



DiscreetFX Contest: Give Aladdin4D mascot a name, and win US\$100

DiscreetFX had recently purchased all intellectual properties of Aladdin 4D rendering software.

Now the firm (that is a well known name in the Amiga scene) is ready to launch Aladdin 4D as a multi-platform rendering software package, but there is a little problem.

Eric Schwartz has created a mascot for Aladdin 4D a beautiful fairy Djinn... But this girl has no name at all... yet. Do you feel confident to find her the most beautiful name on Earth, and win?

If you want to participate, please send emails to DiscreetFX or write a comment on this blog: <http://aladdin4d.blogspot.com/2008/06/genie-is-out-of-bottle-but-she-needs.html>



Editor

Barry Woodfield
Phone: 9917 2967
Mobile : 0448 915 283
elbazw@yahoo.com.au Contributions

Contributions can be soft copy (on floppy½ disk) or hard copy. It will be returned if requested and accompanied with a self-addressed envelope.

The editor of the Amiga Users Group Inc. newsletter Workbench retains the right to edit contributions for clarity and length.

Send contributions to:
Amiga Users Group
P.O. Box 2097
Seaford Victoria 3198
OR

elbazw@yahoo.com.au Advertising
rtising
Advertising space is free for members to sell private items or services.
For information on commercial rates, contact:
Tony Mulvihill
0415 161 2721
tonym@sential.dyndns.org

Deadlines

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The views expressed in the Amiga Users Group Inc. newsletter Workbench are those of the authors and do not necessarily represent the views of the editor or the AUG committee.



Editorial

Hi Folks.

Well, we've passed the halfway mark, so the annual fees are due next month. Don't forget to pay them, because that is all that's keeping us afloat. We've finally got thing working well on our Website, as you must know if you're reading this. Our Webmaster, Michael Green, is doing a great job under difficult circumstances. (He's only on dial-up at the moment)

It's good to see we've still got generous people in the *Amiga* community. Check out AmiNews.

Pages 4&5.

That's all I've got room for this time, so



Ciao for now,
Barry R. Woodfield.



Last Months Meeting

June 15th 2008

Yet another good gathering with Michael doing a Graphics tutorial and Merv bringing along his A4000 Tower for a bit of work.

This Months Meeting

July 20th 2008

At a guess, the usual suspects should be here doing their bit for AUG.

Next Months Meeting

August 17th 2008



ADUG Memberships

The **Amiga Downunder User Group** offers you the chance to help bring Amiga back to the people.

By joining ADUG you help fund for show appearances like the upcoming Sydney CeBit show this year. It was through ADUG the 2001/2002 Comdex show appearances were funded. **Memberships can be paid at AUG meetings.**

<http://www.amigadownunder.org>

Bytes & Pieces

WinUAE (1.5.0) released

Toni Wilen has released the latest update to the popular Amiga emulator - WinUAE.

This release is the first no longer supported by Win9x/ME.

Modula-2 Compiler - Native PPC Code for OS4

Hello all. I've uploaded a new OS4 compiler producing native PPC code:

AgletM2PPC on OS4Depot

This replaces and is a total re-write of the **AgletM2** compiler, which produces **M68K** code for emulation.

Note that this requires OS4 final, the Hyperion SDK, and, for the included IDE, either GoldEd, CygnusEd, or TurboText.

VMWAros beta 0.8 just released and ready to download!

Paolo Besser announces the release of

VMWAros 0.8. Release is available for download: @ <http://www.vmwaros.org/>

PCMCIA network drivers

Neil Cafferkey has released betaversions of PCMCIA network drivers for Amiga OS4 and MorphOS.

Beta versions of prism2.device and etherlink3.device (a replacement for 3c589.device) that support PCMCIA cards under AmigaOS4 and MorphOS are now available for download. Thanks must go to Chris McGonagle for testing several versions of the OS4 drivers on a PPC-equipped A1200 as I don't have such hardware.

Be sure to install the provided 68k pccard.library in LIBS:. Further information about installation, compatible cards and contact details can be found in the older prism2 and 3c589

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archives on Aminet.

