

A Word From The Boys.

The Latest from Jeff Schindler

It's been a very long and hot summer here at Amiga, Inc. headquarters. We have been busy and working steadily to secure Amiga's future. While we have missed the announced target date for our OS partner, we have continued to negotiate, execute contracts, and work on our plans for the next generation Amiga.

I can promise you that we have been working very hard. We are even more excited about the future than ever before, but we are determined to do it right and this takes time.

One evening at home I was reminded how important doing things right is. One of my family's favorite things to do in the evenings is to watch a movie or play interactive adventure games. We all headed out to the nearest store to make a selection. We selected the Titanic adventure. I proudly explained to our children that the Amiga was used in part of the production of the movie Titanic. What an "adventure" it turned out to be!

We all gathered in our home theatre room, in front of the Destination PC/TV, and proceeded to install the game. My wife and our four children were excited to play and the "adventure" began.

We loaded the game...and it *crashed!* Then we noticed a yellow insert, titled WARNING with a long list of instructions. It had us turn off features that would degrade the video and audio



quality and slow the CDROM performance. Slowly one by one, our kids left the room. Each of them saying..."let me know when you get it running, Dad". Our 7 year old son James was the only one who sat by earnestly waiting for the Titanic adventure to come alive. What he ended up seeing was...black screens with a white hourglass and his Dad getting ready to throw the wireless keyboard through the 32 inch monitor!! After two hours of shutting the machine down and re-booting our adventure was over (before it started). With anger and disappointment, we put the game back into it's box, to return it to the store. The only thing that kept going through my mind was "it shouldn't be this way". Just like the Titanic, no matter how massive, nothing is unsinkable!

It really "sunk" in...why the Amiga is different and why it's so important for us to reach our vision for the future Amiga and get it right. Thanks for your continued support and patience, you make Amiga what it is. Remember, its "adventures" like this that keep Amiga in our hearts.

Jeff Schindler

General Manager, Amiga Inc.

Rumor Control from Bill McEwen



Here are some of the rumors that are circulating:

The new Amiga will be based on the Intel Merced chip. WRONG! I want to make this perfectly clear.

The next generation of Amiga machines that run OS 5.0 will typically be media-processor based. The last time I checked Intel didn't have one of these.

The BeOS is the OS partner, and they are what

everyone should develop to. WRONG! Please do not jump at every rumor. As mentioned before, Be is ONE of the OS partners that we are considering. There are at least 6 others that are on the list.

Amiga has no plans for the high end of the platform, and will not have any support for NewTek. WRONG! Keys to our success are the ability of the next generation Amiga architecture to be scaleable and work well as a home computer and the high end with the Toaster and Flyer.

OS 3.5 is back and in development. We are currently evaluating the market needs for an OS upgrade before OS 5.0 ships. No decision has been made. As soon as we have all of our information gathered, we will make the final decision and let everyone know.

Amiga Classic is only for those machines compatible with OS 4.0. WRONG! The Amiga Classic line is for the applications and hardware that currently run OS 3.1. If it runs 3.1 then it is in the Classic series.

The new Amiga architecture will not be compatible with the current Amiga applications.

We plan to have hardware and software compatibility for the developer platform and software emulation for OS 5.0.

I hope that this helps in dispelling some of the rumors. I am sure that there are more, and once I receive a rumor from more than a few people, we will get the answers up as quickly as possible.

Bill McEwen

Head of Marketing, Amiga, Inc.

Editor

Tom Heeren
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doggone@blaze.net.au

Contributions

Contributions can be soft copy (on 3 1/2" 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:

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Cheltenham Vic 3192
doggone@blaze.net.au

Advertising

Advertising space is free for members to sell private items or services. For information on commercial rates, contact:

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Deadlines

Workbench is published each month. The deadline for each issue is the 2nd Sunday of the month of publication.

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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 committee.

Newsletter produced by



As a desktop publisher I have to use PC based programs at work which can leave you pretty frustrated at the end of the day. Doing simple tasks like choosing fonts and editing pictures can become a chore with *PageMaker*. Fonts are not represented at all, in a selection menu, as they are in *PageStream* meaning that one must refer to a pre-generated list to choose the font you want. The other text related feature missing in *PageMaker* is a menu to insert a specific character into your text. *PageStream* makes this task easy, so you do not need to learn various codes that represent these special characters.

