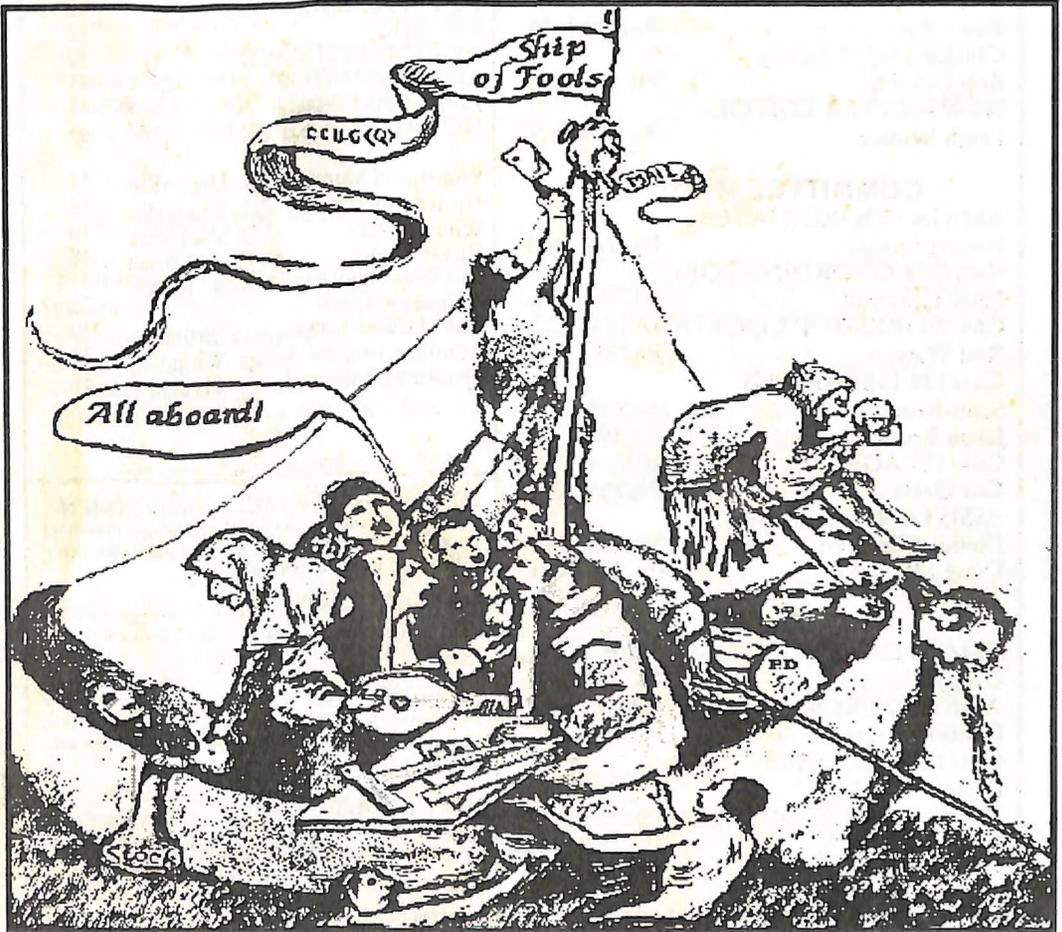


CURSOR

Newsletter of the
COMMODORE
COMPUTER
USERS
GROUP
QLD Inc.

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Publication No. QBG 3958

VOL.8 No.4 NOVEMBER 1991



Our Next Main Meeting will take place on Tuesday,
5th of November, at 8 pm (Libraries & Sales at 7 pm)
at the Bardon Professional Development Centre

COMMODORE COMPUTER USERS GROUP (QLD) INC

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

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

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MEETINGS

MAIN MEETING

Our next Main Meeting will be held on Tuesday, 5th November at the Bardon Professional Development Centre, 390 Simpsons Road, Bardon, starting at: 7pm. Library 7pm -8pm & 9pm-9:30pm. Sales: 7pm-8pm.

Entrance through the Centre's carpark in Carwoola Street. Parking is not permitted in the Centre's grounds! Details of this month's topics can be found in the relevant section of this newsletter.

WORKSHOP MEETING

The Amiga Workshop will be held on Sunday, 10th November (12 Noon-4pm) in the Ithaca RSL Hall, cnr. Nash and Elizabeth Street, Rosalie.

Workshops are for members only, so bring your membership card or join at the door.

Bring your own Amiga equipment. Public Domain software (over 500 disks) available for copying at no charge.

Disk and Accessory Sales: 1pm-3pm.

We also have a HELP support group for beginners: see our HELP column in this newsletter or contact your coordinator. Phone 288 8863..

64/128 Workshop

at 25 Fairleigh St., Windsor.
3rd Tuesday of the Month, 7pm-10pm, or
3rd Sunday of the Month, 1pm-4pm
Phone: Rod Watson, coordinator: 8576131
(Public Domain software available)

PLEASE NOTE: Activities that breach Copyright on Commercial Software are illegal, and are NOT ALLOWED at our Meetings!

GOODS & SERVICES

(At Main Meeting or by Mail)

AMIGA SPECIFIC:

Public Domain Disks 3½" Mail Order: \$2.00 ea(+ \$3.00 p&p for up to 5 disks).

Commercial Library Catalogue Disk 3½": \$4.00 (+ \$2.00 p&p).

5¼" blank disks: \$8 per 10 (\$3.00 p&p)

3½" blank disks: \$15.00 per 10 (\$3.00p&p).

3½" disk boxes(80 disks): \$20.00 (\$5.00 p&p).

3½" disk labels (68x68mm) 4 sheets(= 48 labels): \$1.00 (\$3.00 p&p).

Amiga Dos Summary: \$3.00 (\$3.00 p&p)

Micro switch replacement kit for Amiga Mouse \$15.00 (\$1.00p&p).

C64/128 SPECIFIC:

DISKS

Public Domain disks 5¼" Single sided:\$2.00 ea.

Double sided: \$3.00 (\$3.00 p&p for up to 5 disks)

Catalogue disks 5¼" for P.D or Library: \$2.00 ea. (\$2.00 p&p).

5¼" blank disks: \$8.00 per 10 (\$3.00 p&p).

BOOKLETS

Public Domain Instruction Book(C64): \$5.00 (\$2.00 p&p)

Starting with Disk Drives (Paul Blair):\$2.00 (\$1.00 p&p)

Graphics and Sound on the c64 (G. Perry): \$5.00 (\$2.00p&p)

Commodore Macro Assembler Book:\$5.00 (\$1.00 p&p).

THE WRITE STUFF 64 (word processor), with Manual: \$18.00.

V2. BB Speller 64 (supplements TWS64) \$12.00.

BB Talker (Write Stuff with speech synthesizer) \$12.00.

THE WRITE STUFF 128 (word processor) with Manual: \$30.00.

V2 BB Speller 128 (supplements TWS128) : \$12.00. (\$3.00 p&p).

GENERAL:

Back Issues of CURSOR: \$1.50 ea

Address Labels(23x89mm):\$14.00/1000.(\$3.00 p&p).

Ribbons for MPS-1000,GX/LX 80:\$11.00

Ribbons for MPS 1200/1250/120D \$10.00

Ribbons for Riteman C or F: \$12.00. (\$2.00 p&p).

MAILING ADDRESS

Please address all club correspondence (other than letters and articles for CURSOR) to:

C.C.U.G.(Q.)

P.O. Box 274

Springwood Qld 4127

(Make cheques payable to C.C.U.G.(Q.)

Please address PARCELS to:

C.C.U.G.(Q.)

48 Newcomen Street

INDOOROOPILLY 4068

If you change your address please advise our Secretary, not the Editor or Sysop!

MEMBERSHIP FEES ETC.

JOINING FEE: \$10.00

ANNUAL MEMBERSHIP FEES:

Ordinary Membership*: \$30.00

Country/Associate Membership: \$20.00

Pensioner Membership: \$20.00

Family/Business Membership: \$40.00

Library Fee: \$5.00

**(within the Brisbane Metropolitan Telephone District)*

LENDING LIBRARY

The lending period for books, magazines, and software is one month without extensions. If unable to attend the next meeting should mail the material to:

Bob Devries

21 Virgo Street

INALA 4077

or they may leave this material with their nearest Management Committee member (Please ring first!).

By following these simple rules, you assist your fellow members who may wish to borrow the material you are returning.

YOUR NEWSLETTER

CURSOR appears 11 times a year and depends on readers' contributions for its content. Address all Newsletter Mail, including advertisements for BYTES column, to:

The Editor, "CURSOR"

24 Egmont Street,

SHERWOOD Qld. 4075

Deadline for the next (DECEMBER) issue is: FRIDAY, 1st of NOVEMBER!

Format for Contributions

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

C64/128 Specific:

Supply your articles on 5¼" disk in the format: SEQ ASCII file or PET ASCII file. The Write Stuff, Superscript, Easyscript, Paperclip, and Pocket Writer all have SEQ ASCII options. Speedscript files should be saved with the SS converter program, option 2. We are unable to convert Geowrite, Fontmaster, or Bank Street Writer files.

AMIGA Specific:

Supply your article on 3.5" disk as an ASCII or WordPerfect file with minimum formatting. Articles may also be submitted as MS-DOS ASCII files.

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

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MODEL

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.....

CURRENTLY IN WORKING ORDER

SIGNATURE _____

CURSORY NOTES

By Leigh Winsor

All aboard!..

*Being set on the idea
Of getting to Atlantis
You have discovered of course
Only the Ship of Fools is
Making the voyage this year,
W.H. Auden*

Our really perceptive User Group members already know that we have always chosen to travel in the ideal Vehicle depicted on our cover. The point, although I need not be so clumsy as to spell it out, is that we learn most in learning, along with what we learn from others, how much those activity falls short of the ideal that set us on our voyages.

Happily, I can report on new initiatives to try to bring more of the rich variety of computing interests within the grasp of our members. None of us could fail to notice the imaginative efforts of our BBS team to improve its service and induct a wider section of our membership into experience of computer communications. Our Amiga Public Domain team is seeking to improve its delivery of services - see their Red Hot Special on disk orders on page 8. Our 64/128 members have restored their Workshop (see 8 bit Noticeboard) with Rod Watson as coordinator. Public Domain disks will be available, and, depending on the enthusiasm of members, hands-on help, and tutorials on such things as The Write Stuff and Superbase may eventuate.

All of these initiatives are attempts, by our more energetic enthusiasts, to distribute our services in more effective ways. Some will work; some may not. But it is important that we keep trying to provide information in ways that people can actually use, and that we listen for feedback from our members.

There are, of course, other areas of the Club

which could benefit from similar initiatives. I note that some of our sister User Groups have flourishing Special Interest Groups, in such areas as computer music, graphics, animation, DTP, and so on. (The list could be very long.) Such groups ideally could provide interactive environments and audiences of interested others, who stimulate users to more fully master their subject.

Why don't our Help! columnists write advertisements on the sort of assistance they could provide together with feedback on the questions they do receive?

Non-experts can assist by making sure new members are made welcome when they first attend our meetings; and by helping to integrate them into our community. Do new members go away unable to recognize a face they can relate to, bewildered by the Bardon Centre labyrinth? Do we make it possible for them to quickly come to grips with the special knowledge required to take off in their areas of special interest?

CURSOR is also trying. We have made an effort to increase our news content by adding bits of echo mail (see the WB 2 notice). If you would like more news, including new product info, let us know. This month we have included the introductory lessons of an Animation tutorial class. It is probably the sort of thing that users might make better use of in the context of a S.I.G workshop. Initiatives from our members are welcome.

BROWSING

DPaint IV

The release of DPaint IV is mentioned by all our news sources. It now has HAM mode, and new features in color mixing and animation.

See the Upgrade order form published in Cursor.

Commodore, the Corporation

ACAR September editorial summarizes from Commodore's Financial Report: Net profit of 3.3 million. 85% of total sales are from its for European operation. Sales of C64 up 30%, and Amiga sales up 20%

Also from ACAR: Commodore announce CDTV compatible with Kodak Photo CDs (stores normal photos on a CD ROM)

Greg Perry

Also from the same source (with verification from the horse's mouth): Greg Perry has produced a printer driver for Cannon Bubblejet (with Pagestream documents, it is difficult to tell the difference in output from a Laser printer). Also mentioned is GP's Fax handling software for a 9600 zxr Maestro Fax/Modem.

Enterprise

A member, Mr K, recently returned from a trip with a Singapore stop-over, where He observed that there was no trouble finding a Software shop specializing in the retailing of pirate Amiga software: \$12 per disk, and photocopied manuals run off on the spot for a couple of dollars. For the respectable IBM user, they provide colour photocopied labels and facsimile manuals, but at higher prices. *No doubt, merely a trivial example of what our business ideologists call "Enterprise Culture", and hardly worth a mention while we overlook Singapore Government Industries as a major arms supplier to Pol Pot.*

Windfall?

For teachers who have lamented lost opportunities for Commodores in educational software:

Compute(Gazette, August 91. P.4) reports on a US Commodore marketing strategy called Windfall. "Under this new program dealers can become authorised quickly and become eligible to buy demonstration equipment at discounted prices, including the new Unix Workstations. Commodore's new educational pricing structure makes it easy for educational institutions, teachers, and higher education students to buy at significant discounts they can afford, using what we feel is the most capable and affordable desktop machine in the world." *Whether it points to anything with local significance, I don't know.Ed.*

CDTV : ideas behind its marketing

(ACAR ,September,)

Gail Washington Commodore's Director of Special Products, (described by interviewer-ACAR Editor Andrew Farrell as "Stepmother of the Amiga") gives a very illuminated view into what is behind Commodore's leap into CDTV.

She explains that CDTV is is the marriage of 3 existing and well established technologies- the Amiga computer, CD ROM and infra red control; but its aim is to define a new category of "interactive entertainment" in the market

The idea behind this search for a new category is the judgement that the penetration of home computers in United states is 25% of homes, and marketers are running out of homes that can be persuaded to accept a computer.

Quote:

"a certain percentage of the world, although I hate to admit it, wouldn't use a computer if you gave them one."

Quote:

"we devised something that looks like a VCR or a piece of stereo equipment because that is non threatening, and easy to use -no typing glitch in and go"

The "new category" idea is based on an interesting hypothesis that the recalcitrant computer hacker squirrels himself away from the rest of the household.

Quote:

"We remember the days when 64s were connected to televisions- now everybody buys a monitor for them, but then they were connected to televisions and were in living rooms- people used them in a different way." In such a social environment, there are "spontaneous things you picked up with other people looking over your shoulder". The hope of their CDTV project is to "get that technology back into the centre of the family lifestyle connected with the television."

Quote:

"as much as we hate to admit it, most families lifestyles do revolve around TV...in the old colonial days it was the fireplace - now it's the TV."

More on CDTV

"Amiga Computing(July, 91), A British Magazine.

Its editor writes an illuminating article "The black magic box" on the prospects for CDTV, which complements the Gail Washington interview. In Britain Commodore asked that CDTV must be displayed at least four feet away from any computer. They ban the word "computer" from any CDTV advertising. He argues that its survival on a mass market, just like music or videos, depends on the CD ROM disks being available for hire in the rental shops:

BBS Info

Our BBS publishes an interesting file of the statistics of BBSs in Australia. Compiled by a BBS registry, and updated quarterly, (September file now out), it includes lists of all the active BBSs in Queensland, with some description of their

equipment and function.

Loadstar 87

A C64 Disk Magazine which uses the interactive resources of the computer with great style and wit. This month has amusing Doodles by its luminaries,

128 Rom Upgrades, Empty Socket

Compute Gazette (August) in Feedback advises about ROM upgrades for the 128. There are still people with old 1571s, and plastic case model 128Ds who have never bothered to get the problems fixed - e.g. the infamous Shift Lock Q problem, where you could not type a capital Q; or the infamous Save-with-replace Bug; or the delay before bringing up the directory. *This upgraded 05 ROM chip is no longer distributed by Commodore, but EPROM upgrades can be burnt in. Contact Doug Maclurkin.*

The same issue of Compute Gazette explains the use of the spare empty 28 pin socket in the 128. This can hold a custom EPROM chip programmed with your own software. The socket can hold either a 16k or a 32k chip; it will be recognised by the computer and treated like an external cartridge. The article goes on to detail how to program the chip. *(Note by ass. ed, Maclurkin: If anyone has programmed this chip, we would be very glad to hear from them. Ring Doug Maclurkin or write to our Box Number.)*

GEOS Stuff

Parsec have a new 80 page Geo font reference booklet with which it is bundling 12 double sided disks with more than 550 public domain fonts. The booklet contains examples of each font. This makes it easy for GEOS users to identify the fonts they want to use.

WB2.0 - Good New

(source: netmail)

The following is a statement from Bill Sydnes, Commodore's VP of Engineering,

regarding the status of the lease of the Amiga operating system:

"As part of Commodore's ongoing commitment to our customers, I am pleased to announce completion of Release 2 of the Amiga Operating System.

Today's Amiga Release 2 is very different from the Release 2 first shipped with the Amiga 3000. Many additional man-years of effort have been invested to create a polished, stable, compatible, tested release that Commodore will build on for the future.

Several hundred official beta testers provided feedback, resulting in the best tested, most trouble-free and reliable operating system for the Amiga ever. For existing Amiga 3000 owners, Commodore plans to release a five disk update set. For A500/A2000 owners, Commodore will make available a Release 2 Enhancer Kit, with new ROM, diskettes and full documentation. Installation will be through an Authorized Commodore Service Center. Release 2 Enhancer Kits will be available beginning in October. Pricing will be announced shortly. Following shipment of Release 2 Enhancer Kits, Commodore will gradually phase Release 2 into new unit production.

Release 2 is a major step forward in software technology, and is part of Commodore's commitment to keeping the Amiga competitive, and looking to the future."

William Sydnes
Vice President - Engineering, Commodore International Limited

Some Comments On V2.04

(Source Netmail: AM-Report 1.10 (an online magazine), 6th Sept 1991)

The final official release of AmigaDOS 2.0 is v2.04; Kickstart 37.175;

Workbench 37.67.

"A 2.04 upgrade will be made available via your dealer Real Soon Now. Install, Workbench, Extras, AmigaFonts and A3000 Kickstart. Free for A3000 owners to copy, just like 2.02." Nominal fees may be charged by dealers for copying. -- Bryce Nesbitt (CBM)

Outline Fonts

"Well, the outline fonts we have implemented are a system design by CompuGraphics called BULLET. It is their high-speed, highly hinted font system. To get good output, the program/application would have to ask the printer.device what the DPI resolution was and then ask the font system to the font system to resolution for output. Current 2.04 does not support full font render specifications." -- Mike Sinz (CBM)

"It is important to note that currently the font rendering code is built-in to diskfont.library ... however its been designed such that it can be separated...this also means that other rendering engines/font files can be used in the future, and almost all existing programs which open fonts can open outline fonts...the diskfont level is easier to use, but the potential direct level makes it possible to get extreme control over what you want (e.g., for printing)." -- Darren G. (CATS)

"What an application can do is render at the highest resolution supported by a printer.device supported printer in RAM and dump it, much like post.library does. Ewout.bix (?)

"The printer.device can tell you the DPI of the printer and then you just render as needed for that resolution." -- Mike Sinz (CBM)

What CG fonts are included with the OS:

"With the enhancer pack, you get Letter Gothic, CGTimes, and CGTriumverate. NOTE: Fountain will take any Intellifont standard FAIS file and install it for use on the Amiga under 2.04. (Fountain is the Outline font installation program included with 2.04)" - Andy Finkel (CBM)

"You can purchase any HP or IBM format Intellifont disk, read it with CrossDOS, and use it on your Amiga. Works great." - Bryce Nesbitt (CBM)

"Just to note that Fountain can read the files on the PC-format disk that Compugraphic sells, if you've got software to read PC-format disks. Fountain also reads Amiga-format disks from at least one vendor (Gold Disk).
- Peter Cherna

Amiga JPEG Image Compression

JPEG modules to become standard part of Art Department Professional, and provide an additional bridge linking from the Amiga to IBM, Apple and other platforms. (The following item of news was collected from a Netmail source)

Madison WI, August 7, 1991:

ASDG Incorporated, a leading provider of innovative color imaging solutions, announced today that they have brought the revolutionary image compression technology known as JPEG (Joint Photographic Expert Group) to the Commodore Amiga. The ability to save and load JPEG files will become a standard part of ASDG's Art Department Professional in its next release.

Using JPEG compression techniques, a true color or gray scale image can be compressed to a fraction of its original size without significant degradation. The JPEG algorithms achieve extraordinary compression results, potentially 80 to 1 or better. Also, ASDG's implementation meets the JFIF standard

allowing JPEG files created on IBM, Apple or other computers to be exchanged with those created by Art Department Professional.

ASDG's JPEG saver allows the user to specify how much compression should take place. ASDG's JPEG loader can enhance heavily compressed images by applying image processing techniques during decompression. On an A3000, an overscanned (768 by 480) 24 bit-plane image, which uncompressed consumes more than 1.1 megabytes of memory, can be reduced to less than 40K in approximately 30 seconds.

The availability of JPEG support is an important step forward as the Amiga is so heavily used in video, print, and other imaging related fields. JPEG's incredible compression capability means that more images can be kept online in a manageable fashion, or can be more easily transmitted from place to place.

Perry Kivolowitz, ASDG Inc.

New Amigavision Release

AmigaVision 1.7Z, has now been released by Commodore US.

AmigaVision 1.7Z offers: - some new device drivers (including the NEC PC-VCR) - minor bug fixes from 1.53G - the ability to 'chain' applications together or 'call' applications - slightly improved SMUS playing capabilities - some added expression editor functions

- Word is that the new version has a new manual and that new A3000 units are being manufactured with the upgrade. An upgrade path is not yet in place and since there is a new manual, there will most likely be a fee for upgrading. A runtime player is still not available.

[The above was derived from a post by Jim Ogilve, a SysOp of CompuServe's Amiga Forums.]

Wordperfect 5.X Amiga?.....

"Reports across the nets are that a couple of times exasperated telephone reps have actually confirmed that WordPerfect is working on a 5.x version for the Amiga.

Apparently WordPerfect has been consistently bugged by Amiga users wanting an upgrade to their software.

However, it is unlikely that telephone reps have any knowledge of what exactly the Amiga programmers are doing. WordPerfect is up to something, but until a formal announcement is made don't dump that copy of 4.1.12."

Pagestream 2.2?

DTP World (May/June), mentions the development of Pagestream 2.2, but no release date, and few details.

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BBS NEWS

by Ron Lewis (C/o Graeme Darroch)



8 Bits and the BBS

Well, by far the most important event that has happened on the BBS over the past month, has been the effort Doug MacLurkin has put in on behalf of the 8 Bit Group. Doug is overhauling the 64/128 file area and bringing it up to the standard it deserves. I might add that he now needs the support of you 8 bit modemers to come back on, and check it out. Please be mindful that Doug is only learning the ropes, and can use all of the input and encouragement that you can muster. So don't be shy, give it a try!

Now, if you don't have a modem, but do intend to get one for your computer, please speak to someone who can assist and advise you. This is especially important for the 64/128 group. This would also be wise for the 16 Bitters, as well. Doug MacLurkin has just struggled up that learning curve: so, while it's fresh in his memory, it would be ideal for the 8 Bitters. Steve McNamee is my recommendation for the 16 Bit group.

OK! you say, So what else is news?
-Glad you asked:

Feedback?

Because of the increase in usage by both

members and Non-Members, we have been forced to restrict the Non-members total time online. This took place on the 1st September, and hopefully, as you read this, the figures will be in to show us that you members have in fact gained better access. That is our intent; and at the time of writing, it seems to be the case. We stress, however, that we need to receive feedback. Without feedback, our figures only show that the BBS usage has doubled: what we need to know is when and if it ever becomes so busy that members can't reasonably gain access.

Timewarp?

Now for the apologies: WOW!! shock horror when my phone rang, and I was accused of misplacing the 1991 Football Finals, SHAME! seems our BBS clock skipped a few months and had taken us into 1992 without the expense of Xmas. I doubt the caller's seriousness, when he claimed we had caused the economy to worsen and his carpet to fade however to any of you genuinely affected by our little mishap, Graeme Darroch humbly apologizes.

New services?

I've heard rumors,(you can keep this lot

under your hat), that it would seem that now that our BBS is becoming more popular, some members are talking about better utilization. I know that nothing has been formally agreed, but behind the scenes, little gremlins are working on trying to adapt our BBS to better serve the members. Seems the latest fad is to try to use the BBS to allow members better access to the Bardon lending library, and the PD library. The talk is that they reckon it may be possible, in theory, to quadruple the access to these services if they were allowed to reserve and request through the BBS. Well, theory is one thing and practice is another. I'm yet to be convinced that we even need to increase the access. Surely having access 11 times a year, if you attend the meetings is enough. Anyway what happens if you haven't got a modem? You'd still have to attend the meetings then. Another bright idea I heard mentioned was to incorporate some electronic gizmo to allow us to pay our fees and stuff using a credit card. Well I don't own a credit card and I bet most of you don't either. If all this mumbo jumbo did have merit, and could be accomplished, I suppose it would make it easier for the members who can't or don't attend the meetings. This new razzle dazzle will no doubt get a mention at a general meeting. However, any member or potential member who does not or cannot attend our meetings, and would like to comment on these rumors, I'll be more than happy to accept your input via a phone call.

STD Users

Speaking of input: I received a phone call from an associate member from Toowoomba. Seems he appreciates the new BBS format and enjoys finally having ready access to the latest Fish Disks and European Software currently finding it's way onto the Board. He made a very good point which I said I would pass on. Our STD members are basically limited by their geographical locations and their wallets. The only viable time for them to access the BBS is after 9:30 PM; so, if it's possible for you to use it before that time, do so. I'm sure it would be

appreciated by those outside the perimeter. I pointed out to him that many of us are also limited to those hours because of work or domestic commitments, but that I would highlight his request anyway. OK! Done that....

Newstuff

Well, despite a brilliant effort by Jon Smith, it would seem Uploader of the Month must go to Dennis Dryden. Who??? Dennis resides in Melbourne, but despite that disadvantage, has managed to supply me, at considerable cost to himself, with over 50 disks of Public Domain Software. His last batch of 20 disks contained nearly 1,000 Utilities, some bad, some good, and some really good. I've never seen such a mixed bag. It is fair to say that many of them have not been to Australian Shores before, and their first taste of Ozzy hospitality was on our BBS... Well done, and thank you, Dennis...

File purge

Our first purge of old files took place early September, nearly 3 meg of old files were removed and replaced by new stock. This will become a regular occurrence now that the Non-Static File area is in operation. Those of you who got used to using the BBS as a warehouse should be aware that files will no longer stay online waiting for a pension. As new files are processed, the older files will be removed. The only areas we can see that shall remain static are the NEW USERS and STUDENTS. A rigid formula for a files expulsion has not yet been found, but, in my book, anything that has been on the Board longer than 6 months is fair game (unless it can offer me a suitable Queensland bribe, of course).

File Exchange

Speaking of purges and files: we have offered these files to all of the Commodore Based Amateur BBSs that we can think of. If you run a BBS and would like these files along with the descriptions etc., you are most

welcome to them. Eventually our rejected files will be no older than 6-9 months, and will have a very high demand potential, inspite of being purged. Contact with Graeme Darroch, who will make the required arrangements for disk exchange; and accept our apology for not making personal contact earlier.

Now one last word of advice and/or information: No! You cannot send hubby's lunch to work via his modem. This is true, even if his FAX machine is an IBM Compatible, and purchased with the Dishwasher Money. Sorry!

Also, for the thousands who rang the CJC about my treatment of ZOO in the September CURSOR.

- OK. You win... . He is still on the BBS,

and has been unpacked...

- Oh! Yeah! ELLE has asked me to tell you that she has a headache..

See Youse On the BBS,

Graeme Darroch

(BBS Managing Director (Sysop))

Tom Yallowley

(Executive Message Editor)

Ron Lewis

(Executive Files and Promotion)

Doug MacLurkin

(Executive 64/128 files).

WANTED: Apprentice Executive File Editor.
(Preferably living near Rochedale)

64/128 PROGRAM OF THE MONTH

Chosen by Douglas Maclurkin

In Compute Gazette (August 1991) there is an entertaining little program called 'Magic Mouse' which will make a fat mouse that wiggles it's tail back and forth. Use it in GEOS for the 64. There is a version for V1.2 and V2.0. If you load it from your 64 version whilst in 128 mode you will get the fat mouse, but it will not wiggle it's tail!

(That's probably because he got cut off! Ed.)

The program does not appear on the Compute Gazette disk, so you will have to type it in for yourself. I have already done this for both versions ,and together with a documentation file, I have arc'd them and put them on our bulletin board



under the name of 'fatmouse.sda'. Note - cunningly I am trying to encourage everybody to use their modems.

Next month there will be another 'Program of the Month'. I will tell you where to find it and will also put it on the BBS. Do not forget to advise me if there be

a particular program you would like me to put on the bulletin board (07 3534034).

A 1351 mouse is very hard to find in any of the shops and usually costs up to \$90. Try the Trading Post which usually has a few advertised. I bought mine from the TP for \$30!

GREAT LOVERS

by Douglas Maclurkin

There is an angel of love that resides hidden in all of us. Sometimes it is suppressed by undesirable emotions of hate and envy and greed and selfishness.

Definitions:

Friend - one who unselfishly and actively wishes for your happiness and prosperity, and strives to help you in every possible way. Not one who says 'what's yours is mine and what's mine is mine'; but one who says 'all I have is yours'.

lover - same as friend only stronger in every way.

recently I entered a field of computing which I had not so far explored; modems. I was totally ignorant about these fascinating instruments and, I confess, not a little

frightened. I had heard stories about others who had tried to use them and had retreated in frustration and desperation (any one want to buy a cheap modem?). However, there were a few who had persevered and had triumphed; I determined to seek them out and learn from them.

Graeme Darroch (our Sysop) devoted several hours one Sunday afternoon to advise me how to use a modem I had borrowed from Ron Rich, (one of the Club's early models).

Steve Elwood, although not (yet!) a member of the CCUG(Q), allowed me to spend hours at his home the next Sunday. He taught me a lot, and introduced me to some important terminal programs and archiving programs

(all of which can be downloaded from our own BBS. Steve has his own 8 bit Bulletin Board and told me that he turns it on from Thursday to Sunday after 9 pm. His phone number is 07,8083839.

Greg Perry- granted me several hours of his time one Thursday afternoon. He showed me how to use his own GP-Term, and adjusted some of the parameters for me. We discussed a wide range of subjects about modems and Bulletin Boards.

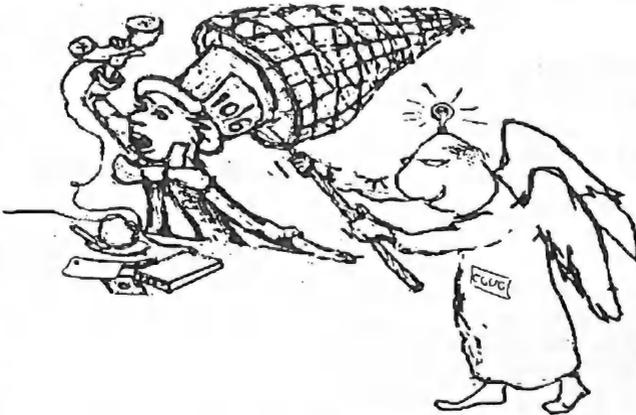
Doreen Horne - I arrived at her place early one morning and left just before dark. We spent the day trying to master modems and discovering a whole heap of technical

difficulties. We have since tried communicating via our respective modems. We're getting there!

Arnold Osborne -came to my place and helped to set up all the parameters on my modem.

Ron Rich-I have spent many, many hours with Ron. He wields a soldering iron like King Arthur wielded excalibur. He made me a ribbon extension from my user port to my modem, so that it does not have to hang out the back; he spent hours explaining modems to me; in every way he shared his knowledge and experience with me.

All these wonderful people are what I call



'great lovers'. Let me explain: many years ago, circa 1985, the Club was meeting at a school hall in Springhill; Greg Perry, from the stage, asked us all to state what we found was most rewarding in being members of the Club. I did not get a chance to voice my views, but I remember thinking that we had a Group who shared the same enthusiasm for computers but, more importantly, any one of us could be contacted at any time or any place and we would be unhesitatingly and without objection, accommodated. I found this one of the most warming features of our Club; it has made me a loyal member ever since. I hope that nothing will occur to make me change my mind. We are all 'lovers': let it ever be so.

We Deliver!

**Lessons in the Art
of Non-communication
by Intrepid Douglas Maclurkin**

Who delivers? - Why! Australia Post, of course.

Enter K, victim . In late May, K ordered a copy of our brilliant Userware Wordprocessor the Write Stuff and BB Speller. Enter our anti-hero, himself- the 8 bit P.D. Librarian, who diligently posted the package on June 3rd. A receipt and record of postage was obtained.

About the middle of June, K reported that he had not received the parcel. An enquiry, and a claim for the cost of the articles was duly filled in.

In early July, a call was received from the Postmaster at Carina stating that the parcel had not been recovered. So the matter rested until about 28th August, when a letter was received from the Postmaster at Everton Park!

Postal Item Enquiry: Mr K

*Dear Customer,
I refer to your Postal Item Enquiry of 1 August 1991 concerning an item posted by you to*

Shirley's Ceramic World on 16 July 1991, which contained "ceramic water-based mender in plastic jars".

Extensive search enquiries at all possible mail handling centres has failed to locate the item. The addressee also confirmed non receipt.

As a record is not kept of the progress through the mail stream of the many thousands of 'ordinary' items, it is difficult to determine where your item may have been lost.

Unfortunately I am unable to offer compensation for this loss, as proof of posting is required to satisfy compensation conditions."

The final paragraph outlined details for making an appeal to the Secretary, Australian Postal Corporation P.O Box 302, Carlton Vic 3053.

This appeal was made, and a sum of 43 cents for postage of the appeal was added to our claim. The outcome of this appeal is waited with bated breath. But if Australia Post can so effortlessly transform a wordprocessor into a jar of glue, and then make it vanish; I won't be holding my breath.

I will keep you 'posted'!



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Packet Radio

by Paul O'Brien

Packet Radio is simply that - data divided into packets and sent by radio. So what is Packet Radio and how is it used?

Well, it began in the 1970's with Xerox's experiments in LAN (Local Area Networks) systems. This resulted in LANs such as EtherNet, which enabled some Amateurs in the USA to begin experiments to emulate phone Bulletin Boards, sending data via radio at 1200 Baud. Most BBS traffic consists of Messages (at least in SEQ), with file transfers being infrequent. They are mainly in the dead of the night when it won't disturb others, as it produces screens full of strange characters. The addressing necessary to transfer the data to the right station is done by a TNC (Terminal Node Controller); or PAD (Packet Assembler/Disassembler), which is basically a microprocessor which looks after two serial ports (one port to the terminal or computer and the other to the modem which is connected to the radio). The modem is usually in the same box as the microprocessor and is increasingly a DSP chip capable of many baud rates. A TNC may be emulated by a computer. DigiCom for the C64, and BayCom for the IBM are examples where only the modem is necessary.

Packet radio is a good way of spreading messages and data; for unlike a phone connection, any number of people can monitor the traffic between the active stations. And unlike phone BBSs, it isn't necessary to log on to your packet BBS to check for your mail, as the BBS automatically sends out beacons announcing who has mail waiting.

Most TNCs these days also have a Personal Message System (PMS) which is a small BBS (18-32K) built into the software to allow other people to leave messages for you, even if the computer is turn off and you are absent.

It is not essential to be in direct radio contact with the BBS or PMS or the other operator, as every TNC can also be a repeater. What this basically means is that so long as you can hear another Packet Station and they can hear you, you can access all the stations they can, and they likewise can access all the stations you can. Usually "dedicated digipeaters", as the repeaters are known, are used. These will most likely be positioned on the tops of mountains, thereby giving greater coverage.



This why the address for the Packets is needed, as you have to enter explicitly the path needed to reach the destination. Once the connection is made, the receiving party simply sends on the reverse path automatically. It is possible to go through more than one digipeater, providing (of course) they operate on the same frequency as the digipeating. Transmission and reception are all done on the same frequency, and this results in a much lower effective data rate. Also, since most error correction is done end-to-end, with the digipeaters merely repeating anything they hear, it may be a long time until replies are heard. I once connected through 6 digipeaters and it took 15 minutes to send a simple greeting. To overcome these problems, there are dedicated Long Haul Links used by the

BBSs. Some links are on Shortwave, while others are high speed (56KBaud+) UHF links, which utilise error correction between the repeaters, rather than end-to-end error correction. Another impediment to high data rates, is the fact that any number of stations can all operate on the same frequency at the same time; and can conference, if so desired. For example, if four stations are operating to their own BBSs, then the data rate is less than ¼ of what it might be if there were only one operating. To alleviate this problem, the BBSs are scattered on different frequencies with only 2-3 on each.

What is in a Packet?

A Packet of data always starts and ends with the flag 01111110 (binary) to mark the ends of the Packet. If this pattern occurs elsewhere in the Packet, an extra 0 is inserted by the sender and removed by the receiving end. The next section of the packet starts with Address of the destination, followed by the Address of the sender, and then with up to 8 digipeaters that may have been used. Next comes a control field, which tells what kind

of packet is being sent: e.g. Connect, Disconnect or Frame number. After all this, the data to be transferred is included in the Packet, with up to 256 Bytes being sent. The final and important Field is the Frame Check Sequence, which is basically the error detection part of the Packet. This ensures only good Packets get through. With all this overhead being included in each Packet sent, it is easy to see that the effective data rate is reduced. The smallest type of packet to be sent would be a Connect or a Disconnect, and these would be 18 Bytes at least. The largest possible Packet would be 330 Bytes, and, to be this big, would have to be sent through 8 digipeaters. This uses the AX.25 protocol, used by all TNCs; but it is still possible to by-pass this format and allow your computer to take complete control. It is then possible to send binary files (the TNC would otherwise mistake the files for commands as TNCs are run by control code sequences). Below is the raw data in a Packet with the decoded result at the bottom. Normally only the decoded section is

Raw data

```

000: AC9668AE 9282E2AC 9668888E A268AC96  VK4WIAqVK4DGGQ4VK  ..h.....h...h..
010: 68A4B484 61B0F042 45414D4C 4935542E  4RZB0Xx1 &&#x27;. h...a..BEAMLIST.
020: 30303120 52393520 52452D53 454E440D  ....)....)'.. 001 R95 RE-SEND.
030: 523A3931 30393135 2F313530 397A2040  ).....=.. R:910915/1509z
040: 3A564B34 4447512E 514C442E 4155532E  +%.#(.(&. *) :VK4DGG.QLD.AUS.
050: 4F432023 3A363030 320D523A 39313039  '!.....).... OC #:6002.R:9109
060: 31352F30 39323120 403A564B 34435858  .....+%..), 15/0921:VK4CXX
070: 2E514C44 2E415553 2E4F4320 3137204D  .(&. *).'!....& .QLD.AUS.OC 17 M
462.)7159..... 11e Rocks #:1542
080: 696C6520 526F636B 7320233A 31353432  ..... 7 Z:4073.R:91091
090: 37205A3A 34303733 0D523A39 31303931  .....+%.)#.( 4/0708 :VK48F.Q
100: 342F3023 30382040 3A564B34 53462E51  &. *).'!.$89;41 LD.AUS.OC Ipsw
110: 33205A3A 303837 4..(62..... h, Qld #:2804 Z:
.....)..... 4305.R:910914/04
... +%..11).. ) ( 32 :VK8BBS.#ASP
.'*.*.)'!.. 641 .#NT.AUS.OC Alice
2.)894739..... e Springs #:1077
..... 3 Z:087

```

Decoded Data

```

VK4DGGQ-4*>VK4RZB>VK4WIA-1 BEAMLIST.001 R95 RE-SEND
R:910915/1509z @:VK4DGGQ.QLD.AUS.OC #:6002 R:910915/0921
@:VK4CXX.QLD.AUS.OC 17 Mile Rocks #:1542 Z:4073 R:910914/0708
@:VK4SF.QLD.AUS.OC Ipswich, Qld #:2804 Z:4305 R:910914/0432
@:VK8BBS.#ASP.#NT.AUS.OC Alice Springs #:10773 Z:087

```

How much does it cost?

If you are an Amateur with a transceiver and a computer, (most Amateurs who are members of CCUGQ probably would), then you have the most expensive parts already, as a TNC can be bought for \$260 aprox. or built from a kit at around \$100. Non-amateurs might like to experiment. If you have a scanner, use a smart modem set to Bell 103 (1200/2200Hz), without sending any carrier, and connect it to the output of the scanner tuned to one of the frequencies listed. I haven't tried this myself, but can see no reason for it not working.

What software can I use?

I only use an Amiga. However, I do see other stations announcing their preference, so it would appear that DigiCom and its

companion DigiProm are popular choices for the C64, with Packet 4 being a favourite with IBMs. AmiPac for the Amiga is a difficult program to configure; and a normal Comms program is all that is really required for reading or sending messages, AmiPac only being necessary for binary transfers.

And to find out more?

The Queensland Digital Radio Group Inc. meets on the 3rd Friday of every month at the Hooper Center, Kuran St., Chermside. Meetings start at 7:30PM, and visitors are welcome. Usually an interesting demonstration has been organised. Local Radio Clubs outside the Brisbane area should be able to help those others with a desire to see a Packet Station in operation.

BRISBANE AND SOUTH EAST QUEENSLAND LINK AND FREQUENCIES.

FREQUENCY	COMMENTS
144.700	WICEN USE STATEWIDE.
144.725	FUTURE EXPANSION.
144.750	VK4ATI-1 ASPLEY (NORTHSIDE CELL NGDOWNS LAN FREQ.
144.850	BRISBANE LAN FREQUENCY. (VK4WIA-1 NORTHSIDE LAN).
144.875	VK4KJB-1 NORMAN PARK (SOUTHSIDE LAN).
144.900	LINKING FREQUENCY TO NORTH QLD (NO BBS'S).
144.925	VK4FEA-1 (C64) VK4FEA-4 (IBM) (NORTHSIDE LAN).
144.950	VK4SF-1 IPSWICH (SOUTHSIDE/IPSWICH LAN).
144.975	SUNSHINE COAST LAN FREQUENCY
145.000	VK4DIT-1 (GOLD COAST LAN FREQUENCY).
145.025	FUTURE EXPANSION.
145.050	VK4BBS-1 (SOUTHSIDE LAN).
145.075	FUTURE EXPANSION
145.150	VK4KIV-1 QDG FILE SERVER, TCP/IP FREQUENCY.
147.575	FUTURE EXPANSION
147.600	GREATER BRISBANE AREA LINKING FREQUENCY.
	VK4CXX-1 DARLING DOWNS BBS.
434.200	VK4CXX-1 AND VK4WIA-1.

The interim BBSs are there to service specific areas, which will be used by users in the areas specified, as well as all other stations that can access them direct. All other stations should be "guest" status only. 144.850 Brisbane LAN will be shared by VK4WIA-1 (IBM) and VK4FEA-1 (C64). This will have to be the exception to the rule as it enables Commodore Users to access VK4FEA-1 via RZB, if they require Commodore files. It is always preferable that users access a BBS direct.

VK4CXX-1 will continue to service the Darling Downs, and will be going to the Darling Downs LAN frequency of 144.825 as soon as VK4RZD and VK4RZE have the frequency installed.

Communication For Your 64

by Ron Rich

The Commodore 64 is an extremely versatile machine in spite of its small memory. Apart from the usual uses with wordprocessors, spreadsheets, drawing and games programs, it is used throughout the world by a vast number of Radio Amateur Operators.

With the aid of simple modems, or interfaces (which can be constructed by the home handyman), the Amateur can use his C64 in the following modes:

PACKET RADIO.

-which is transmission/reception of error free high speed data by radio at 300 and 1200 bauds.

AMT

-which is an error correcting data communications system mainly used on the H.F. frequencies. It sends smaller Packets than Packet Radio.

RTTY

. Radio Teletype, much the same as the older land line teletype, but sent by radio. Many amateurs chat to one another across the world via the C64 keyboard at speeds of 45.5 baud upwards, using the 5 bit baudot code.

ASCII

- which is similar to RTTY, but generally at a higher speed (110 and 300 bauds are common modes). It uses the standard ASCII code.

MORSE CODE

-which can send and receive up to 75 w.p.m. One of the favourites of the old time operators.

WEATHER MAPS

With the aid of a small interface, these may be received from the various stations through

out the world. Similar to the ones printed in the local newspaper.

LOCAL BOATING WX FORECAST.

With the aid of a phone or other modem set to bell 103 300 baud and using the simple modem program on page 350 of the C64 Programmer's Handbook, plus an extra line to take out the control codes one can have the latest local forecast 24 hours a day. Transmitted on 148.09 mhz.

PHONE MODEMS.

There is a wide range of simple to complex programs to use with the C64, or like the one above you can have the fun of writing your own.

The C64 can be programmed to read incoming data, and this can be used to switch on equipment, or send data to control other devices. It is not difficult to write your own small BASIC programs; so go to it, and find out just how powerful the C64 is in spite of its small memory.

Computer Animation Classes

(c) Lexicor Software.

These tutorials on computer animation, which I believe will be of interest to a large section of our members, were collected from Netmail sources. They are the beginning of a series, of which it may be possible to obtain further lectures. We lack the picture files mentioned in the exercises, but since they are there to standardize the Homework they may not be important.

The lectures are material ideally suited to a Special Interest Workshop, with a focus on doing, and even with practical exercises to be handed in and appraised; but since we lack such structures, CURSOR will have to do. Ed

Lexicor Software, an Atari ST/TT developer is presenting a series of online lectures and classes on computer animation. The classes are held at 10:00 pm Eastern Time every Saturday night in the Atari Vendor Conference arena on CompuServe. These classes are computer independent and the information is very useful to all persons interested in computer animation.

[All text, graphics and other files presented in these lectures are copyright (c) Lexicor Software. Permission to reprint/use these files is hereby granted with the stipulation that Lexicor Software and CompuServe are credited as the source of these tutorials.]"

LECTURE #1

An Introduction to Computer Animation

Animation is not just a series of funny pictures strung together in a film. At its most creative, it is a truly beautiful art form. Yet the techniques used to create computer animations are not widely known outside of a very small circle of professionals in the film

industry. While still in its infancy, computer animation has already changed the way traditional animation is performed.

Until the advent of the personal computer, animated film-making has traditionally not been the available to the individual artist. For complex animations, it takes a large team of dedicated, talented and cooperative artists to produce even a short animation using paper, pencils, film and paint. The individual artist, no matter how gifted, could not produce the vast quantities of individual drawings required to create the animation by themselves.

The objective of this tutorial is to offer the computer animator accepted terminology and methodological approaches that are currently accepted practice in the professional film and computer animation industry.

At its best, animation is a wonderfully varied form of art that has no potential limitations of imagination or technique. Sadly though, what may be exciting and inspirational ideas are often spoiled by inadequate abilities and/or lack of attention to necessary details. In addition to being an art, animation is a craft and, as with any craft, it can be taught. The basic requirements needed to become an accomplished animator are patience, commitment and effort.

The first step in becoming an animator is to completely understand the processes involved in making an animated film.

Animation is the most costly way possible, both in time and money, to produce a moving image on film. If the average viewer knew what was involved in the production of an animation, their respect for the underlying creativity would increase measurably. So, just what is involved in the

production of an animation?

The Script:

The first stage in producing any film is the creation of a script. For the average artist, this is often just a single sketch which invokes an imaginary series of images in his or her mind. The idea that this must be an exact outline of how the animation is to appear is wrong. The first script can be a series of minimal sketches and handwritten comments which will visually aid the animator when deciding how the animation should progress.

The Storyboard:

After the script has been done, the artist produces a storyboard. A storyboard is a series of images that graphically portray the sequence of action to be shown in the animation. Again, these drawings need only be minimal at first. For computer-generated animations, the artist must consider what computer tools are available for this step. If you are using the Phase-4 animation series you have several choices - a graphics tablet, already created 3D objects or a combination both.

The Soundtrack:

After the scripting and storyboarding is complete, the next step is to record the sounds effects, music and dialogue to be used in the animation. Without these, the animator will have no way of synchronizing the animation with what is on the final soundtrack. This soundtrack is finalized and separated in to its component parts -- a precise breakdown based on the number of frames to be used each second. Such things as lip-synching are always done "phonetically" rather than by spelling. All this information is written on a "bar sheet" designed to correlate every frame of the animation with the audio track.

The Design:

Each object or character in the animation is drawn from many different angles and placed on a single sheet or in a single file on disk. The principal background styling for all the major scenes are produced as picture files and saved in sequentially numbered files.

The Leica Reel:

Using the bar sheets and the other graphic materials already created, the artist produces a Leica reel of the whole animation. The Leica reel is basically a filmed or animated story board, which can be synchronized with the final soundtrack. Adjustments to the number of frames in the animation are done at this time to ensure that the lip movement and sound effects occur at exactly the right time. For the computer artist, this is a matter of creating and saving .SEQ, .FLM, etc. files using stand-ins and draft animations created using Prism Paint and the Prism Graphics Tablet or Chronos 3D objects in draft form.

The Line Test:

When the Leica reel is acceptable, the animator finally moves to blending one scene into another and producing the final version of the drawings or 3D objects as they will appear in the final action. Overlays of action and objects are also tested, but are not meant to be combined at this time. They exist as sequentially numbered files and saved in folders labeled to match the bar sheets and dope sheets.

The Clean Up:

This is where minor drawing and 3D object corrections are done. For most

computer-generated objects, this step is not required unless additions have been added by hand.

Tracing and Painting:

When the line tests are finished, the animator moves on to adding the dark outlines to the drawn characters and adding the colors in each cel or for each separate frame in an animation. For the animator using 3D objects, this requires nothing more than selecting the desired rendering mode and re-rendering the necessary objects.

Backgrounds:

Everything behind (or sometimes in front of) the moving characters should now be finished. For animators using limited color palettes, care must be taken to ensure that the same palette is used in every frame of the computer animation.

Checking:

As the finished cels and backgrounds are completed they are matched up and saved in "Take files." In these files, the colors and action are matched and checked for consistency.

The Final Shoot:

After all the takes have been matched, checked and touched up if required, they are processed for the last time. This may be nothing more than saving the animation as an .FLM or .SEQ file. Or, it may be the layering and rendering out of many separate elements of both animated and still, or background, files.

Dubbing:

When the final animation sequences are finished, the animator proceeds to add sound to the animation. This may be done using

computer tools such as ST REPLAY or may be done in a film or video tape transfer at a commercial effects company.

Answer Print:

This is the final master animation. It may exist as a computer file on floppy disk, hard disk or hard disk cartridge or on video tape or motion picture film.

Animation is an exacting art. To create successful animations, the animator must have the appropriate tools for their creation.

The first decision for the computer animator is what kind of animation is to be done - traditional cel animation, CAD-3D object animation, or some combination of the two. These two basic methods require very different computer tools.

For the cel type of animation, the artist will need a graphics tablet, desktop hole punch, lots of paper and pencils, acetate by the roll, a color monitor and a computer with at least 2 megabytes of RAM. To create commercially acceptable animations, the artist will require, in the [Amiga arena, 1 Mb of chip RAM and 2 Mb of fast RAM are suggested] For real time playback, the artist will need one of the 44 megabyte cartridge hard drives and several cartridges, in addition to at least a 60 Mb fixed hard drive system. In general, the more RAM; faster the processor and the larger the hard drive the better. After this, any speed up tools or hardware upgrades are also desirable.

For the CAD-3D animator, the tools are much the same, with the exception that the graphics tablet is not required and a full 24-bit color board may be used in place of the stock system.

Paper and Cel

For the computer animator, it might seem there would be no need for paper and cel. To some extent this is true, but in reality the computer animator will need to understand how they are used, since both of these items will inevitably be used from time to time.

In the course of normal animation, these tools are used to keep an assortment of hand-drawn figures in the desired alignment. To do this, the animator uses a "peg bar," which is pre-punched paper and acetate. This allows the artist to draw many sequential versions of a given figure which shows how the movement of the characters will appear.

Peg Bar

Depending on the kind of computer animation to be done, it may be useful to have a peg bar system set up with a graphics tablet to digitize the individual cels for use in the computer. In this way, the animator can do both traditional and computer animation with the same tools. [On the Amiga, Dpaint IV and Disney's Animation Studio both provide a 'transparency' feature to simulate this effect.

Graticule

One essential item that the animator should always have is a field-size graticule which, when placed on the pegs or the computer screen, provides a reference guide to the area of the drawing or screen that will be seen in the final version of the animation. The area chosen for the "Camera" to cover in any piece of art is known as the "field" size. There are traditionally two standard field sizes for animations -- 12 inches and 15 inches. Suitable graticules for both sizes are readily available. The computer animator can obtain these and make suitable conversions to suit whatever screen display and graphics tablet they have available.

Bar Sheets and Dope Sheets

Normally, these are provided in a professional animation house for the independent animator. These are necessary to keep track of camera and sound dubbing instructions.

Production Folders

It is essential to keep the dope sheet instructions for each scene separate from each other, in order to avoid the disaster of getting this information mixed up. For any production, no matter how simple, the bar sheets and dope sheets are stapled into a folder known as a 'production folder'. On the outside of each production folder, a great deal of information can be written, including the production title, sequence number, scene number, scene title, footage length, animator's name, etc.

The computer animator should get used to using these tool even if it seems unnecessary. Every professional outside customer will expect the animator to not only understand these terms, they will also expect the animator to use the same formats and tools in presenting ideas to be sold to the client or other animators. In other words, if you wish to be an animator you must speak the language.

Paper/Cel Rack

This is an organizing tool for the animator in which the animator stores a number of paper/cels. This unit is simply a box with closely spaced shelves which can hold the current paper/cels being used in a small space. The average rack measures 20 inches wide, 20 inches deep and stands 30 inches high with shelves spaced every two inches.

LESSON #2

Getting Started

The process of actually creating an animated sequence using a computer can be accomplished one of three ways:

1. Through traditional hand-drawn cels, using the computer alone or the computer and a graphics input system such as a digitizing tablet or image scanning tool.
2. Through CAD object creation and motion control.
3. A combination of the above.

To better understand how to use the computer tools (programs) that control object motion, we will cover the fundamentals using the hand-drawn figures found in the more traditional animation world. By learning how this kind of motion is created, you will know how to apply motion to three dimensional objects using computer programs.

Inbetweens

An 'inbetween' (or 'tween' for short) is a drawing that is usually exactly between two extremes, or Key drawings. Consider, for example, a ball rolling from A to C. The inbetween of A to C is B.

If the animator wants more inbetweens between the Key drawings (frames), say 1 to 9, they would appear as:

[1] 2 3 4 (5) 6 7 8 [9]

Key Inbetween Key
Frame Frames Frame

In a studio, an assistant does the inbetweens. For the independent animator, the same system of charting the motion is used. This provides the animator with the same tools as the commercial studio and the same level of perfection in the finished work.

To plan just how many inbetweens are needed between two keys, the animator draws a chart. Drawing 5 is indicated in parenthesis because it is the first inbetween to be done between [1] and [9] (the brackets are used to indicate the Key drawings/frames). It is called the breakdown drawing.

When the breakdowns between all Key drawings are completed, the animator then puts in the drawings between the Key frames and the breakdowns. In our above example, these would be the two inbetween drawings in the middle of 1 and (5) and in the middle of (5) and 9 -- drawings 3 and 7, respectively.

When these are completed, they are then "shot." This will produce an evenly paced movement of the subject, because the amount of movement and the distance traveled is divided equally between each of the frames "shot."

Slowing In and Slowing Out

When the animator wants to create animations that are more life-like, much thought must be given to the fact that all motion is not even and smooth. This is where "slowing in" and "slowing out" comes in. These techniques are used when the animator wants movement to slow down or speed up between two key frames.

Always remember that the more frames used to produce movement, the slower the movement will appear to be. Conversely, the fewer frames used, the faster the movement. Therefore, if more frames are placed toward the end of movement, it will

appear to slow down the motion. This is known as "slow-in," because the action is slowing into the final Key position.

If, on the other hand, the animator places most of the inbetween frames at the beginning of the movement, it is known as "slow-out."

ASSIGNMENT #1: Creating Inbetweens (note: we don't have Tools Needed: Dpaint or other drawing package with animation capabilities.

Download: HW1.ARC, Lexicor Library (LIB 9) of ATARIVEN. File HW1GIF.ARC contains the homework assignment files in GIF format for users who cannot use DEGAS pictures.

Using the Key drawings in files ENFORC?.GIF, create inbetweens for each action. Then save this as a sequential animation. Play the animation and look for jumps, kicks or other problems that disrupt smooth movement of the action. -

LESSON #3

Head Turns and Eye Movement

Remember that everything that moves in life moves in arcs. This is true of everything but a machine which, by its very nature, is mechanical. The animator must always bear this in mind when designing a breakdown chart for an animation. Let's examine a simple head turn.

ASSIGNMENT #2a: Realistic Head Turns

Tools Needed: Deluxe Paint III [Amiga] or other drawing package with animation capabilities. Download: HW2GIF.ARC, Lexicor Library (#9) of ATARIVEN.

Using the two Key frames in file FACEBEG.GIF and FACEEND.GIF, draw the breakdown frame. (Hint: By simply drawing connecting lines between the two Key frames you can build an accurate breakdown drawing.)

Now "shoot" this three-frame sequence. It is a bit jerky, so add "tween" frames 2 and 4. Re-shoot and you get smoother motion, but it still does not look right, unless you remembered that living things move in arcs.

To avoid a mechanical sliding of the facial features across the head, add an arc to the motion using the breakdown frame in file FACEMID.GIF in place of the one you drew. Now, using arc lines instead of straight lines, do the tweens. Re-shoot and play. As you should see, this looks much more life-like.

Experiment by creating several head turns in which the arcs follow different paths. Save these animations, as you will use them in Assignment #2b.

Eyes and Eye Blinks

When animating, it is essential that you feel the character's movements in your own body before you begin to move your character -- very much as actors must feel their way into a part before playing a role. The better the animator can imagine such motion, the better the finished animation will be.

By way of example, if you turn your own head rapidly to one side, you may notice that your eyes either blink or half close as your head turns. In other words, your own

personal breakdown position has an eye change, which you can integrate into your animated head movement by closing the eyes on the breakdown frame.

In addition, the eye's pupil should also move from one side of the eye to the other, and this movement should be in an arc as well. Try both an arc and straight eye line and see what the effect is on your head turning animation.

In action where the head is turning in the same direction as the action, the eyes should lead the head as soon as possible. Keep in mind that if the pupil is very small, it gives a dazed, weak, unconvincing look to the character's expression. On the other hand, if the pupil is very large, it gives the impression of receptivity and interest.

When the pupil touches the edge of the eye it appears forceful, but if it is surrounded by

white, it looks somewhat vague. When you draw an eye blink, never use a straight line for the eyelid - make it curved up or down.

What is the difference between an alert eye blink and a sleepy one? Try creating one of each, along with other possibilities, in Asg. #2b.

ASSIGNMENT #2b: Eye Movements

Tools Needed: , Deluxe Paint [Amiga] or other drawing package with animation capabilities.

Create several eye blink sequences using the various eye blink tricks you have just discovered. Add these eye blinks to the head turn animations you created in Assignment #2a.

Question: Why does my battery backed clock not work properly?

Symptoms:

1. Clock is several minutes/hours early/late.
2. Clock is RESET to first day of the AMIGA's life.
3. Clock can't be read from and written to.

The battery backup-ed clock draws its power during power-off of the AMIGA from a small NiCd-battery. There are two often occurring reasons for the strange behaviour of the clock:

1. The battery is (almost) empty. This should normally only happen after a very long power-off of the AMIGA. (Several weeks/months.)
2. The battery is old and can't supply the clock with the voltage or current it needs to operate properly.

To solve the problem in the first case you should turn your AMIGA on for several hours to allow the battery to recharge. After this you can set the setclock command and everything should work OK.

The solution in the second case is to have the battery checked and replaced by your AMIGA dealer.

In the third case your computer might be infected by a virus that puts some date in the Clock memory that makes it no longer respond. If you execute the command:
setclock opt reset

everything should work normal again.

NB. Use the setclock from your Workbench V1.2, the V1.3 version might not work always.

From Monthly Postings by Jeff Hynch

Common Questions with Answers:
(source Netmail)

**AMIGA
PUBLIC DOMAIN DISKS
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\$2 each
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FISH DISKS 1-540

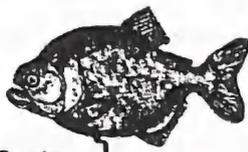
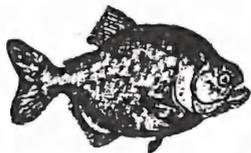
TBAG DISKS 1-48

CCUG(Q) DISKS 1-40

AMIGAN 1-20

AMICUS 1-26

and Catalog Disks



*The Piranhas have got amongst the Fish!
Join the feeding frenzy!*

See your Amiga PD Librarians,
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At these prices, you can support the CCUG(Q)
and still get the best deal in town for PD disks.
The little profit we make can then be used to expand
the PD collection with the best available material
from around the world.

C-64 Machine Language Part 15

by Will Erdmann

| Today I am going show you how you can program the computer to count, and then I am going to show you how this principle can be applied to the simple DUCK BOW and ARROW game I wrote about in Part 15.

But first of all I would like to bring to your attention something that I have been writing about a great deal, of late; and that is the use of screen memory in programming. You must have come across the idea that Screen resides from \$0400 - 07F7 at least twice before in other articles I have written. But what does this mean in practice.?

I know that many of you who have been following this course from the beginning may not be able to understand the reasons why a program works. This may be because you do not have enough time for these ideas to settle in your mind. From now on I would like you to assess each of these programs carefully .

Look at some of the programs in the earlier issues that you think could be improved. Only by seeking out the hidden agenda will you really understand what I mean. Observe what I have just said about screen memory, for example. Is there any special quality that I have not mentioned before? After considering all of the above, carry out the following exercise.

NOTES ON HOW TO MAKE A SIMPLE WORD PROCESSOR.

1. Load MON.
2. Press Shift and CLR HOME to clear the screen.
3. Now start typing a letter. You may copy the above if you do not have any ideas of your own. When you get to the end of a line, use the spacebar and cursor keys to move to the next empty line. When you get

to a point where you are five or six lines from the bottom of the screen, type SYS 32768 and S"MY PAGE",08,0400,07F7. Make sure you have enough space at the bottom of the screen to avoid your text at the top from scrolling off.

4. Switch the computer off and on.

5. You can now type LOAD"MY PAGE",8,1 and watch the screen change as your text is loaded directly from the disk drive.

6. The same technique can be used to design a screen for a maze game. All you need to do is use characters such shifted U,I,C,B,J & K etc., instead of the ordinary text in step 3.

A SIMPLE COUNTER

```
1000 LDA #S00
1002 LDX #S00
1004 LDA $0F00,X
1007 STA $0489,X
100A INX
100B CPX #S05
100D BNE $1004
100F JSR $FFE1
1012 BEQ $102D
1014 JSR $FFE4
1017 BEQ $100F
1019 LDX #S05
101B INC $0487,X
101E LDA $0487,X
1021 CMP #S3A
1023 BCC $100F
1025 LDA #S30
1027 STA $0487,X
102A DEX
102B BNE $101B
102D BRK
```

BITS, BYTES & STATUS REGISTER

Before I go into any explanations about above program I must tell you about bits and bytes. I am sure that all of you have heard that the C64 is referred to as an 'eight bit computer'. To understand the logic behind this, grab a pencil and paper and draw a long rectangle six inches by half an inch wide. Subdivide this equally into eight boxes. The long rectangle represents one byte made up of eight boxes or bits. You will remember in part 6 when different values were placed in D015 certain sprites appeared and disappeared on the screen. This is because different bits have been set or cleared in byte D015. I have referred to registers like D015 as locations so as to make it easier to understand but from now on I will refer to them as bytes or registers. There are usually eight bits in a byte. Bits are numbered from 0 to 7 like sprites and are valued in the same manner e.g bit 7 holds a value of 128 when set, bit 6 equals 64 when set etc.. When any bit is cleared it is equal zero.

Besides all of this there are the carry and overflow bits in the status register that are sometimes cleared or set when a particular condition has been reached.

NOTES ON A SIMPLE COUNTER

1. In order that the above program work as it was intended make sure all five bytes after 0F00 are equal 30 hex.
2. lines 1000 - 100D transfers the five characters from bytes 0F00-0F04 to bytes 0489-048D in screen memory.
3. lines 100F - 1017 check if the RUN/STOP KEY or a key other than the RUN/STOP KEY has been pressed. If no key has been pressed line 1017 sends the computer back to line 100F to check again. if the RUN/STOP KEY has been pressed the program will end. (1012 BEQ \$102D)
4. Only if a key other than the RUN/STOP

KEY be pressed will x be loaded with 5 and the rest of the program be executed. That is what is held in byte 0487,X (or 0487+5 or 048C) be incremented by one. (1019 - 101E). The result is compared to 3A, a dummy number that shows that the numerals in the ASCII code table are finished (1021).

5. If the contents of register 0487,X is not equal 3A, this means the carry bit in the status register is still clear.(1023) Therefore, the computer is sent back to check if a key has been pressed. (Steps 3 and 4 are repeated until the contents of register 0487,X is equal 3A). Then the carry bit in the status register is set, line 1023 is ignored, the contents of register 0487,X are reset to the ASCII equivalent of zero (hex 30).

6. X is decremented and the whole process from line 10B1 is repeated but because 0487,X is one less than before the next digit to the left is incremented. As the result is less than 3A line 1023 sends the computer back to repeat steps 3,4,5 and 6, until x is equal zero and the program ends at 102D.

7. Now change the dump at \$0F00 to the following:

```
0F00 30 38 39 31 31 00 00 00
```

8. Type S"COUNTER",08,0F00,1030 and RETURN to save program.

9. Press RESET key, type SYS4096 and RETURN.

10. Now press the SPACE BAR and watch the BASIC BYTES FREE increment by 10 bytes each time a key is pressed.

11. You can now load "COUNTER",8,1 at any time; type SYS4096 and play this neat trick on a friend.

Get out that DUCK, BOW & ARROW program I showed you in part 15. Change the following to make a simple arrow counter.

CHANGES TO SETUP

1045 LDA #S39
1047 STA \$050A
104A JSR \$1070
104D JSR \$1090
1050 JSR \$1170
1053 JSR \$1190
1056 JSR \$10C0
1059 JSR \$1150
105C JSR \$11A0
105F JMP \$104A
1062 BRK

NEW SCAN UP ARROW ROUTINE

11A0 LDA \$D00B
11A3 CMP #S3B
11A5 BEQ \$11B0
11A7 RTS

NEW BACKWARDS COUNTER

11B0 LDX #S01
11B2 DEC \$0509,X
11B5 LDA \$0509,X
11B8 CMP #S30
11BA BCS \$11C4
11BC LDA #S39
11BE STA \$0509,X
11C1 DEX
11C2 BNE \$11C4
11C4 RTS

That brings me to the end of another year's work. Don't forget, if you want to contact me for anything at all, my phone number and address are below. Be seeing you next March.

Will Erdmann,
WESTERN AVENUE,
MONTVILLE 4560

PHONE 074-429226 3pm-8pm Sat-Sunday.

Thanks, Will. Your lucid and engaging style, your patient help to your machine code students, and your tenacity, all deserve the respect and admiration of our readers. Ed.

Question: During a boot or RESET the screen changes. What does this mean?

Answer: To indicate problems detected within the hardware, the screen is changed to one of the following colours:

Colour	Diagnostic
dark gray	Hardware OK
light gray	Software OK
blue	Bad Custom Chips
green	Bad CHIP RAM
red	Checksumerror ROM (Bad ROM)
yellow	exception before a GURU- meditation could be given

Question: Can I change the speed of my battery backed clock?

Answer: Yes you can, on the printed circuit board is a small trimmer (Usually yellow) that changes the clock-speed of the battery-backed clock. Turn it slightly to change the clock speed.

NOTE: This voids warranty, so only do this if you know what you are doing!

**From Monthly Postings
by Jeff Hynch
(source Netmail)**

ADMINISTERING THE AMIGA

by Lindsay Whipp

Some months ago my daughter, a Graphic Designer, was asked to prepare designs for the proposed changes to the Queensland Ambulance Service logo now coming into use. The path was rocky, indeed. Steering committees, Union representations, separate local and regional suggestions, Directorial directives, and finally, Ministerial intervention. Everyone in the service seemed to have their own pet idea of what their logo should look like. Needless to say, after the umpteenth traditionally-prepared draft logo had been finished, but shot down before even being viewed, intervention by the Minister for Police and Emergency Services, the Hon. Terry McInroth, seemed like the only possible solution.

But first, how best to present possible designs to committees comprising a wide spectrum of views? At first, the designs were laboriously prepared manually... the hard-copy option. But as the stack of enthusiastically acclaimed, but subsequently suddenly rejected designs grew, the Amiga, with its interactive possibilities, started to come into the picture. At my suggestion, the top half-dozen designs to be submitted to the latest steering committee meeting were rendered in simple lo-res, using DPaint, and permission sought (and granted) to present these designs in this rough layout form, using a computer screen, with the attractive option of on-the-spot alterations to accommodate committee suggestions.

Pack up the Amiga 500, A590 Hard drive, power supplies, mouse, cables and a power-board (...this lot fits nicely into a medium-sized suitcase), and carry the monitor separately. Installation at the Ministerial offices, where the committee was in session, was a 5-minute job, and easily accommodated in the "musical chairs" period between meetings. But the result was instant! Most of the committee seemed to know of computer painting possibilities by rumour only, and

were, to say the least, highly impressed. Changes to design or colour, or even amalgamations of design, were possible... while they watched!

The upshot of this meeting was that the committee suggested that the Minister should also have the latest designs submitted to him in this interactive fashion, for his final approval of one design. Consequently, a week later, the Road-Show swung into action again, with similar "knock their socks off" results. The Minister, in common with committee members who had been faced with this level of interactive technology for the first time, quickly adapted to the potential, and asked for many changes, including one completely new design, which was roughly constructed while he watched. A further meeting was then arranged for viewing the polished version of this instant design, plus modified versions of designs already in the pipeline.

This time, it was off to Parliament House, for presentations to the Minister, plus members of a Select Committee, where even more suggestions (...all of them contradictory, of course!) were fielded, and amalgam logos constructed. The Minister settled on a half-dozen front-runners (...much to our relief!), and asked whether he could have colour hard-copies for each. Talk about getting into his stride - this was something we hadn't expected! It was very fortunate that, at that time, Greg Perry was known to be (...still is?) testing a colour ink-jet printer, so I was able to ring him from the Parliament House meeting room and arrange printouts for the following day.

The colour printouts, bound in a simple folder with DTP-prepared explanatory notes on each design, were distributed around the Administration staff, and were the basis of Ministerial internal assessments, which resulted in a decision in favour of... wait for

it... NOT the design which is currently coming into service on Ambulances etc.!

A further meeting, with computer, revealed that the Minister had now had his say, and the decision was to be finally made by the Director of the Service... who didn't favour the design preferred by the Minister! Back to making on-the-spot adaptations, but, this time, taking into account the Ministers expressed DISapproval of some particular design elements, which were easily removed... the final design appeared on the monitor and was given the green light for artwork preparation.

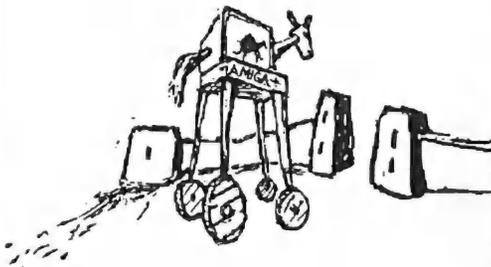
There are plenty of morals to be drawn from this foray into the (apparently...) mutually exclusive worlds of computer technology and Public Service. On the negative side, reaffirmation of the old adage about a Zebra (... or a Camel, or a Giraffe) being a dog designed by a committee. It is quite moot whether the vast array of options explored here would have been investigated at all without the computer making this possible... of course, this may be viewed as a positive step, but some options were just plain SILLY! And the designs incorporating good, clean design were invariably panned because they didn't satisfy all the opposing views. However, this point is a negative in this case only because we were dealing with classic Public Service indecision... nobody was willing to take a decision and be held responsible for it, and literally dozens were in a position to request changes at any time. Most presentations of this sort would be to organisations or individuals where decisions would be taken with some appreciation of the cost of dithering.

Another negative is the considerable size and weight (...when the meeting is held on the umpteenth floor of a central city building) of a packed-up Amiga and monitor. A lap-top Amiga would have been ideal! I have since been approached by a firm trying to develop the Toshiba MS-DOS lap-top for this very purpose, and this looks like the right tool for

the job, given software comparable to that which Amiga owners simply take for granted. Greg Perry suggested a rack system comprising Dexion-style steel frame, with wheels and a soft vinyl cover, to allow an assembled Amiga system to be wheeled into place without bits falling off! The Trojan Horse approach. Somehow, my sense of the absurd prompts me to imagine trundling out of the King George Square car park with that - Beep, beep! Sorry, officer - I didn't realise the rego was up. So I think I'll just wait for a lap-top with Amiga capabilities.

On the positive side the computer allows the ability to make changes to designs or layouts in the presence of the client, before committing either artist or client to the expense of the preparation of final artwork. This has long been known, but the additional ability to take that procedure directly to the client, instead of bringing the client to the artists studio, by using portable computers to present concepts, is plainly a useful tool. This is especially true with clients, like Ministers of the Crown, who are bound to rigorous schedules and proximity to arenas of responsibility... they just can't dash off to an Art Studio to view possible designs.

The present Amiga is sort of like the original portable radios... perhaps better described as "transportable". But, like the portable radio, computers in general are getting smaller and lighter, and a true portable, full-colour, hard-drive system will definitely find frequent use in this presentation role. I can't wait for it to happen!



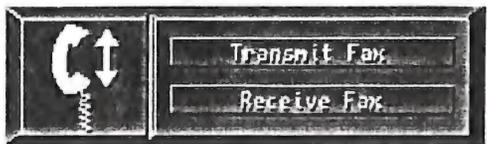
No, don't believe your eyes, this is not an advertisement, but News to satisfy those curious about what Greg Perry is up to when he is not performing in his new role as President Emeritus of the CCUG(Q).

I have cut and pasted pieces of the title screen of G. P.'s new GP Fax software for the Maestro XR9600 fax modem, which offers comprehensive Fax facilities for all Amigas. . If you thought Modems were wonderful toys for the self-indulgent, then, even better but more expensive, is a Fax modem. Although I only observed a frivolous use- Faxing Dpaint pics, including some of the sort I'm afraid would send J.H. Kellogg rushing for his bowl of cornflake, I have included quotes from a selection of its serious and important features:



GPFax offers the following facilities in a 'intuitionised' user friendly environment. Works on ANY Amiga (500/1000/2000/3000) under Workbench 1.3 or Workbench 2.0 in PAL or NTSC modes. Fully supports all the fax functions of the Maestro XR9600 TR29 fax implementation. Full intuition interface - also useable directly from the keyboard. Enhanced WB2 functions. Use definable configuration to define standard fax headers, transmission resolution Full ARES interface allowing script driven sessions for unattended fax transmissions.

Sends text or IFF picture files and multiple



pages to multiple phone numbers.

Automatic or manual reception of incoming faxes with automatic time, date and received name stamping.

Built in conversion of text and IFF images to 'standard' G3 fax format to create 'standard' IFF FAX FORMs. Built in conversion of faxes to standard IFF ILBM format allowing easy editing of incoming faxes with paint programs such as DeluxePaint.



Automatic generation and transmission of fax header information for company name, voice and fax phone numbers, to, from, attention, and note fields. Ability to automatically include custom graphics images for a cover page and/or signature.

Integrated phonebook to store often used numbers along with pre-prepared fax header information. Complete logbook of all transmitted and received faxes.

GPFax automatically replaces the standard preferences printer driver with its own custom driver allowing easy creation of faxes from any standard Amiga Wordprocessing, Desktop Publishing or painting program. Full support for a 'page description language' allowing users to include simple commands into vanilla text documents to select FAX features such as inclusion of pre-prepared header and signature files or picture files as well as standard text processing commands for style, fonts etc.

Ability to support 'polling' from remote faxes as well as a fax 'security' system to limit reception of faxes to a defined list of known remotes machines.

Questions Answered by Jeff Hynch From *Monthly Postings* (netmail source)

Question: In what forms can files be transferred if I load them with my modem?

To make it easier to transfer files, they might be stored in special ways. For example with only printable characters. (For ASCII transfer.) More often several program are packed together in a special large archive to be able to transfer them in one go.

Because so many older communications systems had trouble transferring raw binary data, there are a couple of ways to translate raw binary files into (bigger) printable files, move the printable files from computer to computer until at the destination or the next host above it, and then translate the printable data back to raw binary data. There are two common translation pairs:

uencode <-> udecode
btoa <-> atob

you will rarely see the latter, even though it is a few percent more efficient.

You can recognize a uuencoded (and now printable) file, often embedded in a larger file such as a news article, by a first line like:

begin nnn filename

where "nnn" is some three digit octal number for the Unix file protection bits to apply to the back-translated raw binary file, and "filename" is the name the file should have when it is translated back to binary. Sometimes there are two lines ahead of this one with the keyword "table" and some characters that require special care when transporting a file from ASCII machines to EBCDIC (IBM mainframe) machines, but again, except for including it in what you pass to the udecode program, you can ignore this most times.

Where the uuencoded file is not part of a larger file, it will almost always have a name ending in either "uu" or "uue" (depending on a minor difference in which flavor of uuencode is used to create it - ignorable); more on this below.

Three other considerations affect the way you find a file packaged. First, files contain lots of "redundant" information, which causes them to take up a larger than necessary amount of storage space and transfer time. So called "compression" programs attempt to squeeze files into less space using various tricks. In almost every case, the output is a smaller, raw binary file which is not executable. Common programs used to compress files that you might want to transfer to the Amiga for your use are:

compress <-> uncompress
arc
zoo
lharc
lhwarp
pkazip

Second, files often occur in groups, which should be kept together, such as the source, documentation, executable, icon, data, and control files for the same program. Many archive methods exist to group many small files into one larger file. Ones you are likely to encounter trying to get software to your Amiga are:

shar <-> unshar
arc
zoo
lharc
lhwarp
pkazip

Third, groups of files often have some (tree shaped) file structure, just like the directory

of your disk, which you would like to preserve from where the files are packaged in an archive to where they are unpackaged for use. Archive methods that can recreate a directory structure that you will encounter are:

```
shar <-> unshar (sometimes)
zoo
lharc
lhwarp
(it actually packages a whole floppy disk trackwise)
```

Moreover, combinations of the various packaging methods can be used; among the most common combinations are:

```
FILES -> uuencode -> shar ->
TRANSFER -> unshar -> uudecode ->
USE
```

```
FILES -> shar -> compress ->
TRANSFER -> uncompress -> unshar ->
USE
```

```
FILES -> arc -a -> uuencode ->
TRANSFER -> uudecode -> arc -x -> USE
```

```
FILES -> zoo a -> uuencode ->
TRANSFER -> uudecode -> zoo e// ->
USE
```

```
FILES -> lharc a -> uuencode ->
TRANSFER -> uudecode -> lharc x ->
USE
```

normally, shar files have names ending in .sh, compressed files in .Z, compressed uuencoded files in .Z.uu (or .Z.uue), arced files in .arc, arced uuencoded files in .arc.uu, (or rarely .auc), zooded files in .zoo, zooded uuencoded files in .zoo.uu, lharc'd files in .lzh, lharc'd uuencoded files in .lzh.uu, lhwarped files in .lzw, and pkzipped files in .zip.

Since the uuencoded file includes the other file's name, sometimes the compound names like .arc.uu are not used and just .uu is used instead. So if you have one of the news

articles with a uuencoded file in it, your first step, on your host system, is to edit it and cut off the news article header and any introductory material, and any signature file at the end. If the file was published in several news articles (many comp.binary.amiga file archives are), you have to trim the trash off all the articles, then join the files that result into one file. On a Unix system, this is done by saying something like:

```
cat filename1 filename2 filename3 >
wholefilename.uu
```

while on an Amiga, this would be done by saying:

```
join filename1 filename2 filename3 as
wholefilename.uu instead.
```

When you have a file that starts with (the optional table and) a begin line, and ends with an end line, you can then say, on a Unix system:

```
uudecode wholefilename.uu
```

and it will create a file with whatever name and permissions are on the begin line, while, if you have the Amiga uudecode program, it works just the same, but the permissions are ignored (they're wrong for an Amiga).

While if the file was instead a shar file, you would have started with:

```
unshar filename
```

perhaps after trimming off the news header depending upon how clever your unshar program is. This is the usual way to do the comp.sources.amiga articles.

If you are still on your host system, you will either have, if uudecoding, created (normally) a .zoo or .lzh file, or, if unsharing, created a (subdirectory tree) of files. If the latter, and your host site has zoo or the Unix lharc patched for the Amiga, get in the top directory created by/from the

shar, and say either:

find * -print | zoo aI somefilename.zoo
or
lharc aA * to make respectively a .zoo
or
.lzh archive of all the files.

Transfer it to your machine using one of
y,z,umodem or kermit, in binary mode.

Use the zoo or lharc program from the
directory/disk where you want the program
files to live, like

zoo e// pathtofile/somefilename.zoo
or
lharc -x -m x pathtofile/somefilename.lzh
(for files packed on a Unix system), or

lharc -a -x -m x pathtofile/somefilename.lzh
(for files packaged on an Amiga).

You can find all of the programs and
documentation for them on the Fred Fish
public domain software collection.

HELP! COLUMN

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

NAME:	HELP OFFERED WITH:	PHONE:
Terry Baade	Contact for M'borough/Hervey Bay Members	(071) 215 059
Eddie Brook	Amateur Radio Fax & Weather Programs	349 4394
Kerry De Baar	Basic, Assembly Language	379 5617
Cor Geels	SuperScript, WriteStuff, PaperClip, GEOS	263 2839
Cor Geels	C-64 Newcomers, Printers & Interfacing	263 2839
Doreen Horne	Programming Problems & Disk Corruption	398 7441
Matthew James	Basic, Logo, GEOS, WriteStuff, Games Tips	300 5443
Ivor Laggan	GEOS	273 4212
Doug MacLurkin	MicroSwift Spreadsheet, Basic	350 4034
Vic Mobbs	Contact for Sunshine Coast Members	(074) 923 205
Vic Mobbs	SuperScript/Base 64/128, 1581 Disk Drives	(074) 923 205
George Nelson	EasyScript, HAM Radio	848 2456
Angus Norrie	Simon's Basic	371 2945
Craig Rawlins	Pascal, C, Machine Language, Modula-2	379 8957
Ron Rich	H'ware Interfacing for Amat. Radio Prgms	355 2623
Fred Turnidge	Family Roots (genealogy), Write Stuff	(063) 371 124
Denis Wright	Easy/SuperScript, CBM & Epson Printers	(067) 751 793
Denis Wright	C64 <-> Non-Commodore File Transfer	(067) 751 793

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

LIBRARY NEWS

By Bob Devries

New Software

New in software this month is a great package for AMOS users. It is the AMOS 3D package. This software add-on for AMOS allows three dimensional graphics and animations. With the package comes the AMOS 1.31 update, so that you'll be up to date with your version of AMOS. AMOS 1.2 is required to run this package, and 1 MB is also highly recommended. This AMOS product is actually produced by a different company, Voodoo Software, but is still distributed by Mandarin. The package cost \$79.00 and is available from Pactronics agents. Our copy came from Harvey Norman Discounts at Carindale.

New Books

New magazines and books have also arrived. ReRun July/August, Loadstar 87, Compute's Gazette September, Amiga Computing for July, Amiga User International for August, Amiga Format for July, all with their respective disks. Compute for August, Amiga World for July and August, Run for July/August, Australian Commodore and Amiga Review for July, August, and September have all arrived.

Defaulters Reprieved !

My thanks go to several people who brought back some of the overdue software and books. Please remember, that others would like to try out the new (and some of the old) software, and read the books besides yourself. As it is, if one person keeps a book for two months, only nine other people will be able to read it at other times during the year. If you can't make it to the meeting, please ring me so we can arrange to get the material back into the library. Or if you live reasonably close, you may be able to deliver it to one of the other committee members, but ring them first!

"...what you can do for your Library."

I would like all members to be on the lookout for problems with the software, please mention the problem to me, so that I can do something about it. Also, if the packaging seems fragile, how about a piece of sticky tape in appropriate places, or a staple or two? This way my job becomes easier. I will continue to take home some of the packages, and re-vamp them so that they will last longer.

Free!

The library has at the moment in its possession quite a number of back-issues of our Newsletters. If you are interested in adding to your collection, especially those who are relatively new members, please see me, and I will give you some FREE.

Help!

I also have a small problem with some of the C64/128 software. Some of this software has not been backed up, and so when it fails, it has been packed in a box (stored at my place) and forgotten. I would like to resurrect this software and put it back into circulation. I would be grateful for assistance in this area. Possibly my two C64/128 helpers could be coordinators in this area.

Well, that's all from me this month, see you at the meeting.

Regards,
Bob Devries

Readers' Feedback

A Letter to CURSOR via the BBS

Message #108 "CURSOR CONTROL
CENTRE" (Read: 6)

Hi Leigh,

Thought the Cursor was interesting this month (ain't it always?? :-), and was wondering if we could bring those other 70% of members who don't use the BBS closer to the BBS, via messages that could be printed in CURSOR. If someone has a problem, they will then get feedback from the whole Club, not only the members on the BBS....

Members who haven't got access to the BBS could also get their mail inserted here (CURSOR Control Centre, a BBS message area) for comment... I know, personally, I'm far more likely to respond to someone's problem if I can reply via the BBS, than if I had to write a letter, stamp it and send it in (lazy, I know, but there you have it :-/).

I think it would also be worthwhile, to place here(Club Message area) any problems people are having that have been bought up at either meetings or workshops; that way, again the greatest number of people would benefit from any solutions.

Peter Stewart (24 Sep 91)

Peter's idea is excellent. I hope lots of our readers accept his invitation.. Ed

A Friend of the CCUG(Q)

Dear Leigh,

Sorry to be late with my dues. I am slowly selling most of my Commodore 128 equipment and would appreciate it if you would insert the add at the end of this letter in BYTES.

Though I am selling most of my Commodore computer equipment, I do not intend to relinquish my membership in the CCUG. I enjoy reading CURSOR from cover to cover, and very occasionally connect to the BBS. At the moment by computing needs are met by MS DOS, but who knows what the future holds? Maybe the Club could include an MS DOS section, or do of such members join another club? Would that be treason? Keep up the good work with CURSOR.

John Kelman, Emerald

Thanks John. No treason: we share a common bond with all computer enthusiasts - no matter how much or little we think about their particular computers! Seriously though, we do have a quite a few Amiga users with bridgeboards and IBM emulators: it is up to them to find ways of integrating their interests into our Club structures .Ed.

BYTES noticeboard FOR SALE

- 1571 disk drive \$200
- 1581 disk drive (best offer over) \$300
- Netcomm modem
- with GP Term software \$100 ono.
- Super grafix Gold printer interface \$100
- Super snapshot cartridge with 128 switch
- Swiftcalc 128 (spreadsheet)
- Geos 128
- M128 CPM Cash Book and General Ledger
- C64 Programmers reference guide
- CPM Users Guide
- Mapping the 128 (book)

Best offers on books and programs

John Kelman (079) 821 935, or write
to: Box 256, EMERALD 4720

AMIGA MONITOR

REPORT OF SEPTEMBER MAIN MEETING AMIGA DEMO

Our thanks go to Tony May for his interesting explanation of the the workings of Commodore 16/32 bit machines. To members who couldn't attend the main meeting, Tony runs the South East Queensland Computer Repairs shop at Bundamba and is a regular speaker at our Club.

Tony has a way of imparting his knowledge without all the Techno-Speak, so that most people can understand what he's on about. He talked about the major functions of the Amiga's associated chips and the common problems encountered with them.

Perhaps the most interesting of all was his explanation of the new CDTV and the differences between it and a normal Amiga 500. Overall an interesting night with lots of information passed to the members.

Thanks again Tony, we'll probably see you next year!

See you at the next meeting..
Steve Hovelroud
President (Stand in Amiga Coordinator)

NOTICE OF NOVEMBER DEMO

Steve Hovelroud will review and demonstrate the major new features of Deluxe Paint IV.

WORKSHOP

At the close of the August Workshop 4 missing powerboards marked with Club initials vanished. Whoever now has them, you are requested bring them back

immediately.

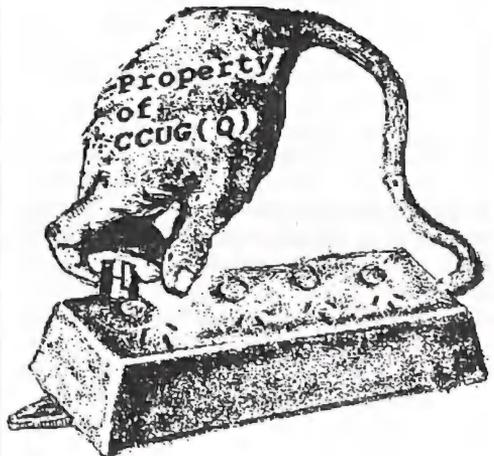
President Hovelroud announces in his sternest voice: if these powerboards are not returned, members at the Workshop will, in future, have to supply (and guard) their own.

NOTICE!

Notice our Amiga PD disk advertisement with super cutthroat disk prices.

Think about ordering your disks from the PD librarian. The economic rationalists might calculate that it is cheaper than the cost of petrol used to drive to the Workshop. And the more rational people might see it as an opportunity for Workshopers to more productively use that time discussing and exploring the uses of their computers in the company of those with similar interests.

Notice our Readers' Feedback: Peter Stewart's letter suggests a way of enhancing our Help facilities, which deserves encouragement. What it would allow is a two way traffic in letters posted to BBS or letters posted to CURSOR. The likely result would be more people joining the Commodore's conversations.



8 BIT NOTICEBOARD

REPORT OF SEPTEMBER MAIN MEETING 64 DEMO IN S-4

No GEOS Demo

. Thanks to Scott Roseboom, and Cor Geels, a demo was organized at very short notice.

8 BIT COMMITTEE MEETING

The new C-64 Special Interest Group held its first Committee meeting in S4, with Peter Cotterell, Doug Maclurkin, Cor Geels, Scott Roseboom, and approximately 25 club members. They resolved to reinstitute a C64 Workshop, and prepared a provisional agenda of future Demos.

The (provisional) agenda for the next few following months:

November Geos

December modems.

February the Write Stuff, or Geopaint

. (from Cor Geels, the Agenda Secretary)

NOTICE OF NOVEMBER DEMO:

Jason Brock demonstrates GEOS

WORKSHOP

A 64 workshop has been reinstated on a regular basis with Rod Watson as Workshop coordinator. There will be workshop facilities available on the 3rd Tuesday and the third Sunday of each month. The C64 Public Domain library will be available. If workshops are to be effective, those who attend should think about what they can contribute. Bring your problems, your questions, but also be prepared to help others increase their mastery of their computer.

With enough interest there could be workshops on The Write Stuff, Superbase, printer problems - an open list which depends only on the enthusiasm of the 8 bitters.

"Ask not what your Club can do for you, but..."

Rod Watson who is an example to all of us with his generous assistance to struggling 8 bitters, has mentioned that the Workshop could greatly benefit by having a 64 setup as a fixed part of the Workshop room. If any of our members have spare bits of equipment (especially an old printer) sitting around in cupboards, they could support the club by donating it to the Workshop.

Rod Watson has proposed that the 8 bit members should do more to advertise the services of our Club. A leaflet is being prepared describing our Club which Rod proposes should be distributed wherever potential Commodore users congregate. Discuss it with Rod.



HELP! COLUMN

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

NAME:	HELP OFFERED WITH:	PHONE NO:
Dave Apelt	Vector Graphics	366 4761
Ellen Appleby	Using Amigas in Education	369 4629
Bob Devries	OS9 Operating System	372 7816
Robert Googe	Video & Audio Digitising	288 8863
Steve Hovelroud	Audio Digitising, Amos	298 5128
Gary Lloyd	C Programming (Beginners)	269 7818
Phil Mellifont	Using Amigas in Education	(076) 625142
Kevin Nugent	Sunshine Coast Contact	(074) 468 489
Paul O'Brien	Amateur Radio Communication	397 4102
Brendan Pratt	Modems, Telecommunications, Sidecar	(075) 463 317
Grant Robinson	AmigaBasic	359 4315
John Van Staveren	Easy Ledgers Accounting Program	372 3651
David Walton	Bridgeboard (IBM)	(071) 834 742
Mike Williams	AmigaBasic (Beginners), Sound	209 9084
Rod Williams	Monitors & Video Interfacing	260 6237

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Public
Domain
AMIGA



Fish disk 521

A68k

A 68000 assembler originally written in Modula-2 in 1985 and converted to C by Charlie Gibb in 1987. Has been converted to accept metacomco-compatible assembler source code and to generate Amiga objects. This is version 2.71, an update to version 2.61 on disk 314. Include source. Author: Brian Anderson; C translation and Amiga work done by Charlie Gibb

BatchMaster

A program that makes creation of interactive command scripts a lot easier. It works as commands ASK, IF and SKIP together, only better. You can have up to four options to skip to, and select them with a mouse, as BatchMaster has an Intuition interface. This is version 1.27. Requires arp.library. Binary only. Author: Janne Pelkonen

CheckPrt

A small program for checking the presence of a parallel printer from within a script file. Update of version on disk 479. Now also includes two small tools to test the state of some lines of the printer port, to make it easier to find the source of printer problems. Binary only.

Author: Tom Kroener

K1

An editor program for the Kawai K1-II synthesizer. Includes a bankloader for single-patches and multi-patches, a single-patch editor, a multi-patch editor, and support for the effect-session and K1 controllers. Version 5.1, an update to version 4.8 on disk 481. Binary only. Author: Andreas Jung

LandScape

A simple CAD program to aid in designing garden layouts. First the plan is laid out, placing lawns, paths, plants, etc., and the program then draws a '3D' picture of what the garden might look like in real life, from any viewpoint. Version 1.0, binary only. Author: Steve Goddard

SynthSong

A song created using the freely-distributable program MED V.3.00. Although quite small (63k) on disk, this one expands in memory once loaded, lasting almost 65 minutes. Player program included. Author: Alex Van Starrex

T3E

Converts any text file to an executable. The resulting program will only have a minimum of bytes appended (94 bytes for hunk structure and display-program). The text file is not limited by the size. Freeware, with source in C. Author: Garry Glendown

Fish disk 522

MAK

The Mandelbrot Adventure Kit is a nicely done mandelbrot generator with full source code (about 18,000 lines of C code). Includes some sample images along with the parameters used to generate them, and lots of built-in help screens. Author: Steven Dillon

Fish disk 523

BMake

A GNU Make subset. Includes pattern rules, conditionals, "include", function calls,

etc. This is Version 1.4, with source. Author: Ben Eng

Conquest

Lore of Conquest is a war game similar in concept to the board game Risk. You are the lord of an entire world, destined to rule the galaxy. Some worlds are virgin fruits, ready for you to colonize. Some worlds have natives who do not wish to accept your rule, these you must conquer for they will yield more valuable resources. As you claim the galaxy you will find, you are not the only one extending your dominion. This is a two-player game, so be prepared to defend yourself and take what is yours! Version 1.5, an update to version 1.3 on disk 459. Binary only, shareware. Author: Michael Bryant

PSGraph

A graphing program with plot previews and encapsulated postscript output. Version 1.0, binary only. Author: Rick Golembiewski

ScreenJaeger

A screen capture program that works by scanning through memory, allowing you to grab screens from programs that don't multitask, and save them as IFF files. Features include an Intuition interface, multiple bitplanes, support of all Amiga display modes and resolutions, CHIP and FAST memory, overscan, and both NTSC and PAL. This is version 1.0, includes full C source. Author: Syd L. Bolton

SerLib

A shared library providing easy access to any serial device. Allows both synchronous and asynchronous access to the port. With support code for Lattice, Manx and Oberon. Include examples in both C and Oberon (with source) and docs in ASCII, DVI, and PostScript. Shareware. Author: Garry Glendown, Oberon-interface by Frank Schummertz

Fish disk 524

Kamin

Various interpreters from the book "Programming Languages, An Interpreter-Based Approach", by Samuel N. Kamin. This distribution includes Lisp, apl, Scheme, sasl, clu, Prolog, and Smalltalk interpreters, automatically translated from Pascal to C using p2c. Includes C and Pascal source.

Author: Samuel Kamin

Snap

A tool for clipping text or graphics from the screen, using the clipboard device. Snap finds out character coordinates automatically, handles different fonts, keymaps, accented characters, and more. Version 1.62, an update to version 1.4 on disk 326. Includes source. Author: Mikael Karlsson

TAPDemo

Tumble Axis Processor is a Sculpt utility with several functions, including automatically aligning a path's tumble axes so that an object following that path will always face the direction of travel, and production of an easy to read data list containing the location of each node and the orientation of each of its tumble axes. This is a fully functional version except that it will not function on paths with more than 15 nodes. Binary only. Author: Martin Koistinen

Fish disk 525

CrcLists

Complete CRC check files for disks 401-520 using the brik program. These were made directly from my master disks. Along with the crc lists from disk 401, these lists will allow you to check all of the disks in the library to make sure they are correct and complete. Author: Fred Fish

DumpHarpoon

Program that dumps the .DAT data files for the game HARPOON. Author: Mark Kyprianou

MinixDemo

Demo version of minix 1.5, an operating system very similar to UNIX. The full version of minix comes with source code for the kernel and most of the utilities. Binary only. Author: Andrew Tanenbaum, et. al.

SIOD

A small scheme interpreter (Scheme In One Defun) which can be used for calculations or included as a command interpreter or extension/macro language in other applications. This is version 2.4. Includes source. Author: George Carrette

Fish disk 526

DataEasy

An easy-to-use data base program which includes a phone dialer, speech output, a simple screen editor for making and modifying the database definitions, a screen print function, form letter printing, sorting, searching, and two small sample databases. Version 1.3, an update to version 1.1 on disk 417. Binary only, source available from author. Author: J. Dale Holt

GNUPlot

An interactive function and data plotting program which supports a great number of output devices. Includes extensive on-line help. Version 2.0, patch level 2. Includes full source along with diffs and patch program to generate Amiga version. Author: Thomas Williams, Colin Kelley, Carsten Steger, Russell Lang, Dave Kotz, John Campbell

Fish disk 527

Arq

Replaces the standard system requesters with nice animated requesters which you can also attach different sounds to. Works under AmigaDOS 1.3 or 2.0 to give all the normal system requesters a nice new look. Version 1.61, binary only. Author: Martin Laubach, Peter Wlcek, and Rene Hexel

Lister

Program to display information about files in various types of archives, such as arc, cpio, lharc, tar, zip, and zoo. Version 1.01, an update to version 1.0 on disk 518. Includes source. Author: Kerry Cianos and Geoffrey Faivre-Malloy

MightyMouse

A very small screen blanker, mouse accelerator, mouse blanker, hot key, etc. utility. Version 1.05, binary only. Author: Bob Stouder

PicBase

A program that allows the user to organize and manage all IFF images and brushes stored on disk. Displays a miniature monochrome (8 or 16 level) image of each file, with information such as the full pathname, the creation date, file size, image size and depth, display mode, and filenote. The images are displayed four at a time and can be scrolled in realtime, manually or automatically sorted, presented as a slideshow, and more. Version 0.36, shareware, binary only. Author: Mike Berro

SRegExp

A runtime library of routines for doing wildcard pattern matching and wildcard path matching. It accepts a slight extension of the AmigaDOS wildcard syntax, including a "not" operator and character sets. This is version 11.1, includes source. Author: Jon Spencer

ToolManager

ToolManager is a full featured program to add programs (either WorkBench or CLI) to the tools menu of the 2.x WorkBench. Programs can be added by dragging their icons onto the ToolManager "config" window or the optional ToolManager icon or by editing the config file. Requires Workbench 2.0. This is version 1.4, an update to version 1.3 on disk 476. Includes source.

Author: Stefan Becker

Zoo

A file archiver, much like "arc" in concept, but different in implementation and user interface details. Version 2.10, an update to version 2.00 on disk 164. New features include greatly improved compression, preservation of full pathnames by default, and extended multi-screen help. Binary only. Author: Rahul Dhesi, Amiga port by Brian Waters

Fish disk 528

AmiOmega

Amiga port of the Omega game. Omega is similar to hack or rogue, but is much more complex. There is a city, several towns, a wilderness, lots of dungeons, a multitude of monsters, lots of spells, magic items, etc. There are several quests to complete. All in all, it is an excellent game. This is version 1.5, a different port than version 1.0 on disk 320. Binary only. Author: Laurence Brothers, Amiga port by Klavs Pedersen

CpuBlit

CpuBlit replaces the system BltBitMap routine with a version that uses your 68020/68030 when it is worthwhile to do so. This results in text scrolling twice as fast as usual, and in addition, the color flicker effect normally present when scrolling multicolor text is removed. Version 1.0, includes source. Author: Eddy Carroll

FontConv

Converts MacIntosh Postscript type 1 and type 3 fonts to the IBM Postscript type 1 and type 3 format. Also converts MacIntosh bitmap screen fonts to the Adobe binary format (abf). Version 1.2, binary only. Author: Gary Knight

KeyMenu

An alternative to Intuition's method of menu selection via the keyboard. Uses one key to activate the menu for the currently active window, the cursor keys to move through the menu as you choose, and the return key to select the desired menu item or

escape key to abort selection. Works with AmigaDOS 2.0 mouse accelerator and has option to blank Intuition's pointer. Version 1.05, an update to version 1.03 on disk 470. Includes assembly source. Author: Ken Lowther

SimSmart

A general purpose utility that prints the program sourcecode of almost any language, so that (for example) the keywords are emboldened and underlined, and the comments are italicized. These features are adjustable by the user to suit individual taste. Tabbing also is adjustable, to harmonize with the nesting depth of a particular program. Output may be either on the printer, the screen, or to another file. SimSmart may easily be extended by the user to deal with extra languages. Version 2.10, shareware, binary only. Author: David Simon

Fish disk 529

ClockDJ

A utility which combines a clock, mouse accelerator, screen blanker, window manipulator, function keys, and macros into a single program, written in assembly language for maximum efficiency. Includes an ARexx port. Version 5.02, an update to version 4.07 on disk 293. Binary only. Author: David Jenkins

MonkeyDemo

Demo version of the LucasFilm game "The Secret of Monkey Island". Installable on a hard disk and multitasks as well. Binary only. Author: LucasFilms

TownMaze

A program that designs a town-shaped maze like the town "Bard's Tale I" uses. Version 1.2, includes source. Author: Kent Paul Dolan

Fish disk 530

DeckBrowser

A freely redistributable player for unbound

CanDo decks. Version 1.5, binary only. Author: INOVAtronics

Dme

Version 1.45 of Matt's text editor. Dme is a simple WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, fast scrolling, title-line statistics multiple windows, and ability to iconify windows. Update to version 1.42 on disk number 441, includes source. Author: Matt Dillon

TurboTitle

A program created for the purpose of subtitling Japanese animation films and to create a standard Amiga subtitle format. Is perfectly suited for subtitling any foreign film. Version 0.80, an update to version 0.71 on disk 424. Shareware, binary only. Author: Robert Jenks

Fish disk 531

CaligariDemo

Demo version of Caligari 2.0 from Octree Software. Requires a 68020/68030 and a 68881/68882. Binary only. Author: Octree Software

DisDF

Program to disable DF0-DF3 to stop that empty drive clicking by putting the trackdisk.device tasks in a removed state. Can be run from CLI, startup script or WB. Command line options select drives and also remove the File System tasks to reduce CPU load a little more. Version 1.0, includes source. Author: Patrick F. Misteli

FileSearch

This program will search an AmigaDOS volume for a specified file, using a filename pattern. Useful for hard drive owners wanting to find a file/program quickly. AmigaDOS wildcards aren't supported, '*' wildcards are. Has an Intuition interface. Version 1.5, binary only, WB2.0 only.

Author: Matt Crowd

Graffiti

Demo version of an art program, with a feature set somewhat less than DPaint but more than many other such programs. Has a few special functions included like autoscrolling, converting screens to other resolutions, changing RGB values of the whole screen, fast autoscrolling magnifier and many others. Version 1.01, binary only. Author: Marcus Schiesser

PopulousKeys

Code words and options descriptions for all 495 worlds of Populous (TM Electronic Arts and Bullfrog Productions) All information was obtained by the author's excessive playing of Populous. Author: Kenneth Fuchs

Fish disk 532

BootPic

BootPic allows you to install nearly any IFF picture that you like in place of the WorkBench hand that appears after a reset. Version 1.1, an update to version 1.0 on disk 484. Now includes an Intuition interface. Binary only. Author: Andreas Ackermann

DataPlot

A program that plots data and algebraic functions in 2D. The user simply clicks on an option screen to select various options, such as type of marker, log or linear axis, auto vs manual scaling, grid lines. The macro language makes similar, repetitive plots easy to do. Data points can be transformed by an algebraic function prior to plotting. A macro can be automatically executed upon start-up. Plots in any resolution from 320x200 to 640x400. Plots can be saved as macro commands and IFF ILBM files. Prints directly to Epson compatible printers, or to any Preferences supported graphics printer via

the PLT: device. This is version 2.1, a significant upgrade to version 1.0 on disk 121. Shareware, binary only. Author: Dale Holt

SCSIMounter

An interactive, fully automated partition mounter especially suited for removable media SCSI drives. SCSIMounter automatically scans the Rigid Disk Block of the drives and presents the user with a partition selector which allows the individual selection of the partitions to mount. Requires Kickstart 2.0. Binary only. Author: Martin A. Blatter

SCSIPrefs

A Preferences editor for the battery backed up memory in the Amiga 3000. This small program allows you to change the bits that control some parameters of the embedded SCSI host adaptor. Requires Kickstart 2.0. Binary only. Author: Martin A. Blatter

TrainerMaker

A program that allows you to modify money, number of lives, or high scores of some games. The game to be modified must be capable of multitasking. Version 0.8, binary only. Author: Andreas Ackermann

Fish disk 533

BootGen

This program creates a bootmenu. You simply enter the name of ten programs and the program will do the rest. When you boot the disk a menu will appear where you can choose one of ten program names, which automatically will be loaded. Version 3.4, binary only. Author: Frank Enderle

Conquest Lore of Conquest is a war game similar in concept to the board game Risk. You are the lord of an entire world, destined to rule the galaxy.

Some worlds are virgin fruits, ready for you to colonize. Some worlds have natives who do not wish to accept your rule, these you must conquer for they will yield more valuable resources. As you claim the galaxy you will find, you are not the only one extending your dominion. This is a two-player game, so be prepared to defend yourself and take what is yours! Version 1.6, an update to version 1.5 on disk 523. Includes enhanced galaxy map, instant replay option, timed turns, symmetrical universe, and more. Binary only, shareware. Author: Michael Bryant

Convert

Converts an object file to a C source which can be inserted with '#include' in your own programs. Version 1.0, includes source. Author: Frank Enderle

DosManager

You can copy, delete, move, view, show as pictures, play as samples, rename, ... , files with this program. It is also possible to program a personal command with Dos-Manager. This is version 1.0, shareware, binary only. Author: Jurgen Stohr

Icons

A bunch of 8-color icons for systems running AmigaDOS 2.0. Previously released 8-color icons from the author appeared on disk 213. Author: Wolf-Peter Dehnick

OctaMEDDemo

Player program and sample songs for OctaMED, a special version of MED that can play 8 tracks at once on a standard Amiga without extra hardware. The sound quality is not as high as with 4-channel sound but is good enough for many purposes. Binary only. Author: Amiganuts United

VTest

A simple example how to test if the AMIGA is infected by a Virus. It simply checks some vectors in the Exec Base structure and some library routines like DoIO. Version 1.0, includes source. Author: Frank Enderle

Fish disk 534

Term

A gift-ware telecommunications program written for AmigaOS release 2.x (Kickstart 37.74 and Workbench 37.33 or higher required, Kickstart 37.175 and Workbench 37.52 recommended).

Features include total configurability, full ARexx control, Xpr-transfer-support, filetype-identification after download, cut & paste/point-and-click on screen, auto up- and download, scrollable review buffer of unlimited size, solid and fully-featured VT100/VT220/ANSI emulation, optional fast atomic terminal emulation, hotkey support, powerful phonebook and dialing functions, ability to save and print the contents of the screen as IFF-ILBM or ASCII file, full overscan and screen resolution support (new ECS screen modes included), asynchronous operation and a lot more. Comes with six Xpr-transfer libraries (ascii, jmodem, kermit, quickb, xmodem & zmodem) and documentation both in German and in English. This is version 1.8a and also includes the full 'C' and assembly language source code. Author: Olaf 'Olsen' Barthel

Fish disk 535

Accent

A universal accented character converter for Amiga, IBM-PC, MacIntosh, and C64 files written in most West European languages (Danish, Finnish, French, German, Italian, Islandic, Norwegian, Spanish, Swedish, and more. Works with either ASCII or Word Perfect files. This is a major update to version 1.5 on disk 454 (where it was called Vortex). New features include a graphical user interface, simple file reader, and copy option. Binary only. Author: Michel Laliberte

ArcL A utility that lists your ZOO, ARC and LZH Archives with automatic type

detection. Includes german version and documentation. Version 1.0, binary only.
Author: Oliver Graf, T.O.M. Software

BizCalc

A do-it-all user friendly loan calculator that calculates weekly and biweekly loans. Can generate amortization tables to the screen, to the printer, or to a file. Uses menus, buttons, or keyboard commands, and iconifies. Has six decimal precision option and more. This is version 1.2, an update to version 1.1 on disk 493. Binary only.

Author: Michel Laliberte

Flat

A filing system handler which implements block-mapped filing devices such as available under Un*x. Read and write calls are mapped to low-level system IO operations which allow to treat devices such as df0:, dh0:, rad:, etc. as big data files. These 'virtual' files can be copied, read and written just like any standard AmigaDOS file. It is even possible to copy a whole disk with the CLI 'Copy' command or to archive disks with LhArc and the like. Written as a supplement for the Amiga 'tar' program. Version 1.3, includes source in 'C'. Author: Olaf 'Olsen' Barthel

Format

A replacement for the Workbench 2.x 'Format' command with many additional features and a basic gadtools interface. Can be made resident and sports a number of additional command line options. Also included is a code fragment which will correctly initialize data media of any size (floppy disks or hard disk partitions) which works both under Kickstart 1.2/1.3 and 2.x. Version 1.1, includes source in 'C' and assembly language. AmigaOS 2.x required. Author: Olaf 'Olsen' Barthel

FracBlank

A commodities screen blanker written for AmigaOS release 2.x. When running will blank the screen and start to draw real plane fractals such as described in the September

1986 issue of Scientific American. The resulting images may remind you of spiders' webs, lace or even the Chladnian patterns formed by grains of sand strewn across a vibrating surface. Version 1.4, includes source in 'C' and assembly language. AmigaOS 2.x required. Author: Olaf 'Olsen' Barthel

Icon

A tool which patches Workbench 2.x online to supply default icons for about 45 different file types ranging from LhArc archives to object code files. Enhances the 'Show All Files' option of Workbench which by default only knows two types of file icons: Tool and Project. If enabled scans all files in a directory which do not have an icon file supplied and tries to determine their file types. When done, tricks Workbench into believing that there are proper icons for these files in the directory. Includes source in 'C' and assembly language. AmigaOS 2.x required. Author: Olaf 'Olsen' Barthel

KeyMacro

A keyboard macro program, configurable via a text file, that also supports hotkey program execution. You can map up to eight functions to each key, including keys such as cursor keys, the return key, etc. Version 1.12 with a number bug fixes and enhancements, an update to version 1.8 on disk 436. Includes source in 'C' and assembly language. Author: Olaf 'Olsen' Barthel

SetBatt

A tool to set the configuration information saved in the nonvolatile ram of the A3000 clock chip. Allows you to adjust the SCSI select timeout and other system settings. Includes source in 'C' and assembly language. AmigaOS 2.x required. Author: Olaf 'Olsen' Barthel

termLite

A tiny, almost brain dead telecommunications program written for AmigaOS release 2.x. Can be made resident,

supports cut & paste from console window, written as a simple interface to the serial/parallel device driver. Version 1.0, includes source in 'C'. AmigaOS 2.x required. Author: Olaf 'Olsen' Barthel

Fish disk 536

Chemesthetics

Chemesthetics is a program that draws molecules using the calotte model. This means that atoms are drawn as bowls. Using this model, even extremely dangerous molecules like dioxine look quite nice. Chemesthetics has an Intuition user interface, can save pictures as IFF files, and has many example files. This is version 2.06, an update to version 2.00 on disk 427. Includes source in C. Author: Joerg Fenin / Metalworx

IncRev

A small program for a makefile or an lmkfile, to update revision numbers after each successful compile process. (Not related to but much more powerful than the increv program on disk 161 by Bryan Ford.) This is version 1.03, includes source in C. Author: Joerg Fenin / Metalworx

PBlanker

An enhanced Workbench 2.0 commodity, replacing "Blanker". Can blank screen and mouse pointer separately. This is version 37.04. Needs Kickstart 37.xx. Binary only. Author: Bernd Preusing

WFile

Small but useful tool to interchange ASCII files between different operating systems. Converts foreign symbols and adapts linefeed codes. Can also be used to expand tabs to multiple spaces or vice versa. It has builtin templates for interchange between the Amiga, MS-DOS and UNIX. Profiles can be used for common adaptations. Version 1.11, includes source in C. Author: Joerg Fenin / Metalworx

Fish disk 537

AntiBorder

CLI window frame remover. Turns your CLI window into the largest possible borderless window that can be displayed on the WorkBench screen. I.E. Creates a 80 x 32 character CLI window for standard PAL Amigas. Version 1.0, includes assembly source.

Author: Paul Hayter

BootGames Two tiny games which fit on the bootblocks of a boot disk. BootOut is a Breakout style game and Squash is a squash type game (just like on those old TV games). BootOut V5.X and Squash V4.3. Includes assembly source. Author: Paul Hayter

CHIP8

CHIP8 is a programming language popularised by the RCA COSMAC VIP, DREAM 6800, and ETI-660 hobby computers. It is one step up from machine code (actual hex codes), yet allows the creation of some very simple, very small games. Version 1.1, includes assembly source and some demo games. Author: Paul Hayter

Cross

A program that creates crossword puzzles. Has a message data file to allow easy translation into almost any human language, with English and German currently supported. This is version 4.1, an update to version 3.3 on disk 464. Major new features are several new printer drivers including "generic" and "LaTeX", and many minor improvements. Includes source in M2Amiga Modula-2. Author: Jurgen Weinelt

FO

Fast Optimizer is a new optimizer for AmigaDOS disks. It can optimize one disk in less than 2 min, 30 sec. FO supports WorkBench or CLI modes and allows you to

use unformatted disks as the destination. At least 1 Mb memory required. This is version v1.0. Includes some source in C.

Author: Fabien Campagne.

PaulCopy

A single drive disk copier for Amigas with 1 Meg of RAM. Copies the source disk completely into memory in one go. Will also work with 512K Amigas, yet will require multiple disk swaps. Version II, includes assembly source.

Author: Paul Hayter

PBlanker

An ultra tiny Screen-Blanker/Mouse-Blanker/Mouse-Accelerator thingy. Is about 700 bytes and doesn't have to be RUN.

Version 1.3, includes assembly source.

Author: Paul Hayter

SMUSMIDI

Converts SMUS Files output by Electronic Art's Deluxe Music Construction Set into standard MIDI files that can be read by modern sequencing software. Version 1.0, includes sample data files and source in C.

Author: Thomas E. Janzen

ZShell

A very tiny (13Kb) CLI shell modelled along the lines of CSH, with over 40 internal commands. Some of its features include command line editing, history buffer, aliases, function key aliases, reverse polish calculator, multiple commands on one line, loops, If-Else-Endif constructs etc. This is version 1.30 and includes assembly source. Author: Paul Hayter

Fish disk 538

BCBMusic

This is the second set of original music in the BCBmusic series. This set includes the songs "Still Waiting", "Transpose", and "Trilogy". Like the first set (on disk 428), no

player program is required since it is actually compiled in with the song. These new songs include a new equalizer-style graphic display which can be toggled on and off. WB2.0 compatible, binary only. Author: Brian C. Berg

MatLabPatch

Patches for both Matlab and Diglib on disk 499. The version of Diglib compiled for 68000 machines has some incorrectly compiled modules (compiled for 68020) and therefore causes crashes on 68000 machines. The Plot.sub module compiled for 68000 machines in the Matlab archive was linked using the incorrect Diglib and does not run on 68000 machines. This update provides correctly compiled replacements for both those files. Author: Jim Locker

NGTC

Release Two, Revision 1, of a trivia game based on "Star Trek: The Next Generation" TV series. This is a bug fix containing a new game module. You also need Release Two from disks 506 and 507, and Release One from disks 404 and 405. Created with The Director Version 2. Binary only.

Author: Gregory Epley

Fish disk 539

DT A "DiskTest" utility for floppy disks, la Norton Utilities. Version 1.12, includes source (SAS-C). Author: Maurizio Loreti

PF A CLI/Workbench interface to control an Hewlett-Packard DeskJet 500 printer, enabling the user to select an internal font and to print one or more files, or to initialize the printer. Version 2.10, includes source (SAS-C) Author: Maurizio Loreti

RPN

An emulation of an Hewlett-Packard pocket computer on your screen. Version 1.00, includes source (SAS-C). Author: Maurizio Loreti

SimpleRexx

A set of routines that handle the low level ARexx work for you in such a way as to have your application work with or without ARexx on the target system. The goal of SimpleRexx is to make adding at least the minimum level of ARexx support to an application a trivial task. Includes source.

Author: Michael Sinz

Uedit

A nice shareware editor with learn mode, a command language, menu customization, hypertext, online help, a teach mode, split windows, copy and paste, undo, features. This is version 2.6h, an update to version 2.6e on disk 471. Binary only.

Author: Rick Stiles

VLTimer

A clock/timer window that sticks on the VLT screen (or on the WorkBench if VLT is not running or opened on the WorkBench) to check connection times (and costs). Version 1.02, includes source (SAS-C); Author: Maurizio Loreti

Fish disk 540

Browser

A "Programmer's Workbench". Allows you to easily and

conveniently move, copy, rename, and delete files & directories from a CLI environment. Also provides a method to execute either Workbench or CLI programs by double-clicking them or by selecting them from a ParM like Menu with lots of arguments. A Browser 1.6 replacement, does everything Browser 1.6 does and a lot more. Version 1.0, includes source in C. Author: Sylvain Rougier, Pierre Carrette

CLIXe

An XIcon style program which uses parm.library. It allows you to execute a script starting from WB and is completely CLI compatible, because it is a CLI. Can use

a real script file or take commands in its own TOOLTYPES. Includes source in C. Version 1.0.

Author: Sylvain Rougier

ParM Parameterable Menu. ParM allows you to build menus to run whatever program you have on a disk. ParM can run programs either in WorkBench or CLI mode. This is an alternative to MyMenu which can run only when workbench is loaded. ParM can have it's own little window, can attach menus to the CLI

window you are running it from, or to the WB menus, just like MyMenu. This is version 3.00, an update to version 2.5r on disk 419. Includes source in C. Author: Sylvain Rougier, Pierre Carrette

PatchReq

A patch for system requesters and arp file requester. Replace arp file requester with the great req.library file requester. Patches AutoRequest() for requesters to appear under the mouse and more. Version 1.4. Includes source in C. Authors: Sylvain Rougier, Pierre Carrette

Req

An enhanced version of the interface to req.library for Aztec C 5.0. Pragmas supplied and glues put in a library rather than in an object file. Includes source in asm. Version 1.1. Author: Pierre Carrette

SANA

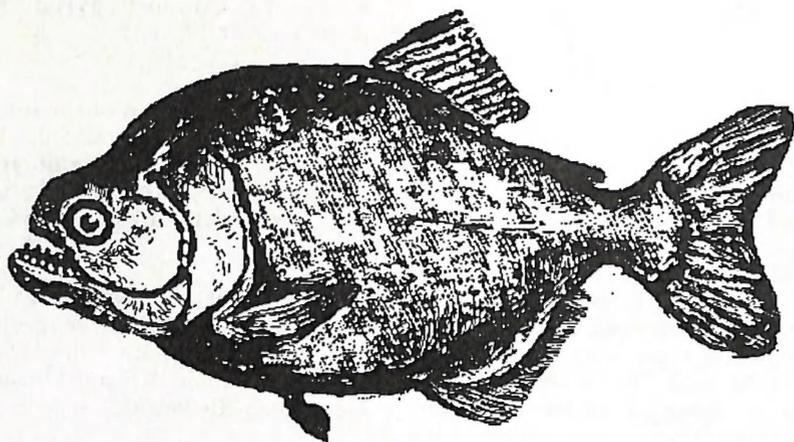
Release 2 of the Standard Amiga Network Architecture device driver specification. This is a specification for the device driver level only. Author: Raymond Brand, Martin Hunt, Perry Kivolowitz

SetColor

A Palette replacement program that does a lot more in only 3K. Can save and load color files, and update preferences. Update to version on disk 419, with bug fix. Includes source in C. Author: Pierre Carrette

WBRun

A RunBack style program which use parm.library. Runs programs in WB mode from any CLI. Programs are fully detached. The program you run must support WB startup. Not related to WBRun on disk 43. Includes source in C. Authors: Sylvain Rougier, Pierre Carrette



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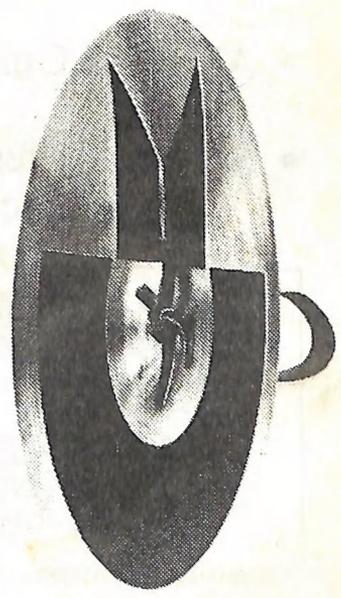
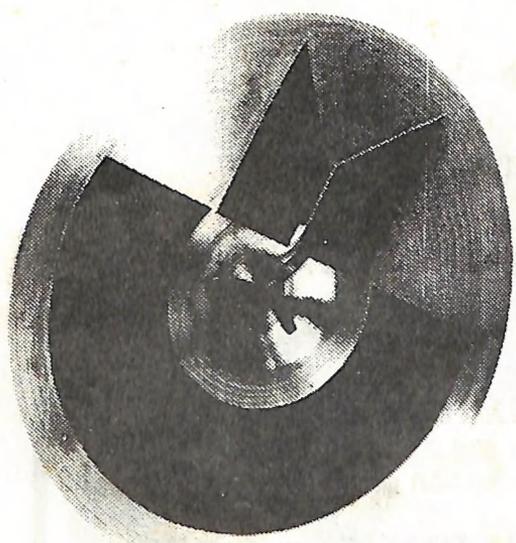
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