Links:

<http://aminet.net/package/driver/prism2>

<http://aminet.net/package/driver/net/3c589>

http://www.cs.ucc.ie/~caffer/amiga/pcmcia_drivers.lha

AmigaSYS is back + E-UAE version released.

AmigaSYS project did not close, only the old webpage was replaced by a newer version. At the uploading and testing stage, we met some error (server) and that's why we're late.

<http://amigasys.extra.hu/>



Amiga Seeding the Success Campaign from DiscreetFX

The Amiga computer represents a lot of firsts in the computer industry but it also represents many missed opportunities. Since the death of Commodore in 1994 the Amiga has descended into dark times. They say you learn most from your failures and not your successes and this is most certainly the case when it comes to Amiga. And yet some good things have happened as well.

The Amiga market has branched off into some healthy competition with the arrival of MorphOS, AROS & Amiga OS 4.0. The Amiga emulation scene is alive and well with Amiga Forever from Cloanto. And lets not forget the hard work of the developers of Minimig, Natami & CloneA. Amiga developers have transcended the need of one company controlling the destiny of Amiga and have forged ahead in interesting ways.

It is this Amiga spirit that DiscreetFX loves and we want to nurture. So starting today we will select one winner per month and give them \$100 donation via paypal. No this is not a ton of money but it is a gesture that is meant to encourage positive feelings and development in the Amiga community of families. Each month if a developer or even user does something outstanding that pushes forward the Amiga, MorphOS, AROS or Amiga OS 4.0 brand we will send them this little reward. The first reward has already been sent in fact.

The winner is Jan Zahurancik's AmiKit. Jan has worked tirelessly and created a killer add-on for WinUAE and the Amiga emulation scene. He is not alone and it takes many to change the world. But it is our sincere hope that the Amiga scene can one day grow again. One million users and 100,000 active developers would be just grand. Thanks again Jan Zahurancik for all your hard work and your the winner for June 2008. Who will July 2008's winner be? Feel free to participate in the process and let us know via e-mail who you think deserves to win in July. They can be MorphOS, Amiga OS, OS 4.0, AROS users or developers. That does not matter, what does matter is that they worked hard and pushed the community forward in a positive way.

Best regards - DiscreetFX Team



Ben Williams, the author of all Black Belt Systems software has graciously made all his Amiga Software available to download to the Amiga community.

This includes:

ImageMaster R/t ver. 1.60 + 3rd party Plug-in Modules

ApAssist

AVT (Amiga Video Terminal for use w/AEA's AVT H/W) ver. 5.50

Board Master ver. 1.19 (PCB S/W)

Digital Soup (Evolutionary Artificial Life)

JakeBoard (S/W for the Physically Challenged)

TalkBoard (S/W for the Physically Challenged)

The link for all this is: **<http://www.datapipe-blackbeltsystems.com/amiga.html>**

You'll note that Ben is offering (under the ImageMaster section on this page) the Windows version of his ImageMaster successor, WinImages, at a very special & affordable price of US\$29.95 (D/L only @ this price!) I hope there are a few people out there that will purchase it.

Portable

Portable is an AmigaE compiler, written from scratch in E, and able to compile itself. It supports Amiga OS3, OS4, AROS & MorphOS.

It attempts to improve on the AmigaE language, and also to make it portable across various Oses. Backwards compatibility was not a top priority, although I feel it is pretty good now.

Portable is not a traditional compiler, because it doesn't output machine code, or even assembler, but rather it translates your code into another language (not just C++) for a chosen OS (not just AmigaOS). You would then be expected to give the output code to a 'real' compiler.

When Portable is generating the target code, it tries to preserve most of the formatting & layout of the (original) source code. The aim here is that someone could edit the target code instead, and perhaps even use it instead of the source code.