The editing of pictures on the PC requires the use of another program such as *PhotoShop*. Whilst this is essential if you wish to make major changes to the image it is not required for simple actions. If all you need to do is change a pallette colour or perform a simple filter action *PageStream's* associated program *BME* (BitMap Editor) is a better option. This small program allows you to change features in your inserted images quickly and easily which are then immediately displayed in *PageStream*. You can even edit EPS graphics in ways that would make users of PC's envious. All this for about \$300.00. This is chicken feed when compared to the programs required to do the same thing on a PC. You would need to spend about 5 times that amount to get the same functionality. It's a pity I can't take my Amiga to work with me and be more more productive in the same time period.

Tom Heeren



Meeting

This months meeting has not been planned yet but rest assured that something interesting will turn up!

Forthcoming Meetings

If you can help with ideas for our monthly meetings please contact a committee member.

September 20: Next club meeting.

Membership Renewals

If you haven't already done so please remember to renew your club membership this month. Send your remittance to the Membership Officer, Alexander McCooke to ensure you stay up to date with all the developments in Amiga computing.

Music Special Interest Group

Some years ago this club conducted a very successful Music SIG. If there are members who have, or who are considering acquiring, a MIDI keyboard and would like to see the SIG resurrected, please contact me on 9798-6552. If there is enough response, I would be willing to get the SIG off the ground and to give some basic instruction in the use of MIDI and of Bars & Pipes Professional, if required.

Norly Christian

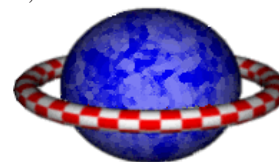
Parallel ZIP interface for the Amiga Computer now available!

Works with any Amiga; Just plug into your parallel port and game port and install included software; Use both Amiga formatted and PC formatted ZIP disks; \$24.95 includes shipping and handling OR order a brand new Iomega ZIP drive and Amiga ZIP interface both for only \$149.95

To Order:

Send Check or Money Order for \$24.95 for ZIP interface or \$149.95 for Parallel ZIP drive and ZIP interface US funds only

Include name, address and Email.



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Connecting a CDROM & 3.5" HDD to your A1200

Introduction:

This hardware modification allows you to connect a 3.5" IDE hard drive and an IDE CDRom drive to your Amiga 1200. The CDRom is connected as the slave device and sits outside of the Amiga. This is the cheapest method of adding a CDRom and a large capacity HDD to an A1200 I have come across. Please note that the following article is written for the reader with a reasonable degree of experience in applying hardware modifications to Amiga 1200 computers.

Things you will need:

1. A 3.5" IDE HDD (preferably one with a low profile so it can fit inside your Amiga)
2. A 100% ATAPI compatible IDE CDRom drive (I've checked some of the Creative IDE CDRom's and found them to work quite well)
3. Driver software such as IDEFix '97 or AmiCDFS
4. Some standard PC power connectors
5. Some high density (44 pin) and low density (40 pin) IDE connectors and 40 pin IDE cable

What to do:

Back up your software. Switch off and unplug your A1200, unscrew and remove the top cover. Detach and fold over the keyboard taking care not to break the green plastic ribbon which connects the keyboard to the A1200 motherboard. If you still have a 2.5" HDD in you A1200, you may remove it together with its bracket otherwise, you may choose to keep it and use it as the master device. For installation of both the 3.5" HDD and the CDRom, a power cable connection must be made. The two drives can be powered using the header on the A1200 motherboard that powers the floppy drive. A 3.5" HDD and CDRom both use the larger type of plastic power connectors, therefore, a power splitter cable must be bought or made which will power all three drives (the floppy, HDD & CDRom). Alternatively, one may power either one or all of the drives from a separate standard PC power supply. If you decide to use a separate PC power supply for any drive, make sure this power supply is switched on before the Amiga is switched on.

