D Graphics and effects.

Graphics II - 3-D graphics, raytracing, modeling.

Animation - 2-D Animation, special emphasis on Video/TV.

Animation II - 3-D animation and special effects, including scenery generators for rendering backgrounds.

Multimedia I - Integration of graphics, animations, music and sound media for video production.

Interactive Multimedia - Continuation of above w/ Interactive emphasis. Video Production I - General overview. Tape formats, 24 bit graphics, broadcast graphics, character generation and genlocking.

Video Production II - In depth, up close Video with the Toaster.

Internship - Practicum course, work experience under direct supervision of qualified technician in local business community.

Students will work on Amiga 1200's as well as Toaster systems in the core classes. The program will cover the hardware and software used in Desktop Video Production. The students completing these courses will feel comfortable on a

Toaster system, or on an Amiga separately utilizing packages for character generation, genlocking, 2D and 3D graphics and animation.

For more information on this program contact:

Tony Krehbiel Business Services Office

Tulsa Junior College

(voice) 918-631-7039

(fax) 918-631-7298

## Tulsa Junior College offers full Federal Financial Aid programs for their degree programs.

*Scott Carr, S.CARR2 [GEnie EMail address], was president of the Tulsa area Amiga Users Group, and had the fortunate experience of helping to participate in the development and planning of this program. When asked how it came about, he explained, "Several key members and I began a small campaign to Tulsa Junior College to 'enlighten' their Computer Science department on what the Amiga actually is, and what it can do. This ended up in two different demonstrations -- the first from a strictly Computer Science point of view, the second from a video and graphics point of view. Our intent was to offer the possibilities the Amiga had to a 'niche' marketplace. TJC was more than interested -- they were absolutely in love with the idea!"*

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## India -- Commodore Peddles Amiga

Newsbytes News Network

Bombay, India -- October 13, 1993

Silicon Holdings & Finance Pvt. Ltd. is introducing computer systems from Commodore Business Machines Ltd. of the UK at CSI '93, the Computer Society of India's Annual Convention & Exhibition to be held in Bombay, November 3-6.

The models to be launched are the C-64, Amiga 600HD, A-1200, CD 32, A-3000, A-4000-030 and the A-4000-040. Prices of these vary from Rs 3,500 (around \$115) for the C-64 home computer to Rs 2 lakh (around \$6700) for the Amiga 4000 series.

Based on an 8500 microprocessor, the C-64 home computer comes with a word processor and a spreadsheet. Worldwide, Commodore has an installed base of over 12 million units for its C-64.

The Amiga 600HD supports three chips for video, graphics and animation, and sound. The model has a PCMCIA-card slot, a programmable I/O parallel port, a programmable serial port and two control ports for add-ons like mouse/joystick,

graphics tablet or a lightpen.

The A-1200 has a chip memory of 2 MB RAM expandable to 4 MB in the CPU slot and an additional 4 MB of 16-bit RAM in the PCMCIA slot.

All the Amiga machines are for use in desktop video, animation, morphing, digital sound processing, music composition and cell animation.

Silicon expects to sell 1,000 Amiga systems by March 1994. "The increased demand for television programs with introduction of Zee TV (a satellite-based television channel beaming from Hong Kong), several channels on Doordarshan (the government-controlled television company, which has recently launched five new satellite channels to counter Rupert Murdoch's STAR TV), and the video channels present a huge market potential for Amiga units," says Suresh.

This is not the first time that Commodore has tried to enter India. About four years ago Commander Computers Ltd., a Bhubaneswar-based company, attempted a manufacturing and marketing tie-up with Commodore. However, "This project never took off and the firm no longer exists," says Suresh. As per the agreement, Silicon has been appointed the exclusive Commodore dealer for India and the nonexclusive dealer for Singapore, Dubai, Sri Lanka, Hong Kong, Nepal, Bangladesh and the whole of the African continent.

The company plans to assemble the systems in India. A financial institution, the tie-up with Commodore is Silicon's first foray into computers.

(C. T. Mahabharat/19931013)

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## DevWare Releases: Mozart's Music Master Version 2.0

Poway CA -- September, 1993

DevWare, Inc., the California-based direct marketer and distributor of software and video tapes for the Amiga, announced that it has released Mozart's Music Master Version 2.0 for the Amiga. Version 2.0 teaches simple to complex time signatures, as well as making music reading and learning theory easy for the user. Its list price is \$39.95.