If you want to find out more, or download it, then please visit it's home page **cshandley.co.uk/portable**

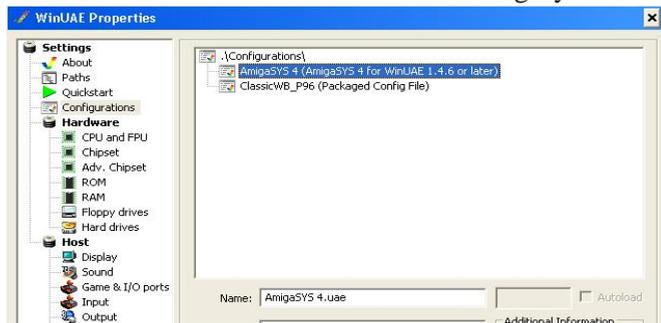
Amiga + Eee Pc site lauched with Amisys4 install guide.

<http://eeeamiga.wordpress.com/> Has been launched as a new website about Amiga Emulation and operating systems on the Asus Eee Pc. I have added the previous Amikit on Eee Pc guide with updates. I have also listed details of everything I can find so far on Amithlon and Aros. If you have anything to contribute then contact me via the site. Not only that but I have created a guide for getting AmigaSys4 winuae running on the Eee Pc. You can view it on the site or below :D

AmigaSys 4 On Eee Pc Guide

This is a Guide on how to install AmigaSYS 4 for winuae on eee pc. I have not tried other version. I have seen screen shots of Amiga under linux with the live distro.

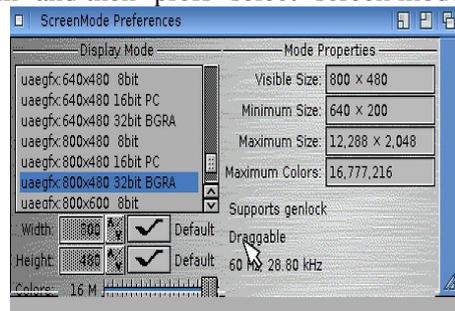
1) Download and install winuae then download and install Amigasys 4 to the winuae directory.



2) Run winuae and load the amigasys config file and load your roms and start winuae.

3) Install the operating system you have a copy of by using the external cd drive. (This version was installed using Amiga Os XL - Amithlon)

4) Restart after install and open 'System' and then 'prefs' select 'screen mode' and change the setting to screenshot.



If you need to move the screen down then use alt + tab and the asus eeePC utility to 800 x 600

It should now look like this

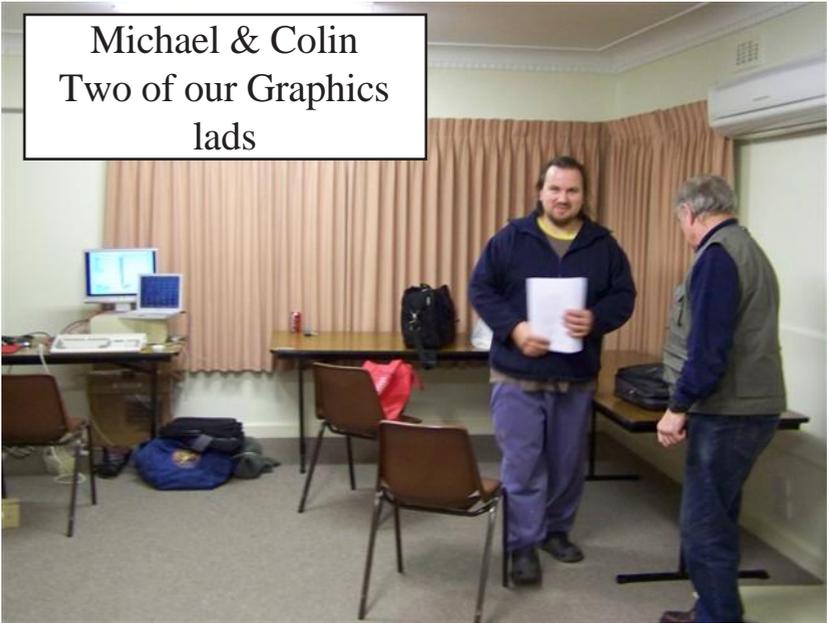


Guide Created By TheFormula

Damien at work



Michael & Colin
Two of our Graphics
lads





Merv's A4000 Tower



Toni Wilen has released the latest update to the popular Amiga emulator - WinUAE.