A special 40 way IDE data ribbon cable has to be bought or manufactured which will connect the HDD and CDRom to the A1200. It is best to keep the cable length less than 50 cm or so, as signal buffering is not provided for with this modification, to avoid data loss and/or resistance problems. The high density IDE connector on the A1200 has 44 pins (as do the the 2.5" HDD's). The connectors on the CDRom and the 3.5" HDD have 40 pins. The difference is that the last

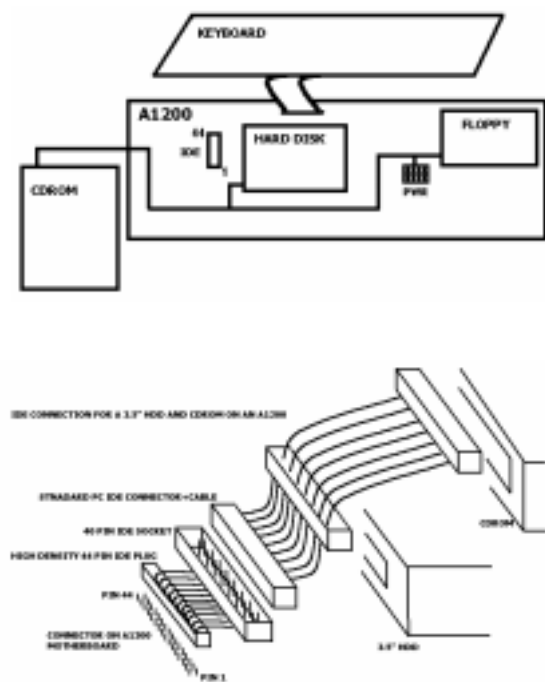
4 pins (41-44) in the A1200 are used to power (+5V, 0, 0, +12V) the 2.5" HDD's and are not needed here (unless you decide to keep your 2.5" HDD as the master device). So the aim is to connect the first 40 pins of the connector on the motherboard to both the 3.5" HDD and CDRom making sure all corresponding pin numbers match on all devices. The cheapest way I have found to make the data cable connector was to use the existing high density connector and remove one of the plugs. Purchase a standard low density 40 pin IDE socket and solder or crimp individually the cable ends to the IDE socket pins. Then use a standard PC IDE 40 way ribbon cable to do the rest. See the figures for more information.

Finally, when all wiring is complete, set the appropriate master/slave jumpers on both the hard disk and CDRom. Power up the A1200, install AmigaOS onto the 3.5" HDD (if necessary) and install the CDRom driver software.

Disclaimer:

This hardware modification outlined above has been used for two years without any problems and has been installed on one other A1200 system with similar results. The author is, however, not responsible for any damage to either hardware or software as a result of attempting the above modifications to your Amiga.

George Gandkas



GENETIC SPECIES:

A Game To Make You Want To Play With Your Amiga!

And You thought only the best games came out for the PC!



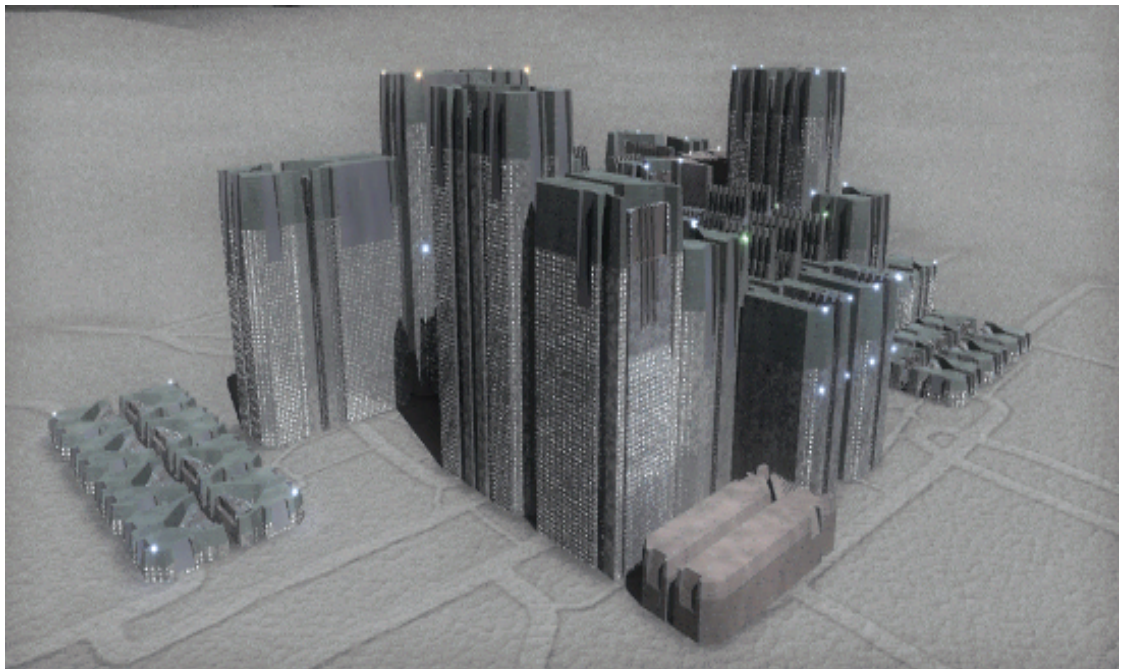
What is it ?