Consistent with DevWare's product marketing philosophy of offering the best product value for end users, it is feature laden, unique and lower-priced than any competing product.

The newest version of Mozart's Music Master will teach the user musical intervals on half-step and whole-step basis, test knowledge of key signatures, teach simple meter, slow compound meter, and fast meter, display time signatures, graphically provide answers with the proper note values to the proper amount of beats for the time signatures, and display up to eight notes with all the time signature possibilities.

*As with the first version, the user can:*

- \* Learn music note reading (note recognition) in four clefs (Treble, Alto, Tenor and Bass). A timer with three settings can be used to limit time for note identification. Right and wrong answers can be tallied and displayed.
- \* Learn interval theory (recognition), which can also be a timed and scored activity.
- \* Learn interval ear training.
- \* Learn to identify the four standard scales and know their intervals.

DevWare, through its DevWare Video division, is an international licensor, marketer and distributor of commercial software and instructional videotapes relating to the Amiga computer and Desktop Video markets.

*For more information contact:*

DevWare, Inc.  
1250 Kirkham Court, Suite 1  
Poway CA 92064  
phone 619/679-2828  
fax 619/679-2887

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## A Tale of Two Kickstarts

Copyright ICD -- October 1993

This section describes how to configure your system to use both Workbench 1.2/1.3 and Workbench 2.x together on the same system. This information is particularly useful to owners of Kickstart ROM switching devices such as the ICD Kickback.

Before proceeding, please keep in mind that there are essentially no important differences between the FFS provided under 1.3 and 2.x except that the FFS under 2.x is ROM-based rather than floppy-based. The fact the FFS is stored in different locations can cause a problem when switching back to Kickstart 1.3.

If you prep your hard drive under 2.x and you have a copy of the FFS in the L: directory, the ICDPrepHD program will write that information as part of the RDB (Rigid Disk Blocks) on the drive (it is not written out as a file). When you switch back to 1.3 and attempt to boot from the hard drive, and since there is no FFS file for the system to load, it knows to load the FFS from the RDB.

If you prep your drive under 2.x and you DO NOT have a copy of the FFS in the L: directory, the ICDPrepHD program will NOT write the FFS to the partition blocks (the FFS is ROM). This causes a problem when you switch back to 1.3. Since there is no FFS file to load AND there is no FFS written to the RDB, the system will give up trying to mount those partitions and will report them as NDOS: or "Not a DOS Disk".

It is not really NOT necessary to re-prepare your hard drive to use Kickstart 2.x or its features.

**Method 1: 1.3 & 2.0 Multiple Startup-Sequence**

This describes how to change your Workbench 1.2/1.3 startup-sequence to tell if you are running Workbench 1.2/1.3 or 2.x and boot the system using the appropriate startup-sequence file. Sample startup-sequence files are given below. This method should be used if your drive is already set up to use Workbench 1.3.

*NOTE: A text editor is needed to create and edit startup-sequences. Workbench provides three editors: MicroEMACS (on the Extras disk), ED and EDIT (these are in the Workbench C: directory). Consult your AmigaDOS manuals for the usage of these editors.*

You will need to rename your Workbench 1.3 startup-sequence file to Startup13 and you should create a drawer on your hard disk named WB20 (or something to that effect). All of your Workbench 2.x files and sub-directories should be copied into this drawer. Copy the Workbench 2.x startup-sequence file to your Workbench 1.3 S: drawer and rename it to Startup20. The following lines should be added to the top of the Startup20 file using a text editor.

```
Assign ENVARC: DH0:WB20/prefs/env-archive
Assign C: DH0:WB20/c
Assign L: DH0:WB20/l
Assign S: DH0:WB20/s
Assign T: DH0:WB20/t
Assign DEVS: DH0:WB20/devs
Assign LIBS: DH0:WB20/libs
Assign FONTS: DH0:WB20/fonts
Assign SYS: DH0:WB20
```

Create a new startup-sequence file with your text editor using the following information and copy it to the Workbench 1.3 S: drawer. Make sure you name this file "Startup-Sequence".

```
version >nil: graphics.library 37
IF WARN
failat 21
echo "Booting Workbench 2.x"
execute s:Startup20
ELSE
failat 21
echo "Booting Workbench 1.3"
execute s:Startup13
```

**Method 2: 1.3 & 2.x Boot Partitions**

This method will allow you to have separate partitions on your hard drive for Workbench 1.3 and 2.x.