This release is the first no longer supported by Win9x/ME.

A full list of changes since 1.4.6 are as follows:

Requires Windows 2000 or newer. Does not run on Windows 9x/ME.

New Features/Improvements:

*** Picasso96 emulation rewrite.**

- o Major speed increase.
- o Optimized blitter operations.
- o Hardware (flicker free) mouse cursor emulated.
- o Picasso96 native switch without screen/window reopening if old and new size matches (instant mode switching).
- o Fullscreen to fullscreen switch without desktop flashing.
- o Colour space conversion, all RTG colour depths supported in windowed mode as long as Windows desktop has same or higher colour depth.
- o Simple scaling support added, fill to whole screen instead of switching resolution. (Useful with low resolution games and demos in windowed mode or if host resolutions like 320x200 are not supported).
- o Configurable 15/16/24/32 bit colour space formats.
- o Important notes if slowdown is noticed:
 - + Select "NonLocalVRAM" in Misc-panel (if major slowdown)
 - + Make sure display panel depth setting is same as Picasso96 depth setting (or tick "Match host and RTG colour depth if possible")
 - + Color space conversion is always slower than direct match.

*** Filter update.**

- o Scaling and centering are now more intuitive (NOTE: old settings are not compatible).
 - o "FS" scale multiplier added (fill whole screen).
 - o "1/2" scale multiplier added.
 - o Hq3x and hq4x filters added.
 - o Onscreen LEDs are not filtered any more.
 - o Keep aspect ratio option added.
 - o Direct3D/OpenGL filters not yet updated.
- * PCMCIA SRAM card emulation, includes real PCMCIA SRAM card

support.

- * ROM scanner byteswapped and even/odd ROM image support.
- * Multithreaded AVI recording, huge speed increase with 2+ core CPUs
- * Right mouse button over image selection buttons opens favourites menu (can add/remove/edit shortcut paths to disk/rom/harddrive images).
- * Sprite emulation updates, sprite doublescan support improved (for example Fantastic Dizzy CD32 background), yet another missing undocumented feature implemented.
- * More compatible with timing changes caused by power saving features.
- * Missing uaescsi.device CMD_GETGEOMETRY added.
- * Debugger, GUI debugger improvements.
- * A600/A1200/A4000 IDE emulation LBA48 (>128G) support.
- * Input handling is more Windows-like, only release mouse/joystick/keyboard when WinUAE loses focus (previously when mouse was not captured)
- * Added 1.5M Chip RAM (A600 + 0.5M trap door expansion) and 384M/768/1.5G Z3 RAM (configures two emulated RAM boards) configurations.
- * Configuration file cache implemented, increases initial configuration list loading speed.
- * 5.1 sound settings include center and LFE channel (all 4 channels mixed)

Bug fixes:

- * Sprite emulation fix, Super Skid Marks hires mode cars and Marvin's Marvellous Adventure score/cloud interference.
- * "HAM4" and "HAM5" is displayed properly.
- * Sound emulation fix, fixes Weird Dreams hospital scene sound problem.
- * DOS formatted HD floppy image crash.
- * CD32 compatibility improved (Liberation CD32)
- * Display emulation fix, mixed interlaced and non-interlaced modes don't cause random display errors any more, same with doublescanned interlaced modes. (for example hires-mode Pinball Illusions)

To download the Installer Version:

<http://www.winuae.net/files/InstallWinUAE1500.exe>

To download the ZIP file version (2.1MB):

<http://www.winuae.net/files/WinUAE1500.zip>

For full information and support, please visit the **official WinUAE website:**

<http://www.winuae.net/>

Dead Husbands

A woman announces to her friend that she is getting married for the fourth time.

"How wonderful! But I hope you don't mind me asking what happened to your first husband?"

"He ate poisonous mushrooms and died."

"Oh, how tragic! What about your second husband?"

"He ate poisonous mushrooms and died as well."

"Oh, how terrible! I'm almost afraid to ask you about your third husband."

"He died of a broken neck."

"A broken neck?"

"Yes! He wouldn't eat the mushrooms."

Happy Pharmacist

A lady walked into a pharmacy and spoke to the pharmacist. She asked, "Do you have Viagra?"

"Yes," he answered.

She asked, "Does it work?"

"Yes," he answered.

"Can you get it over the counter?" she asked.

"I can if I take two," he answered.

Kids Operation

Two little kids are in a hospital, lying on stretchers next to each other, outside the operating room.

The first kid leans over and asks, "What are you in here for?"

The second kid says, "I'm in here to get my tonsils out and I'm a little nervous."

The first kid says, "You've got nothing to worry about. I had that done when I was four. They put you to sleep, and when you wake up they give you lots of Jelly and ice cream. It's a breeze!"

The second kid then asks, "What are you here for?"

The first kid says, "A circumcision."

And the second kid says, "Whoa! I had that done when I was born. I couldn't walk for a year!"

Under The Table

John and Mary were having dinner in a very fine restaurant. Their waitress, taking another order at a table a few paces away, noticed that John was ever so slowly sliding down his chair under the table while Mary acted unconcerned.

Their waitress watched as John slid all the way down his chair and out of sight under the table. Still, Mary appeared calm and unruffled, apparently unaware that John had disappeared under the table.

After the waitress finished taking the order, she came over to the table and said to the woman,

"Pardon me, ma'am, but I think your husband just slid under the table."

The woman calmly looked up and replied firmly, "Oh, no he didn't. In fact, he just walked in the front door."

Professional Fights

Two physicians board a flight out of Seattle. One sits in the window seat, the other in the middle seat. Just before take-off, an attorney sits in the seat by the aisle. The lawyer kicks off his shoes, wiggle his toes, and starts to settle in, when the physician in the window seat says, "I think I'll get up and get a coke." "No problem," says the attorney, "I'm by the aisle. I'll get it for you."

While he's gone, one of the physicians picks up the attorney's shoe and spits in it. When he returns with the coke, the other physician says, "That looks good, I think I'll have one too."

Again, the attorney obligingly fetches the drink. While he's gone, the other physician picks up the other shoe and spits in it.

The lawyer comes back and they all sit back and enjoy the flight. As the plane is landing, however, the attorney slips his feet into his shoes and realizes immediately what has happened.

"How long must this go on?" he asks the physicians. "This fighting between our professions? This hatred? This animosity? This spitting in shoes and pissing in cokes?"



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The EzyKey adaptor allows the use of PC keyboards

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ANYTHINGAMIGA (a division of Off The Planet Software) ABN: 19 696 132 131
Postal Address PO Box 3184, Robina Town Centre, Queensland, 4230, Australia.

Tel: +61 (07) 5562 1174. Email: sales@anythingamiga.com <http://www.anythingamiga.com>

AmigaDealers: **Victoria**

CompRepair Pty. Ltd.

36 Tarella Drive Keilor Downs, 3038

Phone: (03) 9364 3849

Fax: (03) 8307 3260

<http://www.computamagic.com/index.html>

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MVB Computer Supplies Pty. Ltd.

508 Dorset Road, Croydon, 3136

Phone: (03) 9725 6255

Fax: (03) 9727 6766

gordon@ozramp.net.au

MC-1

7 Boyle Crt. Sunshine 3020

Phone: 03 9352 5544

Web: <http://connect.to/amiga>

Email: MC1@pobox.com

Queensland

Anything Amiga

PO Box 3184

Robina Town Centre, 4230

QLD

Phone: (07) 5562 1174

Web: <http://www.anythingamiga.com>

Email: sales@anythingamiga.com

Don Quixote Software

PO BOX 786, Toowoomba, 4350

Phone: (076) 391 578

Keyboard Electronics, (Ralph Down)

Unit 5/15 Pinter Drive,

Southport, Q'land 4215,

Phone (07) 5591 6188.

New South Wales & Canberra

Amiga Genius

Phil Eastham

Mobile: 0414 853 849

Desktop Utilities

PO BOX 3053, Manuka, 2603

Phone: (06) 239 6658

Western Australia

Amiga Innovations

Dwayne Osborne

PO Box 114 Osbourne Park W.A.. 6917

<http://surf.to/amigainovations>

sales@amigainovations.com

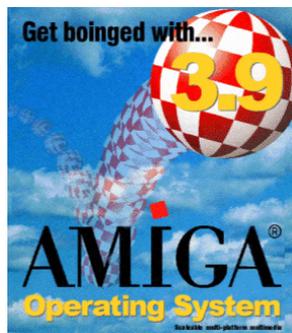
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About the Group

AUG Contact Information

Coordinator	Damien Stewart	9435 7836	dmaen@lizzy.com.au
Assistant Coord	Jim Lewis	0412 392 099	jim@jlfs.com.au
Treasurer	Michael Mavracic	9783 8503	leon71@optusnet.com.au
Secretary	Michael Green	9547 9974	mfg@mfgreen.net
Membership	Barry Woodfield	9917 2967	elbazw@yahoo.com.au
Newsletter Editor	Barry Woodfield	0448 915 182	elbazw@yahoo.com.au
Newsletter Assistant	Colin Roberts	9889 1819	colroberts@bigpond.com
Article Contributor	Damien Stewart	9435 7836	dmaen@lizzy.com.au
Meeting Room Open	Michael Mavracic	9783 8503	leon71@optusnet.com.au
Email List Moderator	Tony Mulvihill	0415 161 271	tonym@sential.dyndns.org
Web Master	Michael Green	9547 9974	mfg@mfgreen.net
Disk/Book Librarian	Colin Roberts	9889 1819	colroberts@bigpond.com
Committee Member	Richard Hollonds		

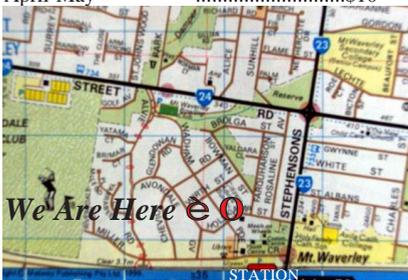
About The Group

The Amiga Users Group Inc. is a non-profit association of people interested in the Amiga family of computers and related topics. We do not support or condone software piracy. To contact us <http://www.aug.org.au>

Membership

The AUG Inc. membership year runs from September to August. If you are joining in:

- August-September\$30
- October-November\$21
- December-January\$17
- February-March\$13
- April-May\$10



Amiga Disk and Book Library

AUG has a collection of Amiga books, magazines and programs. Members can borrow for a period of one month. The library is available at most meetings.

World Wide Web Access

The vast array of internet providers can make choosing a provider for yourself a difficult task. The AUG can help with advice and a helping hand with setting up your own internet access.

Members Mailing List

The AUG moderates a members mail list at Yahoo Groups. Help, advice or anything Amiga related can be discussed. http://yahooaugroups.com/group/Amiga_Users_Group_Vic

The Dead Letter Department

The AUG's BBS run by Craig Hutchison has access to all the latest AmiNet files as well as other goodies. Registration is free to all members. Phone: (03) 9571 7194

Meetings

The Amiga Users Group meets at the Wadham House Craft & Hobby Centre, 52 Wadham Parade, Mount Waverley (see map) on the 3rd Sunday of each month from 2:00pm to 6:00pm. There is ample parking at the rear. **Fee:** \$2.00. This is to cover some of the rental costs.

Mail to: Amiga User Group
PO Box 2097 Seaford Vic 3198

Membership Form

First Name:.....Surname:.....
 Address:.....
 Post Code:.....E-Mail:.....
 Phone (AH):.....Phone (BH):.....
I have enclosed a cheque or money order as outlined in the table above. Once admitted as a member of the Amiga Users Group (Vic) Inc. I agree to abide by the rules of the association for as long as I continue to be a member.

Signed: _____ Date: / / 2006

If joining by mail please allow 2-3 weeks for your membership to be processed. (The following is optional)
 Year of Birth: _____ Amiga models: _____ Occupation: _____
 Where did you hear of the AUG?: _____
 Can you assist the AUG to provide services?: _____