Genetic Species is a 3D “Doom” type game with intelligence, well it is an Amiga game after all. There are specific missions to complete, a multitude of weapons to help complete those missions and of course enemies all over the place trying to stop you. (kill you actually). You play the part of a bioshifter sent to the Cantex base on the moon. It seems someone or something is trying to take over the moonbases and your job is to infiltrate the base and gather information. As a “BioShifter” you have the capability to “jump” into another body, e.g.: this big bad dude is shooting the hell out of you and you’re out of options, you can “BioShift” into his body and

take control!! At some stages bioshifting is a necessity as only certain personnel have clearance for entry and/or the abilities you will need. The bad dudes have artificial intelligence which means they will get out of the way of your shots, yell for help or run for help and investigate strange noises. Good news is you can sneak around and avoid the bad dudes by being quiet and not letting them see you.

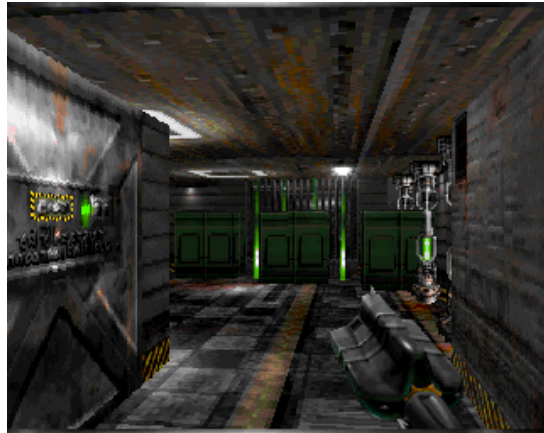
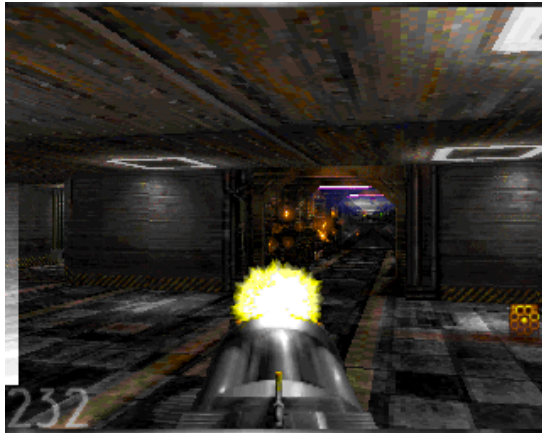
The gfx are very good with everything texture mapped at a 1x1 pixel resolution in 256 colours. The effects are fantastic with some unreal fire effects and your weapons spit flame and sound deadly. I often fire off a few rounds down a dark corridor to light it up so I can see what’s down it. The gfx are run through RTGMaster for compatibility with gfx cards and AGA and the stereo sound is supplied through AHI and a custom Paula driver (Paula:DMA 8bit stereo). It’s possible to run the game from the CD without installing AHI and RTGMaster by simply clicking on the “Use CD Libs” icons before starting the game. Clicking on the “Genetics” icon starts the 200 mb AGA intro animation which sets the beginning and ends with you in the Cantex Station, or alternately the “Engine” icon puts you straight in the station ready for action.