*Step 1* - Create two (2) bootable partitions on your selected device using the CDPrepHD program. The Workbench 1.3 partition must be listed first (Kickstart 1.3 will always boot

from the highest priority partition). This example uses DH0: as the 1.3 partition and DH1: as the 2.x partition.

*Step 2* - The ICDPrepHD program will prompt you to insert your Workbench disks. When you have finished installing Workbench 1.3, ICDPrepHD will prompt you to install Workbench again (this is because there are two bootable partitions on the drive). Just click Cancel to skip this.

*Step 3* - Reboot the computer using the Kickstart 2.x ROM and boot the computer using the Workbench 2.x Install disk. When Workbench is loaded, run the proper "Install" program provided by Commodore.

*Step 4* - When you have completed installing Workbench 2.x, remove all floppy disks and reboot the computer using the CTRL-AMIGA-AMIGA key combination and hold down BOTH mouse buttons until you see the Boot Select screen. This screen will allow you to choose which bootable device (partitions or floppies) that you want to load Workbench from. You should see the two boot partitions you created plus any floppy drives you may have attached. If you wish to load Kickstart 2.x, click on the "DH1" button and Workbench 2.x will proceed to load.

*This article is copyright 1993 ICD, Inc. All rights reserved. Reprinted from Chapter 8 of the ICD PrepHD Software User's Manual, with full permission from Tom Harker, President, ICD.*

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## The A500 SLOTS Expansion

Phoenix, AZ -- October 28, 1993

MA announces a new product for the A500: The A500 SLOTS expansion. SLOTS allows the use of most A2000 cards on the A500.

SLOTS connects to the expansion edge of the A500 and comes in configurations of 2, 4 and 5 expansion slots with the expansion boards having optional IBM XT/AT (8 bit, 16bit) card slots. These slots allow for use of XT/AT emulator boards such as the A2088 and the A2286. As with the A2000, when used with an emulator board, these XT/AT slots can use IBM compatible cards. SLOTS is also great to use with less expensive A2000 Harddrive controllers and memory cards.

*NOTE: The larger configurations (4 or more slots) should be used only on systems with one of the many expanded power supplies available. A2000 cards can draw lots of power! However, if the 2 slot board is used, 1 A2000 card can be used with the standard A500 power supply. Even 2 cards might be possible depending on what has been added to the system. Also, SLOTS is not compatible with A2000 multi I/O cards.*

If you can't afford to get an A2000, then SLOTS is the next best alternative for A500 users!

The cost is as follows:

SLOTS2 \$ 29.95  
 SLOTS2+ (with 2 XT/AT slots)\$ 44.95  
 SLOTS4 \$ 57.95  
 SLOTS4+ (with 3 XT/AT slots)\$ 77.95  
 SLOTS5 \$ 69.95  
 SLOTS5+ (with 4 XT/AT slots)\$ 89.95  
 Shipping & Handling\$ 3.00

For more information, contact:

**T M A**  
 6826 N12th Way  
 Phoenix AZ 85014  
 (phone) 602-241-6643

TMA also has a keyboard adapter that allows use of the A2000 detached keyboard. Great for tower projects or for the convenience of having a movable keyboard. For the A500!

#### COMING SOON FROM TMA:

A multi I/O board that adds 2 parallel and 2 serial ports inexpensively! And an adapter that allows use of IBM compatible disk drives on the Amiga!

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### Axiom Announces Anim Workshop (version 2)

Burnsville, MN -- October 1993

Axiom Software announces Anim Workshop version 2. Anim Workshop is a program for the Amiga and Video Toaster that allows the user to create, edit, process and add sounds to an Amiga animation. Anim Workshop version 2 now supports AGA screen modes and Anim5, Anim7 and Anim8 animations. Also new to version 2 is a new interface with improved file list features, full DCTV support, and more ARexx functions. Batch process a list of images using ADPro or Image F/X operators to create processed animations. Anim Workshop provides a powerful set of tools that can be used to create an animation from a list of images or separate an animation into IFF files, insert or delete frames, convert colors, flip, scale, or perform any other image operation on the entire animation. A full-featured anim player allows the user to step through, tag frames for processing, change frame timing, and play the animation with sound.

#### Anim Workshop version 2 requires:

- ADPro or Image F/X for some image processing features
- Workbench version 2.0 or higher

An Upgrade is available from Axiom for owners of Anim Workshop v1.0 for \$40.00.

Anim Workshop version 2 has a list price of \$159.95 and will be available in November.

For more information, contact:

**Axiom Software**  
 1668 East Cliff Road  
 Burnsville MN 55337

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### Axiom Announces WaveMaker

Burnsville, MN -- October 1993

Creating eye-catching flying logo animations just got a whole lot easier. Axiom Software announces WaveMaker, a program for the Video Toaster that makes it easy to create professional flying logo animations for LightWave 3D. Simply select your logo and choose how you want it to fly on and off the screen. Choose from a combination of animated background elements:

- Streaks
- Circles
- Swirling arcs
- Starfield
- Fireworks
- Confetti
- and many more!

There are dozens of motions and background elements to choose from. WaveMaker also includes several pre-fabricated animations that your logo can be plugged into. The Animation Sequence function allows you to batch render any number of LightWave scenes. WaveMaker comes with a videotape that shows the different logo motions, animated backgrounds, and pre-fab animations. Compatible with the Video Toaster 4000.

#### WaveMaker Requires:

- Video Toaster system version 2.0 or 3.0
- Workbench version 2.0 or higher

WaveMaker has a suggested list price of \$249.95 and will be available in November.

For more information, contact:

**Axiom Software**  
 1668 East Cliff Road  
 Burnsville MN 55337

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### Hollyware releases: Music-X 2.0 & Notator-X

Marina del Rey, CA -- October 1993

Hollyware Entertainment, the company that acquired MicroIllusions, is extremely pleased to announce that the software upgrade you've been waiting for is finally here.

**MUSIC-X 2.0**

Programmed and written by the original authors and introducing a stellar addition to our programming staff, the author of Notator-X, the newest addition to our music software library, Notator-X increases the flexibility of Music-X 2.0 and any third party music software.

This is a must have offer!

HOLLYWARE is committed to supporting Music-X 2.0 and offers extended technical support with a staff dedicated to assist you.

Music-X 2.0 upgrades are only available directly from HOLLYWARE. The cost of this advanced MIDI power house is only \$100.00. You'll find the upgrade price is very modest compared to the new features that have been added. Just another way of thanking the loyal users of Music-X.

Orders are now being accepted for the Music-X 2.0 upgrade. Orders which are postmarked before November 1st, 1993 will have FREE shipping and handling.

Music-X 2.0, like a fine instrument, is crafted from the heart. More than an excellent tool, Music-X is also a work of art.

So it was with the original version of Music-X and it continues with MUSIC-X 2.0, compromises and shortcuts have not been tolerated with this latest version of Music-X. Music-X 2.0 has all of the features of the original program with the addition of new modules. Included with Music-X 2.0 is the latest addition to our Music Software library, NOTATOR-X.

**New Features of Music-X 2.0:***Amiga Audio Player*

This version has expanded to support more than a dozen additional MIDI commands, making your Amiga perform as a 16-channel, polyphonic synthesizer playing a maximum of four notes at one time. Music-X now can recognize Attack Velocity, when playing Amiga samples.

*New Modules*

Music-X now comes with additional Modules to increase its power and flexibility. Some of the new modules are:

- **DeFlam:** To remove the grace notes and finger crushes that may have occurred while recording the sequence.
- **Quantizer:** An improved Quantizer module
- **RexxEdit:** With the RexxEdit module, and the ARexx software, you can make your own customized macros to work with Music-X
- **PrintEventList:** Allows you to print out the Event list of your sequences for editing purposes.

Works with the "One Stop Music Shop" from The Blue Ribbon Soundworks Ltd. and has been tested on the Alesis ADAT and AI-2 equipment.

The suggested retail price is \$199.95. Remember, upgrade for HALF that cost!

**Notator-X**

Notator-X is a score writing package and is designed to

work, not only with Music-X 2.0, but with any sequencer program that supports the MIDI file format.

Scores can be created from scratch or by importing Music-X or any MIDI files. Notator-X and Music-X will work in unison (memory permitting, 2 Megs minimum) allowing data to be exchanged internally without the necessity of any file saving.

**Features:**

- Each page can have up to 32 tracks on 18 staves.
- Notator-X's display is a true WYSIWYG and scores can be viewed in any of three selectable viewing sizes. Printer Page sizes and output quality is limited only by the printer.
- Notator-X's Lyrics Editor will automatically align the lyrics under the notes of the staff, including words split up over several notes.
- With Notator-X you may have up to five lines of verses with a maximum of three different endings in a score.
- Notator-X allows Notes, Chords, Rests, Dynamics, Angled Beams, Groups, Ties, Octave Symbols, Text frames and much more.
- Loads Notator-X, Music-X, MIDI 0 and MIDI 1 files without using complicated file conversion utilities.
- Saves files out in Notator-X, Music-X and MIDI 1 file formats.

The suggested retail price for Notator-X is \$79.95.

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**The London Transport Museum**

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As part of an innovative UKP4 million redisplay, the London Transport Museum (LTM) has introduced a Commodore Amiga CD32-based audio-visual computer-based system.

The museum claims that the system has allowed it to move to state-of-the-art interpretation techniques, to communicate effectively with their visitors and, in particular, to use to the full the wealth of imagery and data at their command which cannot be presented in conventional displays.

At the heart of many of the new displays is the Commodore CD32, a CD-ROM equipped computer system. The LTM claims that the machine's high quality graphics, double-speed CD-ROM drive, 32-bit processor and custom display hardware provide the ideal platform for audio visual and interactive displays (AVID's).

When completed, as many as 109 CD32's will be used to provide interactive information, video, animations, interactive

sound effects, display control, and background sound effect. Plans call for all the machines to be networked together using an expansion system currently being developed by Index Information, the company producing all the computer displays.

"We plan to take this opportunity to introduce new methods of interpreting the collection, using the latest developments in design, graphics, audio visual and interactive displays," explained Rob Lansdown, head of LTM's communications and display.

According to Lansdown, the computer system has allowed the museum to tell the 200-year story of London's urban public transport. "We have taken the linear, chronological, sequence of story panels off the walls and associated them directly with the objects in the collection," he said. "In this non-linear, object oriented approach we will create 'islands' of interest and ensure that the vehicles and other original material tell the story."

"The visitor becomes free to explore the Museum, its collection and stories in a non-linear way, letting their own particular interest lead them around the Museum. Visitors will choose their own priorities and interests, navigating between the principle story 'islands' to follow, say, a social history or a technological theme," he explained.

According to Lansdown, the multimedia world has already experimented with the idea of a "Hyper-Museum" in the form of a virtual museum on videodisc, CD-ROM, and hard disk.

"The intention is to take this concept one step further. We want to take this Hyper-media and use it to go beyond the database to interact with and interpret a real museum. Instead of being shown images of the collection as you Hyper-link around the disc, we will take you to the actual objects!" he said.

In the real object-based Museum the visitor is free to wander through the displays, dipping into the electronic HyperMuseum when they want to. As the Museum's core displays will also be written in a non-linear style, the electronic sections will form an integral part of the whole interpretation, adding a further dimension to the visitor's experience, Lansdown explained.

"Many of the qualities that will make the CD32 such a successful home entertainment system also make it the ideal commercial multimedia player," said Mick Tinker, technical director of Index Information, the developers of the museum system. "A high quality and low cost delivery unit combined with a powerful development platform is allowing us to provide advanced displays at much lower costs than competitive

systems," he added.

Tinker said that the company has had a very positive response from early demonstrations of the projects. "We feel that the concept will attract the attention of museums and visitors from around the world," he said.

"One of the new underground train simulators was shown at an exhibition and ever since the museum has been receiving regular requests from companies wishing to hire the display for their own exhibition stands," he added.

Index Information claims to be one of the major commercial developers of Amiga- and CD32-based custom software and graphics applications for a wide range of interactive multimedia and broadcast graphics displays.

Formed in January 1991, the company is rapidly expanding and currently has eight staff, supplemented by additional experts and consultants as required. Current and previous customers have included the London Transport Museum, British Telecom (for the CD-ROM Interface), BBC Scotland (for the Catchword game show software), and the Amiga Center Scotland (for the Harlequin graphics card software).

The London Transport Museum first opened its doors in 1980, in the former Covent Garden Flower Market. Since then, the museum has been at the center of the renaissance of Covent Garden as one of London's liveliest places.

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