One of the images from the opening sequence to the Genetic Species game.





For those of you that love to see your enemies explode into a violent fireball then Genetic Species is the game for you!



These screen shots show you a sample of the different environments and the different weapons at your disposal.



Likes/Dislikes

Explosions, you think blowing up a barrel in doom looks good, try blowing up a fuel tank in Genetic and don't be too close when it blows !! The save game is a little tricky and it's a bit of a hassle being able to carry only 3 items.

Sumup

A fantastic game, very playable, great weapons and a bit of thinking is even needed.

Requirements

AGA, HardDrive, 68020 CPU, 8Mb memory 2 x speed CDROM. [Will utilise if available: Faster CPU (up to 060), faster CDROM, Cybergfx & Picasso GFX cards.]

Tested on

A1200 50mhz '030, 34Mb RAM 8 x CDROM

Where to get.

There is a demo on aminet in three parts. I bought my copy from Vince at ComputaMagic but anyone who sells Vulcan games should have or be able to get it for you.

Installation

Pop the CD in the drive and click on the icon.

Usage

Set your configuration according to the state of your machine. With an 256 by 200 sized window and multitasking turned off I have a frame rate of 12 to 16 fps. Just be sure to turn off virus checkers

Problems

Sometimes causes a crash when quitting the game, mainly if is memory is fragmented.

Tony Mulvihill

Victoria

Amiga Tech Australia
17 Thompson Circuit, Mill Park, 3082 Phone: (03) 9436 5555

Byte One Computers
24 Silverton Drive, Ferntree Gully, 3156 Phone: (03) 9752 3991 or 015 316 147

Computa Magic Pty. Ltd.
44 Pascoe Vale Road, Moonee Ponds, 3039 Phone: (03) 9326 0133

Megatron
156-160 New Street, Ringwood, 3134 Phone: (03) 9870 4017

MVB Computer Supplies Pty. Ltd.
508 Dorset Road, Croydon, 3136 Phone: (03) 9725 6255

Software Buyers Service
Arnie Robbins
PO Box 290, Bannockburn, 3331 E-mail: arnie@ne.com.au

South Australia

Amiga 'n PC Centre Pty. Ltd.
644 South Road, Glandore, Adelaide, 5037 Phone: (08) 8293 8752

G-Soft Computers Pty. Ltd.
Shop 4/2 Anderson Wlk, Smithfield, 5114 Phone: (08) 8284-1266

New South Wales & Canberra

Amiga Genius
826 Hunter St, Newcastle West, 2302 Phone: (049) 623-222

Computer Affair
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Desktop Utilities
PO BOX 3053, Manuka, 2603 Phone: (06) 239 6658

Exclusive Computer Systems

34 Weston Street, Weston, 2326 Phone: (049) 361213

MotherBoard Computers
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SigmaCom
Suite 17 20-24 Gibbs Street, Miranda, 2228 Phone: (02) 9524 9848

Software Circus
27 Darling Street, Kensington, 2033 Phone: (02) 9313 8484

Unitech Electronics Pty. Ltd.
8B Tummul Place, St Andrews, 2566 Phone: (02) 9820 3555

Vince Schubert Computers
24 Belgrave St, Kempsey, 2440 Phone: (065) 62 1455 or 014 971399

Commodore Amiga Centre
96 Bentinck St, Bathurst, Phone: (063) 322 611

Western Australia

Amiga Innovations
111 Cambridge Street, West Leederville, 6007 Phone: (08) 9388 1665

Computer Man
611 Beaufort Street, Mt. Lawley, 6050 Phone: (08) 9328 9062

Queensland

Don Quixote Software
PO BOX 786, Toowoomba, 4350 Phone: (076) 391 578

Image Domain
92 Bridge St, Fortitude Valley, 4006 Phone: (07) 3216-1240

Synapse Computers
190 Riding Road, Hawthorne, 4171 Phone: (07) 389 9098

Faster Amiga Math Library Comparison

Product Names

Aminet:util/libs/FMath406.lha
Aminet:util/libs/HSMathLibs_060.lha

Brief Description

Fast replacements for the original math libraries.

Author Information

FastMath: Martin Berndt
HSMathLibs: Matthias Henze

List Price

Both are Shareware!
FastMath: 30,-DM or US\$ 20
HSMathLibs: 10,-DM or US\$ 7 or UK£ 5
(Australian dollars are also accepted).

Special Hardware Requirements

AMIGA with 68040 or 68060 Processor (or 6888x [only FastMath])

Machine used for Testing

Amiga 1200T with Blizzard '060/50MHz
AmigaDOS 3.1

Bugs and Incompatibilities

The new maths routines worked without any trouble. Everything that uses them is much faster and they are good value if you have a faster processor that can utilise their optimisations.

Conclusions

The new math libs from Matthias Henze are up to twice fast as those from Martin Berndt and they are only one third the price. For the cost of A\$10.00 you can significantly speed up your Amiga and be more productive!

Benchmark Program Used	Maths Libraries Tested*			
	Original OS 3.1	FMath_040 V40.6	HSMath_060 V44.30	
MathDoubTransTest	22.99s	18.99s	12.74s	• The libraries were tested with CyberPatcher running at all times. This program would explain some of the comparable results between the original OS3.1 libraries and those of FMmath.
MathSingTransTest	18.95s	19.85s	9.45s	
MathTransTest	22.99s	22.65s	10.27s	
MathffpTest	7.88s	8.00s	5.20s	The most dramatic results obtained were those requiring intense mathematical calculations with a twofold speed increase being a typical result.
MathieedoubasTest	5.46s	5.58s	5.12s	
MathieedoubtransTest	49.50s	49.86s	26.58s	All tests were performed using 250,000 mathematical iterations.
MathieeesingbasTest	4.38s	4.30s	4.16s	
MathieeesingtransTest	57.10s	49.44s	24.64s	
MathtransTest	140.36s	54.42s	26.22s	

Byte One Computers

Phone (03) 9752 3991 Mobile 015 316 147 Fax (03) 9752 3959
 Email gordon@ozramp.net.au

PowerUP Member Specials

CyberstormPPC 150 060/50	\$ 1375.00
CyberstormPPC 150 No 060	\$ 1175.00
CyberstormPPC 233 060/50	\$ 1885.00
CyberstormPPC 233 No 060	\$ 1675.00
BlizzPPC 160 040/25 + SCSI	\$ 795.00
A1240 with FPU/MMU	\$ 395.00
SCSI Kit for A1240	\$ 179.00
Catweasel MkII Z2	\$ 249.00
Catweasel MkII A1200	\$ 179.00
Buddha Z2	\$ 145.00
External Scandoubler	\$ 199.00
External Flicker Fixer	\$ 275.00
Hydranet Ethernet	\$ 399.00
68882 FPU PGA	\$ 79.00
Blizzard SCSI IV Kit	\$ 219.00

Some of the software for which PPC support has been implemented or is planned.

CandyPPC	Wildfire PPC
Elastic Dreams	Art Effect
Imagine	Easy Writer
Isis PPC	Fusion PPC
Lightwave	PCxPPC
Merapi	STFax Pro
Personal Paint 7	X-DVE
Reflections PPC	Samplitude
RTGMaster Library	AHI
SuperView	Explorer 2260
Tornado3D	BurnIt
Ultraconv	TurboPrint 6
WarpViewPPC	68K Emulator
MPEG123	PC Task

Dealer Enquires Welcome

E&EO

FOR SALE

Sony CDU55s 2.4x Int. SCSI
CD-ROM, ExC - \$50

A2091 Z2 SCSI Controller,
with 120Mb Maxtor HDD and
2Mb RAM,GC - \$100

4 x 1Mb 72 Pin SIMMS,
ExC - \$5 the lot

Prices are negotiable

Contact Kevin Futter, 9304 3439
or kfutter@alphalink.com.au

For Sale

Amiga 1200 in tower of
power with SCSI port , 030
processor, 18mb RAM.

HP colour printer.

33.6 XFiles modem.

Computer table.

Excellent set up

Many extras

Price \$1400

Esad Logo 9795 4348 or
0411185847

esad@connexus.apana.org.au

For Sale

Programs:

DMCS, M1, Dr T.s Studio & MT32
library, Flipside, Pro Page, PC Task,
VIP Professional, DeLuxe Photo-
Lab, DeLuxe Productions, Kind
Words, Fantavision, Flow, Info File
& Hunter, Textcraft Plus, Page
Flipper, TV Text, Bars & Pipes 1.0,
1.0c & Demo.

Manuals Only:

Maxiplan, Amiga Basic, Advanced
Basic, DOS manual, Programmer's
Guide, Audiomaster II

Hardware:

Multi-sync Monitor (Commodore
1960) - accept 1084S as part
payment. Yamaha PSR-510
keyboard, General MIDI, going
cheap, ideal for computer use, also
a MIDI interface. Will throw in free
lessons.

Any reasonable offers accepted

Contact Norm Christian

9798 6552

Software

Games

Campaign II - \$10.00

Big Red Adventure - \$25.00

Educational

World Atlas CDROM - \$15.00

Utilities + Productivity

Ami-Back + Tools - \$10.00

Vista Pro V3.0 - \$20.00

Hardware

IBM Analog Joystick Interface

- \$20.00

VidiAmiga12

Image Capture V2 - \$50.00

Tom Heeren, 9583 6259

Pro-Grab video digitizer

Digitize at up to 736x512
resolutions in 24bit. Comes
complete with manual, software,
parallel cable and PCMCIA
adaptor. EC, unit has had little use.
Will suit all Amigas but especially
those with a PCMCIA interface. eg
A1200's and A600's

Min req: KS 2.04 and 1.5meg ram
(2meg for AGA machines)

Rec: AGA 4meg ram and a hard
drive. **\$280**

Tony Mulvihill Ph. (BH) 9773 1288
Email: tonym@net2000.com.au

Reader Classifieds

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Amiga Users Group

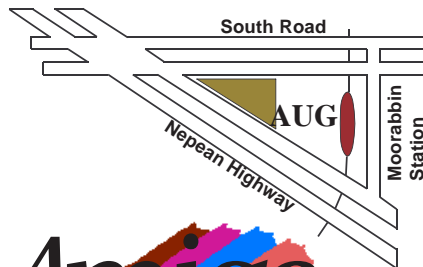
The Amiga Users Group Inc. is a non-profit association of people interested in the Amiga family of computers and related topics. We do not support or condone software piracy. To contact us call our Secretary; or visit our home page at: <http://www.aug.org.au>

The North Western Amiga Users Group was formerly a special interest group of AUG but is now a separate entity.

Membership

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

August–September.....	\$25
October–November	\$21
December–January	\$17
February–March	\$13
April–May.....	\$9 or \$33
June–July	\$5 or \$29



Disk and Book Library

AUG has a collection of Amiga books and magazines. Members can borrow for a period of one month. The library is available at most meetings. Programs from the public domain library are available at many meetings.

World Wide Web Access

Chris Quonoey can provide a very competitive Internet connection to all AUG members at reduced rates from BlazeNet. Connection costs are as low as \$0.95/hr. There are no joining or monthly fees and your access time is paid for in advance. For details contact Chris (0418 377 975).

The Dead Letter Department

The AUG's new 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 Moorabbin Arts Centre Complex, 979 Nepean Hwy, Moorabbin (see map) on the 3rd Sunday of each month at 2:00pm. There is ample parking at the rear of the complex off South Road. Meetings are held in the "Sun Room" or on the 2nd floor (up the stairs then turn left). Ask at reception if you get lost. Cost: \$2.00 members; \$4.00 non-members. This is to cover rental costs.

Membership Form

First Name: Surname:

Address:

Post Code: E-mail:

Phone (AH):

Phone (BH):

Fax:

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: / /1998

If joining by mail please allow 2-3 weeks for your membership to be processed.

(The following is optional)

Year of Birth:

Amiga model(s):

Occupation:

Interests:

Where did you hear about AUG?:

What services would you like AUG to provide?: