

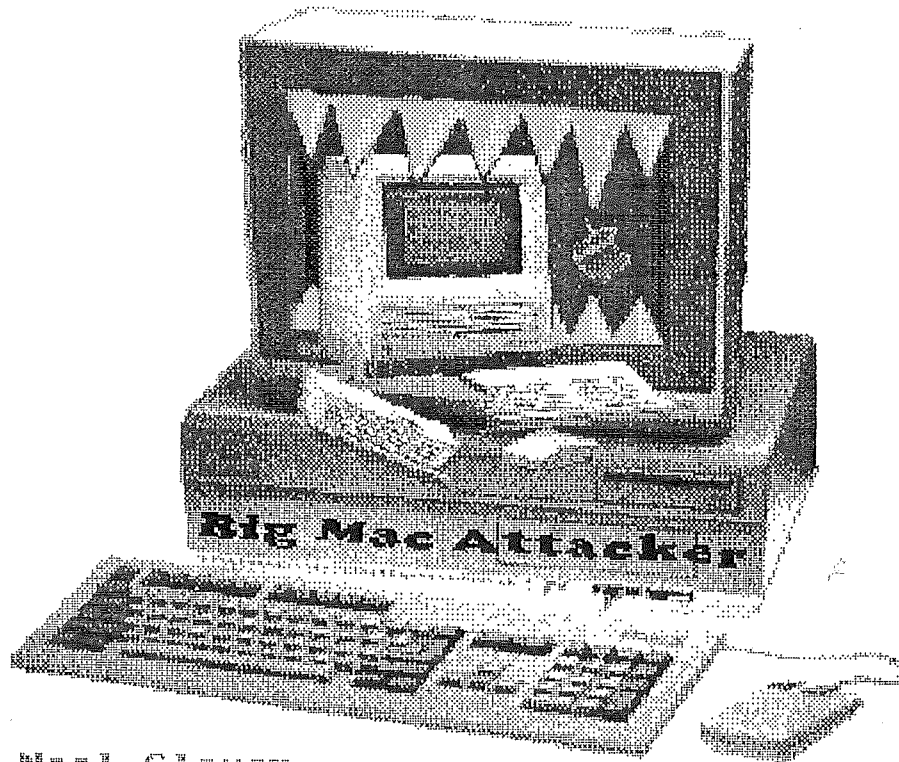
# WORKBENCH

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Neal Glover

## Next AUG Meeting

*Annual General Meeting & Elections*  
*Sunday, July 17th, 1988 at 2pm*

(Doors open at 1pm, meeting starts at 2pm sharp)

AUG meetings are held in the Rotunda at Monash University  
Wellington Road, Clayton Melways map 70 reference F10 and map 84A

Amiga Users Group Inc, PO Box 48, Boronia, 3155, Victoria, Australia

Australia's Largest Independent Association of Amiga Owners  
The *Amiga Users Group Inc* has no affiliation with Commodore  
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Who Are We?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. With over 950 members, we are the largest independent association of Amiga users in Australia.

Club Meetings

Club meetings are held at 2pm on the third Sunday of each month in the Rotunda at Monash University, Wellington Road, Clayton. Details on how to get there are on the back cover of this newsletter. The dates of upcoming meetings are:

AGM AGM AGM **Sunday, July 17th at 2pm** AGM AGM AGM  
**Sunday, August 21st at 2pm**  
**Sunday, September 18th at 2pm**

Production Credits

This month's newsletter was edited by Peter Jetson. Equipment and software used was: Taiwanese PC Clone computer, Brother HR-40 printer, Gemini 10x printer, Wordstar V4.0, and Fancy Font. Screen dumps are produced on an Amiga 1000 with Grabbit.

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Contributions

Articles, papers, letters, drawings and cartoons are actively sought for publication in Amiga Workbench. Please submit your contributions on disk, since that means they don't have to be re-typed! All disks will be returned! Please save your article in **text-only** format (if it can be loaded by ED, it is text-only). **Absolute** deadline for articles is 16 days before the meeting date. Contributions can be sent to: The Editor, AUG, PO Box 48, Boronia, 3155.

Membership and Subscriptions

Membership of the Amiga Users Group is available for an annual fee of \$20. To become a member of AUG, fill in the membership form in this issue (or a photocopy of it), and send it with a cheque for \$20 to:

Amiga Users Group, PO Box 48, Boronia, 3155

Public Domain Software

Disks from our public domain library are available on quality 3.5" disks for \$8 each including postage on AUG supplied disks, or \$2 each on your own disks. The group currently holds over 186 volumes, mostly sourced from the USA, with more on the way each month. Details of latest releases are printed in this newsletter, and a catalog disk is available.

Member's Discounts

The Amiga Users Group negotiates discounts for its members on hardware, software and books.

Currently, **Technical Books** in Swanston Street in the city offers AUG members a 10% discount on computer related books, as does **McGills** in Elizabeth Street. Just show your membership card. Although we have no formal arrangements with other companies yet, most seem willing to offer a discount to AUG members. It always pays to ask!

Back Issues of Newsletter

All back issues of Amiga Workbench are now available, for \$2 each including postage. Note that there may be delays while issues are reprinted. Back Issues are also available at meetings.

AmigaLink - Our Bulletin Board System

The Amiga Users Group operates a bulletin board system devoted to the Amiga, using the Opus message and conferencing system. AmigaLink is available 24 hours a day on (03) 792 3918, and can be accessed at V21 (300bps), V22 (1200bps), V23 (1200/75bps) or V22bis (2400bps) using 8 data bits, 1 stop bit and no parity.

AmigaLink is part of the world-wide Fido/Opus network of bulletin boards, and we participate in the national and international Amiga conferences. AmigaLink has selected Public Domain software available for downloading, and encourages the uploading of useful public domain programs from its users. AmigaLink is FidoNet node number 631/324.

Newsletter Advertising

The Amiga Users Group accepts commercial advertising in Amiga Workbench subject to the availability of space at these rates:

Quarter page	\$20
Half page	\$40
Full page	\$70
Double page spread	\$120

These rates are for full-size camera-ready copy **only**. We have no photographic or typesetting facilities. **Absolute** deadline for copy is 16 days before the meeting date. Send the copy and your cheque to: The Editor, AUG, PO Box 48, Boronia, 3155, Victoria.

Amiga Users Group Committee

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	Margaret Bedson	578 8362 G'huntly
Editor:	Peter Jetson	762 1386 Boronia

A Member's View

by Doug Myers

It's a strange weekend which happens once a month. Instead of sitting alone with my Amiga I join hundreds of other Amiga owners and we congregate together for Amiganess. It has always been about the same number of people and I have been doing this for nearly a year now. It was beginning to seem static. Certainly the people out the front never seem to vary. Their jokes are the same and even about the same people. It is interesting though when we all get a chance to ask and answer questions. I remember once when we were asked "who has had the virus in their machine?" Twelve people in the vast and full auditorium put up their hands. Think of that! It was only a few months ago but already it is like the fifties. Eons have passed and there is now no such thing as "the virus". "Which virus?" is the new question. Amigatime condenses the historical timespan.

Once while sitting among the madding throng who "are all getting something for their twenty bucks" we were asked the question "who has an Amiga 500?" Half the group put up their hands and it dawned on me that the hundreds who fill the hall each month are not necessarily the same hundreds. When I bought my trusty 1000 at a giveaway price, the 500 was hardly a glint in Commodore's eye. How the world has changed since then. Slowly it occurs to me that all of us are here to learn about the Amiga but the course we need has not been invented yet. It needs to look at the basics of some things and other things at a high level. But these will be different in each case. Computer users tend to have specific needs and they are able to work at a high level on the programmes and problems associated with their particular computer fad. Very few of us have the need to learn about other things which we feel we will not need. While I could probably teach you all something about my main area of expertise, I shake like a jelly when everyone around me is talking about "modifying their startup sequence". Why? No one has shown me how to do that. They probably thought I knew, but I just nod my head wisely and hope I will come across the right book someday. I don't get time to read books as I am too busy working with my computer! Catch 22.

Which brings me to the monthly request by the Editor for more articles for the "Workbench". Would you believe that the BEST users group magazine in Australia is in danger of folding because the members will not write an article? IT IS! The editor assures us every month. Each month I wait breathlessly for the postie to scrumple up the envelope which is too big to fit into my letter box so that I can extract the wet and wrinkled contents when I get home, iron it and read it. It is the highlight of my month. How can I help. I will write an article. What do I know about? I could write about "Modifying your Startup Sequence" and then I would have to learn it first but everyone except me already knows that.

Wait. There is something I know which may be helpful to other readers. It is Megadisc, the all-Australian Magazine on a disc. I came upon it quite by accident in a computer shop and at \$20 would not have bought it except for the fact that it had some information which I needed urgently to solve one of my major problems. The answer was there. As I browsed thro-

ugh it I was impressed by the fact that it dealt with many of the sorts of problems which I faced in using my computer. They were, it seemed, general problems. It was also full of interesting utilities and articles. The utilities were already iconised and could be dragged to another working disk. Try doing that from Amiga World! It was an interesting Magazine which not only looked at explaining areas I wanted to know about but was also written by Australians. I was working on a technical article and I needed information which had not been given. I rang Megadisc at their number on the disk and the editor was sympathetic and gave me the number of the author of the article. I rang him and together we solved the problem. All of this and I have not yet had to make an international call to the United States in the middle of the night or quote my Mastercard number. Megadisc has an area called Oz Products which tries to keep you up to date with developments in hardware from all over Australia for the Amiga. It has reviews and all the usual things but best of all are the articles and sections which keep you up to date with what is happening all over Australia in Amigaland. While offering a Public Domain copying service which is more expensive than ours, they offer many PD disks which they have developed themselves and others which come from user groups within Australia, especially from the Adelaide User's Group which seems to be very active in this area.

We often talk about buying Australian and I feel that Amiga users could gain a lot from this magazine. I enjoyed it so much that I subscribed for 6 issues at \$90 and asked for all the back issues as well. Very

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Megadisc is now up to Number 6 with Number 7 due out soon. You can subscribe by writing to:

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Box 759 P.O.  
Crows Nest 2065.  
N.S.W.

#### Well Worth The Money

(Subtitled "He Who Laughs Last Laughs Loudest")  
by Alan (Aesop) Garner

As a person who programs the Amiga in AmigaBASIC it was with great interest that I read every review of Absoft's companion compiler AC/BASIC. I finally decided to take the plunge and purchase a copy for myself last October. So off I trotted to Maxwell's and wrote out a little cheque for \$399. Not exactly cheap software I thought to myself.

When I told fellow Amigans at work (ie Telecom's mainframe computer centre where every second programmer you meet has an Amiga) one of them laughed and said I could have copied his "COPY" for nothing. I admit this didn't make me feel too good as I now had a \$399 hole in my bank account. Nevertheless I filled in the registration card and posted it off to Absoft and then began compiling my Basic programs. The purchase proved its value immediately with amazing speed increases ("C" programmers may scoff if you like). And I continued on my merry Basic way.

Less than two weeks after posting the registration card I received an envelope from Absoft containing 12 pages of text documenting 7 patches to make to the compiler and associated libraries. I was really quite surprised and pleased to be receiving immediate support and I quickly updated the compiler.

I had not heard anything from Absoft until less than a week ago when I returned home from work to find a package from Absoft waiting for me. I opened it to find 4 pages of Absoft news plus a disk containing a free copy of version 1.3 of the AC/BASIC compiler. Also on the disk was a compiler Environment Editor program (EvEd) plus numerous examples of Basic programs. If I was pleased to receive documentation on patches you can imagine how I felt receiving a totally free upgrade to the new version.

I now realise that when I purchased the software I not only paid for the program on the disk but I also bought excellent user support from a company that clearly wants to please every customer it has. Software pirates may win in the short term but registered purchasers have the long term support.

#### More on Ferrari Formula One

[Editor's note: This is a reply to a message left on Usenet which presents more useful information on FF1, as a follow on to the review we reprinted last month.]

From: Michael Limprecht  
Subject: Re: Software review: Ferrari Formula One

In article <24092@bbn.COM>, Bernie Cosell writes:

> I have to concur with the glowing review of FF1,  
> but the tales of the reviewer's successes lead me  
> to ask: is there some trick to getting your car as  
> fast as the other cars? That is, since I hardly  
> understand what's going on (and don't have the  
> patience/skill to keep trying different  
> combinations at random to see what they do), I  
> just always go with "Mauro"'s recommendations.  
> What I find is that I can virtually always  
> negotiate the twisty parts of the courses as fast  
> or faster than the other cars in the race, but they  
> just zip past me on the straight-aways (and I just  
> can't hardly pass anyone). Is it just my  
> imagination (supported by incompetent/marginal  
> technique), or are there really some additional  
> tuning/hints/tricks for getting a competitive car?  
> (this all at the lowest difficulty). Thanks.

I just got FF1 a few days ago and it's great!

Understanding what's going on with different combinations can be tough, but being an avid Formula 1 fan I've found a few tricks.

First off, don't worry about your qualifying times, the other drivers are very quick and it will take a lot of practice and FLAWLESS laps to catch them (I'm running about 4-8 sec behind them in full qualifying trim). Chances are you will be starting from the last row so work on your race setting.

Most fast times are made in the straights and braking late for the corners so on fast long tracks (Rio, Imola for example) pick the highest gear settings, set your wings with a little less pitch (front at 2-3 down from top, rear at 4-5 down) and depending on the length of the race pick a rom setting with a better HP curve (C or D). You will have to watch yourself in the corners, brake harder and later then jump on the gas at the apex. The other cars will be faster out of the corners but you will fly past them on the straights.

On race distance I've found that with a 18Km (3-4 laps) race you will not score well starting from the back row unless you make no mistakes. I've found a 36Km (7-8 laps) is good. It gives you time to make up ground and be patient about passing. Your hand and arm won't get to tired from the strain.

After Rio and Jerez, running a 36Km campaign, I lead in the points standings with 15, winning in Rio and second in Spain.

On other matters, wouldn't it be great to have a steering wheel and foot pedals for this! My arm and hand are getting really stressed holding that damn mouse still. Any Ideas????

#### Public Domain Selections

by Lester McClure

The following is a description of several programs from the Amiga P.D. disks that I have found to be very useful.

#### DiskSalv

Probably the most useful of them all. This has enabled me to recover many disks that have reported "read-write" errors or have otherwise failed to validate. It is from Fish disk #20 and has a comprehensive documentation file describing the mechanism used to re-build the disk directory structure and recover files. DiskSalv is run from the CLI and requires two disk drives; it will not salvage df0: to df0: or df0: to RAM:. It is used similarly to the standard AmigaDOS DiskCopy command with the format:-

e.g. DiskSalv DF0: [TO] DF1:

The corrupted disk can then be placed in the source drive and a formatted (preferably empty) disk placed in the target drive. The rest of the process is completely automatic and is likely to take some time to finish. The result should be a re-built disk with perhaps some additional files containing data from linkages that could not be completely resolved. This program will also recover files that have been deleted but not yet written over. The target disk will have to be 'Installed' before it can be used as a bootable disk like the original. DiskSalv has worked perfectly for me every time. I have not, however, tried it on any disks with copy protection.

#### MoreRows

This program allows you to increase the number of rows and columns that can be displayed on the Workbench screen. I use it on most of my bootable system disks. I have set up these disks so that CLI windows can be expanded out to display 32 lines of 82 characters and still have edge borders with drag bar and sizing gadgets.

MoreRows works by modifying the system 'Preferences' structure and relies on the standard AmigaDOS Preferences tool to save the changes to disk. Once saved to disk (actually stored in the /dev/system-configuration file) the larger Workbench screen is automatically available after system boot up - there is no further need to even have the MoreRows program on your system disk. The number of additional rows and columns can be independently specified and if the command "MoreRows" is run without any parameters the current settings are displayed. The row and column parameters are specified in pixels and are relative to the standard WorkBench screen size of 640 x 200 (NTSC) or 640 x 256 (PAL). The format of the command is:-

e.g. MoreRows -rows 14 -columns 24

This example would give a (PAL) WorkBench screen size of 664 x 270 pixels which will display 80 character lines in a standard CLI window with borders and sizing gadget. In most cases this is large enough to overcome the annoyance of CLI windows supporting only 78 character lines.

Naturally, with increased screen sizes, the monitor width and height controls will have to be adjusted and you may have to re-centre your screen using Preferences. Be wary of increasing your screen width too much as I believe the use of this overscan technique reduces the number of sprites available.

The main 'trick' to using MoreRows is to remember that no changes are obvious after running the program, until you have saved the changed system configuration with 'Preferences' and then re-booted your system. Watch out - don't be too quick with Control-A-A after selecting Preferences to 'save', or you may reset your Amiga before the DOS has flushed its buffers to the disk. The result will be an invalid disk, (which can be re-built with DiskSalv) so wait till the disk light flashes then goes out. MoreRows is available on Fish disk #54.

#### WinSize

The size of the initial CLI window is encoded into Kickstart and set at 640 x 200 pixels. This is fine if your computer runs standard NTSC screens but my system is PAL and I would rather have the DOS recognise this and re-size the window to suit. I also set up my system disks with overscan (using MoreRows) and would like a full screen CLI window without having to manually re-size.

The solution is 'WinSize' from Amigan disk #11. If this program is run from the startup-sequence it will expand the initial CLI window to full screen size.

## AmigaLink

The Amiga Users Group's  
Bulletin Board now supports

# 2400 baud

(Thanks to NetComm)

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WinSize allows you to specify parameters to set the size and location of a window and simply defaults to the maximum size possible if no parameters are given. The format of the command is:-

WinSize left top width height

e.g. WinSize 0 10 640 245

will set up a maximum size PAL window with the Workbench screen title bar visible. These numbers can be further adjusted to allow for overscan if used on the Workbench screen. WinSize can be used on windows other than the initial CLI but will not make a window smaller than the minimum size specified in the window's structure and obviously cannot expand a window beyond the maximum screen size.

#### NoKlickStart

This program is useful only to Amiga 1000 owners still operating with a Kickstart disk - V1.2 specifically. It modifies the technique used by AmigaDOS to check empty disk drives for disk changes. To quote the accompanying documentation file "Empty drives on the Amiga make a clicking noise. With one empty drive in a quiet room it is annoying. With two it gets on the nerves. With three it drives one up the wall. And with four...."

NoKlickStart runs from CLI, and prompts you to insert a V1.2 Kickstart disk in drive DFO: to which it writes the modified code and I presume a new checksum. The author has verified with drive manufacturers that the technique chosen is not likely to harm disk drives and has tested it with a number of different brands. The disk change algorithm is simply changed to step the drive from track 0 to -1 and back instead of from track 0 to 1 and back, which is what makes the usual click noise. The track 0 sensor in the drive stops moving out past track 0 so the negative step command doesn't move the head but does update the disk change logic. I have tried it on my system and it certainly works on my external drive, which is the one most likely to be empty, but it is not fully successful on my internal drive which still clicks intermittently when empty.

NoKlickStart is available on Amigan disk #12 in a group of files under the name of "Kickplay". This name also appears on Amicus disk #25 but does NOT contain the NoKlickStart program.

There are many other useful utility programs available on the P.D. disks for the Amiga and the brief description given on the distribution list is not always sufficient to judge their potential usefulness. I would like to see a regular section such as this in the newsletter so if you have found a P.D. utility particularly useful please write an expanded description so that others can find out more about them. I'm sure the editor would be happy to collate contributions into a regular column.

=====

#### Sculpt3D and Fred Fish Disk 116

by Jim Berry and others

On UseNet recently, this message was left by Phil <no\_surname> in Sweden:

"Has anyone tried to use the programs dilbm, pilbm and movie that exist on Fred Fish disk #116 to create an animation?

[stuff deleted]

... the HAM pictures, dilbm doesn't work. It gives me a "color maps difference" then a lot of lines with Pen 01:

[numbers here]

How can you create 2 pictures using Sculpt-3d (sorry I don't have animate 3-d yet..) that have the same color map??"

I experienced the same problem a while back and posted roughly the same question. Here is the response that I got from Vernon Peterson:

"Yes, you can control the color table... but you have to have Sculpt version 1.1 or higher and you need to know some hidden features first!

In the interactive mode, select the "DOWN" window and type "CNTRL-D". A requester for the magic number will appear! Type "123".

Now you can trace your first image and then activate these two new menu items: OBSERVER-MODE-COLOR LOCK and OBSERVER-EXPOSURE-LOCK. Now you can generate your remaining images. You must also regenerate your first image so that the color lock will be constant throughout the animation. For more info, get the latest version of Sculpt-Anim1\_w-sound disk!"

Can you believe it? A ##0\$# magic number? It does work, though.

=====

#### Commodore Isn't So Bad After All

Having a Commodore machine in the house was not an unusual sight, for I once owned a Vic 20 for three years and then a C64 for five years and had little if any problems with these machines. Once the Amiga 1000 was released and the possible potential of such a machine was demonstrated to me, I thought "NOW THIS IS THE MACHINE."

After saving several months, and selling all my existing Commodore gear, I finally had enough to buy an Amiga. About a month before, I the A2000 was released which gives slightly better graphics imagery compared to the A1000 (this depended on whether you had an early or later version) as well as coming with 1 meg of RAM, expansion slots, a software driven low pass filter and provision for PC expansion, with the capability of having three drives internally installed.

After many phone calls and reading as much as I could about the A2000, I finally ended up getting one in

December 1987, with bridge board and an extra 3.5" drive installed, giving me two drives to play with. Here's where the fun started. After getting it home and setting it up correctly, we put the machine through its paces and soon discovered that the LED on the Amiga disk drive was not working, the left sound channel was dead and the internal clock would not set or hold time. So the following day after a lengthy conversation with the dealer I had purchased it from, I took it back. They told me to ring back in a few days.

I rang a week later; apparently they had been trying to fix it all week with no results and even sent off telegrams to Sydney, who didn't know, so they telexed overseas, and hadn't received a reply yet. They suggested that I ring back in three weeks time.

Next year came; I rang again. "Yes, we have the problem fixed, it will be ready in a week." So a week later I picked the machine up and put it through its paces again, but before I did this I had a look see inside to see what they had done. (Did they just replace the board or what?) Well, the actual main board was still the same, but a little board underneath the drive area which once held four Kickstart ROMs was gone! A 40 pin IC was now in place of this whole card. After running the computer for several hours for about a week in PC mode then to Amiga mode and then back to PC mode, all of a sudden everything stopped; the Amiga still ran but the PC side didn't. Back to the phone.

Two weeks later (approximately three months since I purchased the machine), I received a call to collect my 2000. With the machine was a letter saying that "Commodore is sorry for the inconvenience that your A2000 machine has caused, so we have given you an updated B2000 model with 1 meg built on board." This was done because the machine I had apparently had more faults than was worth repairing. This new B2000 machine has worked well.... thanks, Commodore.

NB: When I had the A2000 with the new upgrade ROM, I found that the machine booted faster; instead of 1 minute 40 seconds, it took only 40 seconds, and it also seemed to multitask a little better.

#### In Search of a Reliable Hard Disc Drive and Supplier

by Quentin Black

I first read up on hard drives for the Amiga 1000 in the middle of last year and found that two manufacturers seemed to stand out: C Ltd. from Kansas, whose drives were admired in Amiga magazine, and Comspec in Toronto, whose new drive was said to auto-boot under Workbench 1.2. There was little known about this second one at the time except for a high asking price of US\$1,700. Comspec's claims also seemed too good to be true so I decided to save a few hundred dollars and buy a C Ltd. 40 Meg drive. I thought my experiences might be of some assistance to readers who are looking to overseas for hard drives to help their Amigas really perform.

## Annual General Meeting & Elections

In accordance with the Rules of the Association, notice is hereby given that the second Annual General Meeting of the Amiga Users Group Incorporated will be held on Sunday, July 17th, 1988 at 2pm at the Rotunda, Monash University, Wellington Road, Clayton.

The main purpose of the AGM is to present to the members a financial statement of the affairs of the club, and to elect a new committee to run the club until the next AGM. All financial members are entitled to vote, in person or by proxy.

There will be ten committee positions to fill:

Co-ordinator  
Vice Co-ordinator  
Treasurer  
Secretary  
Membership Officer  
Meeting Chairman  
and four ordinary members

Nominations of candidates for election shall be made

in writing, signed by two members of the Association and accompanied by the written consent of the candidate, and shall be delivered to the Secretary not less than seven days before the date fixed for the holding of the AGM. If insufficient nominations are received to fill all vacancies, the candidates nominated shall be deemed elected, and further nominations shall be received at the AGM.

Each member is entitled to appoint another member as his proxy by written notice given the Secretary no later than 24 hours before the time of the meeting, on the form described in the rules of the Association.

#### Agenda

1. Co-ordinator's Report
2. Consideration of Financial Statement pursuant to section 30 of the Associations Incorporation Act 1981.
3. Election of Office Bearers.

Well, the C Ltd. story is a long one that starts full of promise and drags on for about six months. I originally ordered a 50 Meg drive for the price of a 40 Meg one (the latter were out of stock - "Yippee!" I thought), but it arrived with neither adaptor, nor manual, nor installation software, etc. That was rectified easily enough, but it took another ten days or so for the shortfall to be delivered.

Then I discovered (the hard way) that the company hadn't converted the drive for use with our power supply over here in spite of my explicit reminder and their agreeing to do so. Initially, the damage I did to it seemed to be confined to the main fuse in the drive. However, when this was replaced, the power supply modified correctly and the drive and adaptor and Amiga all connected up in their designer co-ordinated glory, the Amiga refused to acknowledge the drive: "Not a DOS Disk" it kept saying. It didn't sound like one, either: it had one of the noisiest cooling fans I had ever heard.

"You probably damaged the SCSI when you blew the fuse in the drive," advised the man from C Ltd. in Kansas. "We'll send you another." They still sounded helpful. This was the end of September. Altogether, up until New Year, I spent probably close to \$100 in 'phone calls to Kansas before I stopped believing what they kept telling me: that a replacement SCSI adaptor was on its way. I told them that unless this was indeed bound for Australia, they would receive back my dead drive for a complete refund plus sundry bills for 'phone and work carried out on the drive at my expense. I'm still waiting for the refund.

So in early May I turned my thoughts back to the Comspec drive with its promise of auto-booting under WorkBench 1.2 without any hardware alterations. After the previous episode, it helped psychologically, too, that it was Canadian... a long way from Kansas.

For a 40 Meg hard disc drive for the Amiga 1000 to be worth its asking price of over Aus \$2,000 before tax, I reckoned there had better be something pretty special about it. I rang the company late one night to put as many questions as I could to the guy on the other end. All in all, the Comspec product sounded very exciting and I reached for the plastic...

The only disappointment this time was the delay. Canada requires export permits to be issued for certain items and mine took three weeks to come through. The time for subsequent delivery to customs clearance, however, was only seven days. This time, everything seemed to be there, except a detailed manual. A few pages of installation instructions stated that this was being produced and would be available in January. From this I surmised that my drive had been sitting in its packaging since last year.

Still, I had enough to go on, I thought. Better just check that voltage... They said the drive was "switchable"; "So where's the switch?", I asked myself. There was nothing visible inside or out (except a sticker saying "117 VAC") and it was Saturday morning: no-one in Comspec's offices to ring now. Maybe our esteemed editor wouldn't kill me if I bothered him with my problem. Peter was very forgiving but we couldn't solve anything over the 'phone. Nor could

my local computer dealer solve anything in his shop.

"It looks as though you may get away with just plugging in and switching on, but ring the maker first to be sure," was his verdict. It sounded safe enough.

That week-end I tested my will-power and didn't fiddle with the drive, but got used to looking at it in its new home instead. Tantalising.

As soon as Comspec were back at work at 11:00 pm our time on Monday night I rang them. The guy I had been communicating with previously about my order seemed a little bemused.

"You just switch it on," he said. "What about that 117 Volt stuff?" I asked. "That's just for Canada; the transformer will handle the extra voltage," he said, "that's its job."

Well, I guess he ought to know. The drive fired up first time and hasn't looked back.

The Comspec hard drive itself looks pretty much like any other third party hard drive, painted to match the Amiga. It connects via a very generous length of cable to the SCSI adaptor which looks like any other adaptor designed to fit the expansion port except for a little red light on the front and a little red rocker switch on the back. The Little Red Light is the system's equivalent to a standard floppy drive's "busy" light: the light on the drive itself only glows when a read or write is actually in progress. The adaptor has its own pass-through bus, which you can block off using the cover you pried off the side of the Amiga in the first place. I thought this was neat and a Good Sign.

The installation pamphlet tells you how to perform a manual boot first by making sure the Little Red Switch at the back of the adaptor is to the right. On powering up, the Amiga asks for Kickstart and Workbench in the normal way. With the relevant files on your Workbench disc, you make sure you have the Binddrivers command in the startup-sequence and then treat the hard drive as you would any external drive. It is DHD: by default. In practice, the only time I use a manual boot is to load Kickstart 1.1 or run programs that have to boot off the internal floppy drive: usually copy-protected games and the like.

To boot off the hard disc you simply move the switch on the back of the SCSI adaptor to the left and switch on the Amiga and hard drive (or simply reset the computer). Interesting things now happen: you see screen colours no healthy Amiga would normally give you. If the computer has been switched on for the first time, the screen will be entirely blue. If you have not switched on the hard drive yet, or there is a problem with connections, this blue colour slowly changes to red by stages, culminating in a couple of red flashes. This cycle repeats until the adaptor successfully loads Kickstart from the hard disc. There is not the wait you usually get for an Amiga to ask for its Kickstart disc, nor any of the electronic gurgling sounds.

When the hard disc is up and running, however, the blue screen is quickly replaced by other new colours when Kickstart is loaded (about one second); the usual opening CLI pops up a wee while later. At the

Binddrivers command in the startup-sequence (preferably the first command there) the hard drive finally shakes hands with AmigaDOS by installing itself under house rules and it sets the system date. This is very handy as it's about as foolproof as you can get: no SetDate-type of commands to be overlooked should you interrupt the startup-sequence; I know the time is always correct if the hard disc has performed the boot.

The colours displayed by the screen are the only clue as to what is going on prior to the CLI window's appearance. A "glossary" of these colours and flashes is supplied by Comspec. While the hard drive adaptor is attached and switched to auto-boot, the colours do not have their usual diagnostic significance.

For example, one such flashing sequence serves as a warning that the auto-boot data on the hard disc is invalid and that the disc needs to be set up afresh. I think this means reformatting as there are no special data files pertaining to the auto-boot procedure that show up using the Dir command. What level of formatting this may entail I cannot be sure: I hope it never happens... but just to be sure, I have had to ask for the complete manual, which describes how to use the supplied utilities in detail. I am also yet to learn whether or not I must reformat the disc in order to install Kickstart 1.3 on it. I'm assured this can be done.

Booting from the disc is certainly quite fast: about 9 seconds from the initial appearance of the CLI to the appearance of WorkBench; 16 seconds from hitting Control-Amiga-Amiga. My startup-sequence, however, contains about 18 commands; a three line startup-sequence takes about 3 seconds off those times, which must mean that commands are processed at the rate of five a second. In contrast to the way in which PCs that I'm used to boot from hard disc, it doesn't matter whether you have discs in other drives or not, the Amiga will always boot off the hard drive while the switch on the adaptor is in the right position, although having discs in other drives does add a moment or two to the boot time: just enough for AmigaDOS to read their volume names.

The simplicity and speed of booting is quite revelational and means that I no longer live under the threat of the Guru to quite the same extent as before. If something does happen in the middle of, say, a Superbase Professional form editing session, then I can reset and be back where I left off in 50 seconds or less, whereas before it would take over four minutes using several discs. A root directory listing of the drive takes two seconds of searching and a further three seconds to display for 21 directories and 21 files.

Snags? There is one, it seems. If I want to do a manual boot, the Amiga always asks for Kickstart, even if it has previously been loaded from hard disc. I think this may be a problem with the hard disc Kickstart checksum, but as yet I have found no way to check it. The public domain program SumKick works only for conventional Kickstart discs. I hope the manual will hold clues.

----- AUCTION ----- AUCTION ----- AUCTION ----- AUCTION -----

The North-West Amiga Users Group is holding an Auction in the next few weeks to raise money to finance group projects, which include a Bulletin Board, and as prize money for our Animation Competition. As these activities will benefit the club as a whole, we ask two things of you -

- 1 - Do you have any unused computer related equipment? If so, it may be of value to someone else. How about donating it to the club so we can auction it? We aren't asking you for money, just things you don't use anymore. Items that have been donated include - computer systems, modems, Amiga software, disk drives, disk boxes, disks, DB-25 plugs, cable...

If you can donate **something - anything** - no matter how **small** or **insignificant** YOU think it MAY be - please bring it along to the next meeting, either AUG on 17-Jul-88 or NWAUG on 06-Jul-88 or 20-Jul-88

- 2 - Don't miss the BIG NWAUG Auction to be held at 7.30 p.m. on Wednesday, 20th July, 1988 at the Essendon Community Centre, Mount Alexander Road, Moonee Ponds. Melways map 28, reference J7. Everyone is welcome. Bring your money, buy yourself a bargain! As well as the Auction, we will be having normal club activities, so come along, have a cuppa and enjoy the night!

BE THERE OR MISS OUT!

WEDNESDAY, JULY 20TH, 1988

DON'T FORGET!

=====

TimeSaver - a Time Saver  
by Quentin Black

The only good thing to come out of my experience with C Ltd. was this little device, which they gave me as a palliative after sending me only half the goods I originally ordered. It is basically a macro recorder together with battery-backed clock which is connected in-line between the keyboard and the Amiga. It fits snugly in a recess under the computer where it is out of sight.

Any output from TimeSaver is interpreted by the Amiga as direct keyboard input, so it is usable with any program that takes keyboard input. Thus any repetitive text entry can be carried out painlessly and edited if necessary even in the absence of Cut and Paste facilities. Even mouse movements can be recorded for automatic gadget or menu selection using just two keys to start the macro. (These macros are simply recorded using the Amiga keys in combination with the cursor keys.)

All keyboard macros are initiated using a Control-, Alt-, Amiga-, or Shift- key combination. Care must therefore be taken that these keystrokes don't conflict with those used by your program as they always take precedence. Macros may be temporarily disabled, however, if you do come across a conflict and don't want to erase a specific macro. Indeed, it is poss-

ible to put Timesaver asleep almost completely.

TimeSaver also has a battery-backed clock and a facility to automatically send a "break" to the Amiga before the startup-sequence is read so that the date may be passed automatically to the opening CLI in the familiar form "date dd-mmm-yy hh:mm". Custom start-up macros may be executed in a similar fashion before TimeSaver then sends the command "execute s/startup-sequence" and leaves things to proceed as normal. If you don't want your startup-sequence interrupted you can simply hit Help-F5 at any CLI prompt for the new date to be accepted. I have found over the last six months that TimeSaver's clock is much more accurate than that of my Insider Board.

There are other features such as password security and command line history. The former is very handy for when you have kids around... It intercepts all keyboard strokes until you come up with the four-letter password. (OK, it can't disable the mouse.) The command line history and editing, on the other hand are not preferable to ConMan's or Shell's unless you're worried about memory. TimeSaver can't steal memory from the Amiga but has its own 6K. However, it is a credit to its design that these facilities work at all.

Although I didn't have to pay for this goodie, I believe the price is about US\$60. I would recommend it to anyone who needs a battery-backed clock, for it offers a lot more besides. I have several fiddly CLI commands assigned to unique Left-Amiga keystrokes; several others are built-in, such as that horror-to-type "s/startup-sequence", which is just a matter of hitting Help-s. In these respects, TimeSaver is a gem. It's a pity the same can't be said of the manual, which is a rambling, repetitive maze. If you have learned to use the manual, then you learned how to use TimeSaver weeks ago...

#### Intellitype and Mavis Beacon Two Typing Tutor Programs

by Stewart Winter

Having sold my mother on an Amiga, she decided that she needed to know how to type to make good use of it. Therefore, I had to find a typing tutor suitable for a novice typist (hunt and peck) who is ~50. The two choices in the store were Intellitype and Mavis Beacon. I will briefly discuss the reasons for my choice after the review.

#### INTELLITYPE

Intellitype is set up very well for the beginner. First, you must type in a diagnostic test which evaluates your capability. It then recommends which lesson you should start at. It keeps track of each student using a different STUDENT: disk for each. The student then starts up intellitype for the next lesson when they want to. Intellitype will warn you if you are taking your lessons too often or not often enough. The lessons are designed to teach you to type in either 30 or 60 days. The lessons start out simple (home row ASDFJKL;) and work up to entering a long story.

RATING: Very Good

My mother will not keep up with something if it is boring to her. She has kept up with her typing lessons and tells me that she enjoys them. The best sign perhaps is that she has not had to look down at the keyboard at all, except to get started.

USER INTERFACE: Excellent

The lessons are well structured. The documentation is good. Even a very novice computer user will have NO trouble doing this. The lesson plan is the strong point of intellitype. It really handholds you, but you can override this by "browsing".

ERROR DETECTION/CORRECTION: Very Good

As you type, Intellitype keeps track of not only simple typos, but also more sophisticated errors such as using the wrong shift key, transposition of letters (vevry instead of every). Keeps track of accuracy and speed for each character on the keyboard.

Intellitype recommends extra lessons or practice sessions if it thinks you are not progressing well through the course.

LITTLE (NICE) EXTRAS: Good

A clock in the corner keeps track of how long your lesson has been going on. (Each lesson is 45 minutes in length)

RECOMMENDATION: Seems very good for a adult beginner.

#### MAVIS BEACON

Why I didn't choose Mavis Beacon.

Mavis Beacon has some nice features not found in Intellitype, but overall seemed to be better suited for someone who can type and wishes to improve their ability. The one really noticeable feature was a metronome which could be turned on.

On the down side, the lesson plan did not compare. The user interface was not as simple. The display was very busy and distracted from you concentrating on what you were supposed to type.

It simply seemed better suited for someone interested in improving rather than learning typing.

[Editor's Note: This article has been taken from a message left on the UseNet computer network.]

#### Impressions of Deluxe Photo Lab

by Ali T. Ozer

Last night two EA people gave a demo of Deluxe Photo Lab at the FAUG monthly meeting.

Deluxe Photo Lab is actually three different programs - one paint program, one color palette manipulation program, and one poster maker program. The color program lets you mix/match/reduce palettes of IFF pictures, and the poster program lets you print any IFF picture at any size --- covering multiple sheets of paper, if necessary.

The paint program is interesting. From what I could tell, it provides all the features provided by all the paint programs currently out there, except for texture mapping (a la Photon Paint & Express Paint). It supports all Amiga modes, and can work on truly large IFF pictures, in all modes. Unlike DPaint II, it can swap in an out of chip RAM. The menu bar even had the commands "Save At" and "Load From," which seemed to indicate you could Read/Write portions of IFF pictures. If it can do that --- Wow! You can open multiple pictures of different resolutions at the same time, and cut and paste between them. You have brush tools, like DPaint II, and apparently automatic anti-aliasing on rotations. They claimed the program will handle many fonts at once (unlike DPaint II). Also provided is operations between the brush and the background, a la DigiPaint --- blending, adding, and so on. The only problem I have with the program is it's price --- \$149. One way I look at it, the program looks like DPaint II with all problems fixed and HAM thrown in. Not really too many new features. So it should maybe cost no more than DPaint II, and DPaint II owners should maybe get an upgrade for a reasonable cost. But, the program \*does\* look like a rewrite, and it does come with the other two programs, so it's hard to say it's just "DPaint III." It also combines all the modes in one program, which is very convenient... I was disappointed in Photon Paint that it did not support the hires modes. I guess when the program is out we'll be able to tell if it's worth the price. Release date was quoted as 60 days. For someone without a paint program, this one may just be the best choice, especially if it was to be available for under \$100... Interesting to note that the demo machine was a 2000 with the Hurricane 68020 board and 3 Megs of memory. The EA people said "oh-oh, we never tried this on a Hot Rod!". They tried to boot, and the program wouldn't boot. Finally they got it booted, and the machine hung as soon as they clicked the disk icon. Finally they got it working by running it from the CLI. After that they had no problems and it didn't crash at all. I just hope the program is indeed as bug-free as it looked at the demo.

[Editor's Note: This article has been taken from a message left on the UseNet computer network.]

#### AssemPro - A Review

by John Casey

So far I like this software very much. On the first night I could produce windows with text and graphics from clicked icons (or from the CLI). This was possible because of the demo routines that came with the disk and information I managed to glean from **COMPUTE! Amiga Machine Language Programming Guide**.

My background in Assembly has been writing utility routines (mainly graphics) for my previous computers (Sorcerer and then C64) to supplement their Basics. I have not used any other Amiga assemblers and therefore cannot make any direct comparisons. I chose this one because it was a completely integrated package - not simply a stand alone assembler.

It has a excellent Editor with a sliding gadget for scrolling the text, something AmigaBASIC would do well to emulate. The gadget also gives you a visual

picture of the length of the text and your position in it. After writing your source code you click the Assembler window - choose from various options and then select Assembling. If successful it can be run from the Debugger window, CLI or icon in Workbench. There is also the option to create PC-relative code that can be CALLED from a AmigaBASIC program. AssemPro will create an icon for your program which can then be changed to whatever you desire using the icon editor in the System directory.

The Debugger is demonstrated using a simple bubble sort routine with the data being viewed with hex dumps. I must confess I never use Breakpoints to debug my routines, instead I prefer to reason out the problem by a study of the source code. Often a few well placed PRINT-VARIABLE's survive long enough on the screen before the crash to indicate where the bug resides. I have found never ending loops quite often this way. The largest stand alone MC program I've written was an Editor/Assembler for the C64 which began crude and simple but slowly assembled improved versions of itself, bootstrap style, and I never felt the need for debugging facilities. Keeping the program highly modular helps as the crash is often related to the last module edited.

I feel that AssemPro is perfect for someone who has done Assembly on the good old 8-bit machines. You will need a book on 68000 programming and the **COMPUTE! Amiga Machine Language Programming Guide**. The AssemPro disk contains all of the libraries needed although I use their EQU files. Other files contain the offset labels for structures. There is also a window for checking the details on any particular instruction, ie. address modes, etc.

**COMPUTE! Amiga Machine Language Programming Guide** (what a long title!) uses ASM68010 assembler source code. It does give some guidance to those with the Metacomco assembler but otherwise you're on your own. I found it extremely useful and indeed couldn't have done very much without it.

#### Mistake!

Page 4 of Amiga Workbench #23, first column two thirds of the way down the line should read: subq - subtracts a number between 1 and 8 from register.

#### Comment

Donald Welsh says the slow scrolling is due to Amiga Basic using "smart refresh", so I would like to know why "smart refresh" IS so slow? Maybe it should be called "slow refresh".

#### The Program Doesn't Work

In the AmigaBasic manual page 6-12, the demo program fails. The obvious fault is the second line which should read: FOR i = 0 to 26. The other bug is due to Basic pushing the array Ucase() downward to make room for the previously undefined variables length& and addr& resulting in Ucase having the wrong value.

The statement `Ucase = VARPTR(code%())` should not have any new variable names between it and the `CALL` statement.

### Interfacing

One of the things I like to do is to connect computers up to external devices. It can monitor doors, perhaps using the Amiga speech capability to ask the kids to "please shut the back door children" should it remain open for too long. It can monitor a electronic weather station (including the indoor environment) if you are into the weather. Perhaps say nasty things to the burglar as he activates a switch while removing your video recorder? You could telephone Amiga and using the dialer tone send messages such as please turn on/off the electric blanket. For more ideas refer to that imagination that advertisements assure us is the only limitation to using their wonderful computers- what a terrible limitation!

When accessing the parallel port you are supposed to go through a special procedure. However I couldn't see any problem poking and peeking the port directly providing there are no other programs running that also used the port. I tried the program below on the Amiga 1000. It toggled a LED on and off when a key was pressed. Soon perhaps I shall learn to do this with the operating systems kind permission.

```
REM ** LightSwitch **
```

```
ddrb=12575489& : 'data direction register B
prb =12574977& : 'peripheral register B
```

```
savf=-1: 'flip flop flag
```

```
POKE ddrb,255 : 'set all pins to output
```

```
key: k$=INKEY$:IF k$="" THEN key
```

```
IF k$="0" THEN f--f
IF f=1 THEN POKE prb,1 ELSE POKE prb,0
IF k$<>"s" THEN key
```

```
END
```

### Dear Mr. Welsh

I write this in response to your most erroneous assertion in the June issue of Workbench regarding scrolling in Amiga Basic.

I'm not sure where to start, with so much to correct, but let's start with the most obvious: "smart refresh". Firstly, it's a contradiction in terms to suggest that Amiga Basic uses smart refresh to save memory. Simple refresh is the mode that saves memory. Smart refresh keeps a copy of the window in a separate ram location for occasions when the window in question becomes "uncovered" to some degree. Simple refresh preserves only the active window image, which survives dragging without overlap. The fact is, Amiga Basic, and every other editor I know of, uses simple refresh. It's the obvious choice. But all this is academic in view of the fact that this subject is not at all pertinent to scrolling

speed.

If a window is totally static, that is, is not dragged, moved to front or back, or re-sized, then refresh modes do not come into it. It's simply an active window. When one scrolls within an editor, the application simply clears the window and pumps out another page of text, either a line at a time, or in the case of more complex editors, a phrase at a time. Such a process is fairly trivial. Try it yourself, in any language. Create a window, simple or smart refresh, it doesn't matter which, and have the program write random strings to the window using the "Move" and "Text" Kernel routines. It's pretty fast stuff. Now, try adding some overhead to the process, such as checking for keywords, or converting all first and last letters of a word to uppercase; anything you like.

What occurs depends on how much processing is done, how efficiently it is done, what language it's written in, and so on. But the result is always a considerable reduction in the scrolling speed. In the case of Amiga Basic, the overheads are incurred a line at a time, or even a phrase at a time, because the scrolling speed varies from line to line, depending on the content of the line. The alternative would have been to perform all the processing on the buffer, and then to splat it on to the screen, but this presents a noticeable and irritating lag between using the scroll key combination, and seeing the text scroll in response.

I think the Amiga Basic team chose the sensible option, but I still question the overheads incurred in an Amiga Basic scroll operation. I hope this clarifies the situation.

Yours sincerely,

Willie C. de Lyte.

### Update On Using VIP Professional

by Bob Laidlaw

#### Contents of VIPDATA.ZOO

I have uploaded VIPDATA.ZOO to both the AmigaLink and DownUnder bulletin boards as an archive of eight files of information and sample worksheets (templates). These are intended to assist users of the VIP Professional spreadsheet package. Users of other packages such as Analyse! and Maxiplan that can read VIP or Lotus 1-2-3 worksheets may find this archive useful. It contains:

Readme.first	similar to this article
VIP_Review.txt	See Amiga Workbench - November 1986
VIP_Memory_Tips.txt	See Amiga Workbench - July 1987
Funds.wks	52 week share/fund price database and performance
Rent1987.wks	12 month financial statement or budget
Teledex.wks	Name, address, telephone number database
WrkBench.wks	Database with categories index to "Workbench"
AmWorld.wks	Database with categories index to

### "AmigaWorld"

Log on to either of these bulletin boards, download VIPData.Zoo, then using the Zoo public domain archiver program, extract the above files with the command:

```
Zoo x VIPDATA.ZOO
```

The 65K archive file will be converted into 140K of usable files.

Since writing the previous articles, I have had the opportunity to experiment with the Maxiplan and Analyse! spreadsheet packages by attempting to run actual worksheets used on VIP. Results were mixed - some jobs ran well, but I was unable to use either package for jobs similar to Funds.wks. I have also experimented with expansion memory.

#### Worksheet Files (.wks):

These have the suffix .wks, and are in the VIP and Lotus 1-2-3 format. They can be read directly by Analyse! and via a conversion utility by Maxiplan. When saved in Analyse! format, the file sizes were about 20% bigger, and when saved in Maxiplan format the file sizes were about 50% bigger than the VIP/LOTUS .wks format.

#### Memory:

Since writing VIP\_Memory\_Tips, I tested VIP with an Amiga 500 that had a Commodore 0.5 Mb add-on memory board fitted (total 1Mb). Results were fully satisfactory on both spreadsheets and graphics. After loading VIP it came up with approximately 500 Kb available for worksheets. This would be quite adequate for most purposes. Also this settles the argument about chip and fast memory allocation mentioned in the article VIP\_Memory\_Tips. Caveat Emptor - one add-on board advertised in Workbench failed to run graphics! Hopefully, this problem has been solved since then, but it does illustrate the importance of testing key applications before spending your hard-earned cash.

By this time most Melbourne dealers were recommending the Proton expansion memory made in South Australia. Greg Hudson of Down Under Software was first off the mark with an actual Proton 1Mb board in stock and at the best price, and an offer to visit his premises in Richmond and run any application I liked on his computer. All applications ran well, and VIP came up with 1MB available for worksheets. I rewarded Greg's good service by buying this board.

The Proton unit was supplied with an Auto-Configure program which works by modifying the Kickstart program. This gives you the best of both worlds as the unmodified Kickstart can be used for those few programs that will not run with additional memory. The Auto-Configure disk included some good text files and utilities, including a VDK virtual recoverable ram disk. With 1Mb there is ample room in memory for a large workbench containing all your favourite utilities such as PopCli and Emacs, and run VDK in conjunction with VIP. You must allow space for VDK files when starting VIP by reducing the maximum worksheet size by an appropriate amount such as 100 Kb.

### Rolling an Array:

VDK can be used for the temporary file required when rolling an array. This saves wear on your disk drive and is much faster. An example is given in the Alt U macro used in Funds.wks when updating the worksheet for a new week's data. This array rolling technique appears to be difficult to perform in either Maxiplan or Analyse!. Maxiplan assumes that file extraction is a database operation and requires column headers to be included in the extraction file. Analyse! assumes that you wish to load the extracted data into their companion program Scribble!.

### Graphs:

Two line graphs are included in Funds.wks. Draw these by using the macros Alt A and Alt B. Note that the Week Number labels for the X Axis are derived from the Week Number column. However, when using Analyse!, neither I nor another Analyse! user could find any provision for labelling the X Axis in a line graph. Obviously labels are essential when plotting 52 weeks. This problem must originate from either a deficient instruction manual or from a deficiency in the software. I hope that these problems with Analyse! will be fixed in a future version, because in other respects it appears to be a good user friendly package.

## Moving soon?

Don't forget to tell us!

Every month, Australia Post returns newsletters to us marked "Left Address", "Not At This Address" or "Return to Sender".

To make sure this doesn't happen to your newsletter, please tell us if you move!

If possible, include a mailing label from a past newsletter or your membership number.

Databases:

In my previous article I suggested that it might be worth-while to produce an "Amiga-ised" version of the public domain program SDB. Since then I have tested MiAmigaFile which is a commercial simple database that is similar to this concept. It is very easy to learn and use, therefore is hard to forget how to use, and it does leave some useful memory for a work file in a 512K Amiga. It has a one line per record format that is similar to the kind of database that can be set up on a spreadsheet. You could consider this program if short of memory. However, if you have the additional memory there does not seem to be much point in buying another program.

Teledex.wks is a name address and telephone number database. I use two databases with this format. One has 500 entries. The other is a subset with the 120 most frequently used entries, and I carry a printout in my wallet. This example demonstrates printing in 132 column mode using a header line with automatic page numbering and date together with a top border of column headings, both appearing on each page. Try deleting the example entries and add your own, then experiment with sorting in various ways.

WrkBench.wks and AmWorld.wks are indexes by category to "Workbench" and the "AmigaWorld" magazines. These can be printed out in 80 column mode. For practice, try experimenting with sorting this data in various ways, and if you have expansion memory, try merging both databases using the file extract and combine commands.

I have also included Rent1987 which is a typical monthly income and expenditure statement. This worksheet is for an investment flat or unit, but you can easily adapt it to other purposes, such as a personal budget.

Happy Spreadsheets!

Dave's Raves

by David Peel

I continue to be amazed as I read in "Workbench" of the troubles which others have had in relation to the installation of additional memory for their Amiga 1000. The reason for this state of mind is that I purchased my "RamJet" 1 megabyte memory and plugged it in and hey presto extra memory. The instructions were brief, clear and simple. The simple installation of the addmem command in the startup-sequence took all of five minutes on all my working disks. The "RamJet" was advertised in the Workbench March 1988 (p2.) at a price which was then extremely competitive. I think I have put it through every hoop that I can think of and it has performed faultlessly. It is well presented and a look inside shows excellence in the quality of components and workmanship. It is a light cream plastic box about the size of a video cassette storage box which plugs easily into the side of computer. I believe that a special adapter is available for the A500 because of the greater depth of inset of the expansion bus.

I have never noticed any increase in the temperature of the case even with loading Deluxe Paint II, twice

with two pictures in both programs. I thought I would not be able to use my Sidecar with it; wrong! simply set the address of the addon memory up at a higher hex number and move a small jumper in the "RamJet", plug in the Sidecar and away you go. It's so simple that I puzzle over why others go to such lengths to torture themselves and risk wrecking their computer (and their cars) as well as their bank balance. The recent price hike in memory chips means that "RamJet" is no longer being produced, but the manufacturer has advised me that they are prepared to release a 2 meg version for around \$1200 if there is an expressed demand. If you have a need for 2 megabytes of easily plug in memory with low power requirements and a pass through bus you can call "Control Technology Pty. Ltd." (03) 729-4272.

Australians are not only a great makers of hardware but also are very nifty software producers as well. Hints for easier use of your Amiga are often found in the "Amiga World" magazine and many of them are from Australians. My most recent acquisition is a really super program from Queensland! This program is called "AutoKick" and cost me a ridiculously low \$30. It enables you to change your system font, so now as I sit here looking at my screen, the font in my system is "Venus" which is much nicer and clearer than "Topaz" but you can install any font of your choice in your "Kickstart" ..ahh!! But there is more much more, you know that irritating click as your second diskdrive hunts for a disk that too can be eliminated and your diskdrives can be speeded up (in my case by a factor of 2). It doesn't stop there, there is a built in virus checker which will refuse to boot a virus infected disk. It will also auto-configure add-on memory (such as the RamJet). All that for \$30! But, there are some catches which aren't at first obvious. You cannot use the system font change with "Blitzfonts" - if you do it crashes. More importantly, and something which the manual doesn't tell you, you must have "Kickstart V1.2" and not any old 1.2 either, it has to be the one which asks for the Workbench with V1.2 underneath. Another small glitch is that some games will not boot with your modified Kickstart disk but then that is probably the way they are programmed anyway. In any event I reckon "AutoKick" by DIGISOFT of Brisbane is great value for money.

The Melbourne PC88 show was, as expected, a place where Commodore was conspicuously absent. But then, perhaps it was only conspicuous to me as an Amiga owner. As I looked around for a 24 pin dot matrix printer, I found I was being asked "Is it Epson compatible?". At first I thought it was an "Epson" sales gimmick, but gradually found others also saying the same thing. It seems that IBM compatibility is no longer needed and in fact it appears that there are IBM computers which aren't able to run some widely available and desirable business programs. It is becoming clear that as long as data can be transferred from one computer to another it doesn't matter a jot whether they are compatible or not. The stuff about compatibility is really a furphy, given the right wires you can just about hook anything to anything. Of course it would be easier if all computers had the same connectors and input and output pins, and of course it would be good if all computers had the same operating systems and so on. Fact is, they don't so Commodore ought to be in there competing against IBM PC's and their clones as well as that

very fruity black and white attempt at the Amiga; I believe it's called an "Apple". Just think, if Commodore started to sell Amigas to the business market, it wouldn't be too long before you could buy a hard-disk for a reasonable price. Just think how nice it would be to ask a dealer "Er, is it Amiga compatible?" and have them say "But of course!"

Australian Amiga Users Groups

Below we list all the Australian Amiga groups that we are aware of. We are currently sending our newsletter to all these groups, and some of them even send theirs back in return!

If you are aware of any others, or can correct any details below, please tell us.

Adelaide Amiga Users Group  
GPO Box 332  
Adelaide, SA 5000

Amiga Users Group Inc  
PO Box 48  
Boronia, VIC 3155

Amiga Users Group of South Australia  
PO Box 486  
Glenside, SA 5064

Amiga Users of Northern Territory  
c/o 4/4 Amidale Street  
Stuart Park, NT 5790

Australian Amiga User Association  
PO Box 389  
Penrith, NSW 2750

Brisbane Amiga User Group  
PO Box 853  
Toowong, QLD 4066

Canberra Amiga Users Society  
36 Ambalindum Street  
Hawker, ACT 2614

CCUG (Qld) Inc  
PO Box 384  
Ashgrove, QLD 4060

East Coast Amiga  
PO Box 86  
Umina, NSW 2257

Northern Amiga User Group  
PO Box 2457  
Mount Isa, QLD 4825

Stawell Commodore Users Group  
PO Box 299  
Stawell, VIC 3380

Lattice C 4.01 Upgrade notes

by Nigel Harwood

I thought I would jot a few notes down for WorkBench about the fixes listed in the latest upgrade I have just received from Lattice. The following are fixes to problems in version 4.0 which have now been fixed in 4.01.

- There was a problem with the movmem function when moving backwards.
- LC didn't handle paths that were greater than 31 characters long, nor did it handle files with spaces in them.
- Blink was not printing the data symbol being referenced when displaying an error 515.
- There were some arithmetic operations for short integers which were not being done correctly, thereby causing truncation.
- As I found out, the CIA resources were not correctly handled in the version 4.0 libraries.
- A problem when calling DOS with indirect operands and an indirect destination.
- CXERR 26 error was being displayed when not necessary.
- Built in strcpy could cause CXERR 99.
- No way to disable the -ct option and the -cf option was not catching all the missing prototypes.
- The stub routine requestor not big enough.
- Some of the requestors assumed a null terminated program name.
- No FCVT in the library.
- No LCMIEEE.LIB.
- The compiler would only allow a single pointer register variable.
- The compiler was generating a TST on an address register.
- Some fixes to CXBRK, CXOVF and STUF for B strings etc.
- The addition of movmem to the lcs and lcsnb libraries.
- Blink has been patched to version 7.1 for the modified indexed library format.

What is a Workbench?

A friend came round the other day and posed this question and after a bit of mucking around and pooling our knowledge we went through a process which was certainly instructive for us and may well be for others. What follows is essentially what I have deduced... little of it came from literature, in fact we couldn't find any helpful literature.

First, catch your Disk: Take off the little plastic slipcover and put a few nuts and bolts in it - you shouldn't leave them lying around loose. Boot up your Amiga and get a CLI. If you don't know how to do that yet, dial 11611, read your manual, make a cup of tea and come back.

Format your disk: Type in

Format drive DF1: name WB noicons

(Use DF0: if you have only one drive) and follow instructions. This produces a disk that is entirely vacant (reminds me of someone I know) with 1758 blocks of available space; this is 880k of space at



two blocks per k less the first two blocks.

Blocks 0 & 1 are the 'boot blocks' where the Amiga looks for boot information and where Scummy Cretinous Arsitans (sorry - Artisans) put viruses. (Don't worry, time wounds all heels!)

If you try to boot with this disk you just get the helping hand asking for a workbench.

Install your disk: From the CLI again, with the blank in df1: type Install DF1:. If you haven't a second drive you will have to go through the ram: ceremony:

```
copy c:install to ram:
cd ram:
```

Insert blank disk in drive

```
install DFO:
```

This process simply writes a wake-up sequence into blocks 0 & 1 of your blank disk. Try booting with the disk now and after the whirs and blinks and beeps you are presented with a nice, clean CLI screen all ready to go. Try typing a command though and you are met with 'unknown command'. While the disk is capable of waking up it is singularly ignorant. (I teach: I'm used to it.)

Store Workbench stuff: Get back to a CLI from an ordinary workbench and with the blank in df1: or after this ram: ceremony;

```
copy c:copy to Ram:
copy c:makedir to Ram:
cd ram:
```

Type the following commands:

```
makedir WB:c
makedir WB:libs
copy c:loadwb to WB:c
copy libs:icon.library to WB:libs
```

Now if you boot from the blank you can type loadwb, pull back the CLI window and watch the (functional) disk icons appear. This is all you need for a Workbench disk! Bigger all, really, isn't it.

What you've done is created a couple of directories. The C directory is where the system looks everytime you type in a command (if it can't find it in the current directory). This is where the loadwb command must be copied. The libs directory is where the system looks when it needs to load routines that aren't available in Kickstart. Without the icon library, when you type in loadwb the system will guru with location code 48454C50 (ASCII for HELP) because it can't figure out how to handle icons. (A problem that strikes most religions.)

Make it autoboot: With whatever ceremony is appropriate for your setup, type the following from a full Workbench CLI:

```
makedir WB:s
ed WB:s/startup-sequence
```

(this will open the editor)

```
loadwb
<esc> x <return>
```

(this will close the editor)

Now boot with your blank and this is what happens:

The system goes looking some wake up stuff in the boot blocks; succeeds, and makes the connections to establish the disk operating system (DOS) and presents a CLI.

It then looks for a file named startup-sequence, if not in the current directory then in the s directory; succeeds, and reads in the file the single command loadwb.

It now looks for a file named loadwb, if not in the current directory then in the c directory; succeeds, and loads and runs it.

During the run, a demand is made for the icon routines. The system looks for a file named icon.library, if not in the current directory then in the libs directory; succeeds, and uses whatever is necessary from the file to enable clicking, shifting, opening..icons. Their pictures will appear on the workbench screen behind the CLI window.

Other handy stuff:

An l directory with the following files: Disk-Validator to check disks; Ram-Handler to enable ram: disk; Port-Handler to send/receive through the serial and parallel ports.

A devs directory with the following files: serial.device, parallel.device, printer.device to translate for the ports and printers; system-configuration, usually created by Preferences to store your favourite screen colours and printer and pointer etc.; translator.device if you want speech; a printers subdirectory containing the files to translate for your specific printer.

A few more libraries: translator.library if you want speech; info.library if you want info from the Workbench menu; version.library if you want the workbench version number available; diskfont.library if you want something from the fonts directory when you get sick of Topaz 8; maths libraries if some program that does lots of sums wont run without them.

A few more commands in your c directory: dir to show what is on the disk; cd to change current directory; list to get handy information on files; copy, delete, rename, makedir to muck about changing the arrangement and contents of your disks; format to fiddle with new disks; relabel to change a disk name; type, less, showme, more... whatever show-me-whats-in-the-file command you like; ed, TxEd, z, emacs... whichever editor you like for making startup-sequence files and the like; info to find out how full the disk is;... there's hundreds of commands around from Commodore standard issue workbench commands to home-grown handwritten stuff available on Fish (applause) disks - even a complete system of commands apparently better than the original called Arp.

If you are not into CLIs yet you should really give

it a go! I hate thinking that a dumb machine can present as arcane.

```
=====
```

### Helping Directories Out Of Their Shells

by Quentin Black

After reading Lester McClure's article on "Csh" or "Shell" in the March issue of Workbench I became eager to try it. I soon became convinced that it indeed makes most efficient use of the CLI. If you have hitherto been keeping frequently accessed Amiga-DOS commands in RAM to prevent disc swaps and delays then you won't even notice that Shell takes about 35K of memory; the old commands probably used up about that amount anyway in the RAM disk.

Here's a tip you can use with Shell should you be prone to forget which is your current directory when working with the CLI. I have put the following two lines in the "login" file:

```
alias ch "%curd cd $curd >nil:
;set _prompt ^[[32m$_curd\ "> \ "^[[31m"
ch
```

[Editor's note: Join the first two lines into one long line with no spaces between the : and the ; characters.]

This establishes the alias "ch" to be used in place of the regular cd command. After changing the directory in the normal way it then sets the prompt to the same new directory (\_curd is the special variable that contains the current directory). If you don't give ch an argument then, of course, it just changes the prompt. As it stands above, issuing the command:

```
ch df1:MaxiPlan
```

with volume MaxiPlan in df1: would do the same as "cd df1:MaxiPlan" but return with the coloured prompt:

```
MaxiPlan:MaxiPlan>
```

This has saved me several times from deleting the wrong file from the wrong directory. However, if you like long directory names and nest them deeply, then you may find the prompt extending right across the screen. But that's your problem...

P.S. I have just read that Workbench 1.3 has improved console device handling that will make the effect of this ruse possible without Shell. I doubt whether the CLI will ever have the same flexibility, though.

```
=====
```

### The Latest Public Domain Disks

#### Fish Disk #139

AmiCron An enhanced and debugged version of AmiCron 2.3 from disk number 113. Includes source.

ListScanner A nice little utility to display all the Exec lists. Somewhat like the Xplor utility from disk 73. Includes source in assembler.

ProCalc A program that simulates an HP-11C

RemLib

TurboBackup

WArranger

WheelChairSim

SBProlog

SBProlog

SmallC

Diff

FracGen

programmable calculator. Includes both an English version and a German version. Shareware, binary only.

Removes a specified library (if currently unused) or displays some information about all available libraries. Includes source in assembler.

A fast mass floppy disk duplicator with enforced verify mode to prevent generation of incorrect copies. Version 1.00, binary only.

Sends a window, identified by its name, to the front or to the back, without selecting it. Useful in conjunction with AmiCron. Works on all screens. Includes source in assembler.

A wheelchair simulator developed as a project for the Technical Resource Centre and the Albert Children's Hospital, to allow the matching of a wheelchair joystick to a child's handicap and all the child to practice using the chair in a safe (simulated) environment. Binary only.

#### Fish Disk #140

Volume 1 of the 2 volume Stony Brook Prolog (SBP) distribution, version 2.3.2. This volume contains the executables and libraries. Volume 2, on disk 141, contains the C and Prolog source code.

#### Fish Disk #141

Volume 2 of the 2 volume Stony Brook Prolog (SBP) distribution, version 2.3.2. This volume contains the C and Prolog source code. Volume 1, on disk 140, contains the executables and libraries.

An Amiga port of the Small-C compiler, written by Ron Cain and published in Dr. Dobb's Journal, in about 1980. Small-C is a rather small subset of the full 'C' language. However, it is capable of compiling itself, and other small, useful programs. Requires an assembler and linker to complete the package and produce working executables. Includes source and binary.

#### Fish Disk #142

A program that uses the same algorithm as the Unix diff program and also produces context diffs, suitable for use with patch. This is the same version that was distributed on disk 138, but now includes the missing files (including source code).

A fractal generator program that generates fractal pictures from "seeds" that you create. This is unlike any of the other "fractal generators" I've seen. It can be used to load and display previously created fractal pictures, modify

existing fractals, or create your own fractals. Version 1.1, binary only. The Scientific Subroutine Package from DECUS, ported to the Amiga to run with Absoft Fortran. This is a valuable resource of mathematical and statistical source code for those doing Fortran work on the Amiga.

**Fish Disk #143**

RIM-5 (Relational Information Manager) is a full relational DBMS that is suitable for VERY large databases using B-Tree data storage. It has a crude (by today's standards) user interface, but since full source code is provided, this can be fixed. Versions of RIM run on a wide variety of systems, small and large, and produce compatible databases. Also includes a built in HELP database and a programming language. Full Fortran source code and documentation included.

**Fish Disk #144**

This disk contains version V22-3D of Glenn Everhart's large and powerful spreadsheet program called AnalytiCalc, submitted to me directly by Glenn for inclusion in the library as an update to the version released on disk 104.

**Fish Disk #145**

This is a version of Matt's csh like shell which has been modified to provide file name completion and argument execution (via the grave accents mechanism). Requires ARP 1.1 to run. Binary only, but includes diffs for the reference 2.07 source base.

Matt's done it again, another very useful program! This is a versatile screen blanker, mouse blanker, auto window activator, mouse accelerator, popcli style programmable command key, pop window to front, push window to back, etc, widget. Version 1.06, includes source.

A link protocol that provides essentially an unlimited number of reliable connections between processes on two machines, where each end of the link can be either an Amiga or a Unix (BSD4.3) machine. Works on the Amiga with any EXEC device that looks like the serial.device. Works on UNIX with tty and socket devices. Achieves better than 95% average throughput on file transfers. Version 1.20, includes sources for both the Amiga and Unix versions.

A tablature writing program for the Amiga, with intruments for a banjo and a string guitar. Binary only.

VT-PROLOG is a simple prolog interpreter provided with full source code to encourage experimentation with the

PROLOG language and implementations. Version 1.1, includes source.

**Fish Disk #146**

Blanker2 A screen blanking program that turns the screen black after 90 seconds of keyboard and mouse inactivity. Implemented as a very tiny event handler to the input handler event stream. Version 1.27.88, includes source.

C-Light A demonstration copy of a commercial ray tracing program, which is identical to the commercial version except that it has been limited to ten objects per scene. Binary only.

CrcLists Complete CRC check files for disks 129-141 and disks 143-145 of the library, using the crc program from disk 133. These were made directly from my master disks. Disk 142 is omitted because of a problem with the crc program.

DmeMacros A set of DME macros which utilize templates to turn DME into a language-sensitive editor for C, Pascal, Modula-2, and Fortran.

MemoPad A shareware intuition-based memo reminder program. Nicely done. Version 1.1, binary only.

**Editor's Column**

(Written 02-Jul-88)

Hi. This month, I am again suffering from that dreaded disease that afflicts newsletter editors - lack of articles. Woe is me. If not for the large number of articles that I've reprinted from UseNet, this would be a mighty small newsletter.

If the reason you haven't written an article yet is that you don't know what to write about, then stop looking. Write an article about Batch Files and the StartUp-Sequence. Many Amigans are mystified by the subject, and your article may well help them out.

New into the AUG library this month are the May/June **Info**, the May **AmigaWorld**, the May/June **Amigan Apprentice & Journeyman**, the June **Amiga Transactor**, and the June **Australian Commodore and Amiga Review**. We now have the **Amiga Transactor** disks and the **MegaDisk** collection available (disks 1 to 6) for loan on the same basis as books - that is **respect the copyright** or lose the facility.

Speaking of **Amiga Transactor**, we now have 100 issues available of number 2, June '88. This is the first "printed-in-Australia" issue, complete with two local adverts! Cover price is \$5, we've been charged heaps for them, but we'll still sell them at less than cover price.

Don't forget that this month we have our **Annual General Meeting**, which means we get to elect a new committee to run the Amiga Users Group Inc until next July. Please put something back into AUG by running for a committee position. Thanks.

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Membership is \$20 per year. Send your cheque to: Amiga Users Group Inc, PO Box 48, Boronia, 3155

Surname: \_\_\_\_\_ Details on this side are optional

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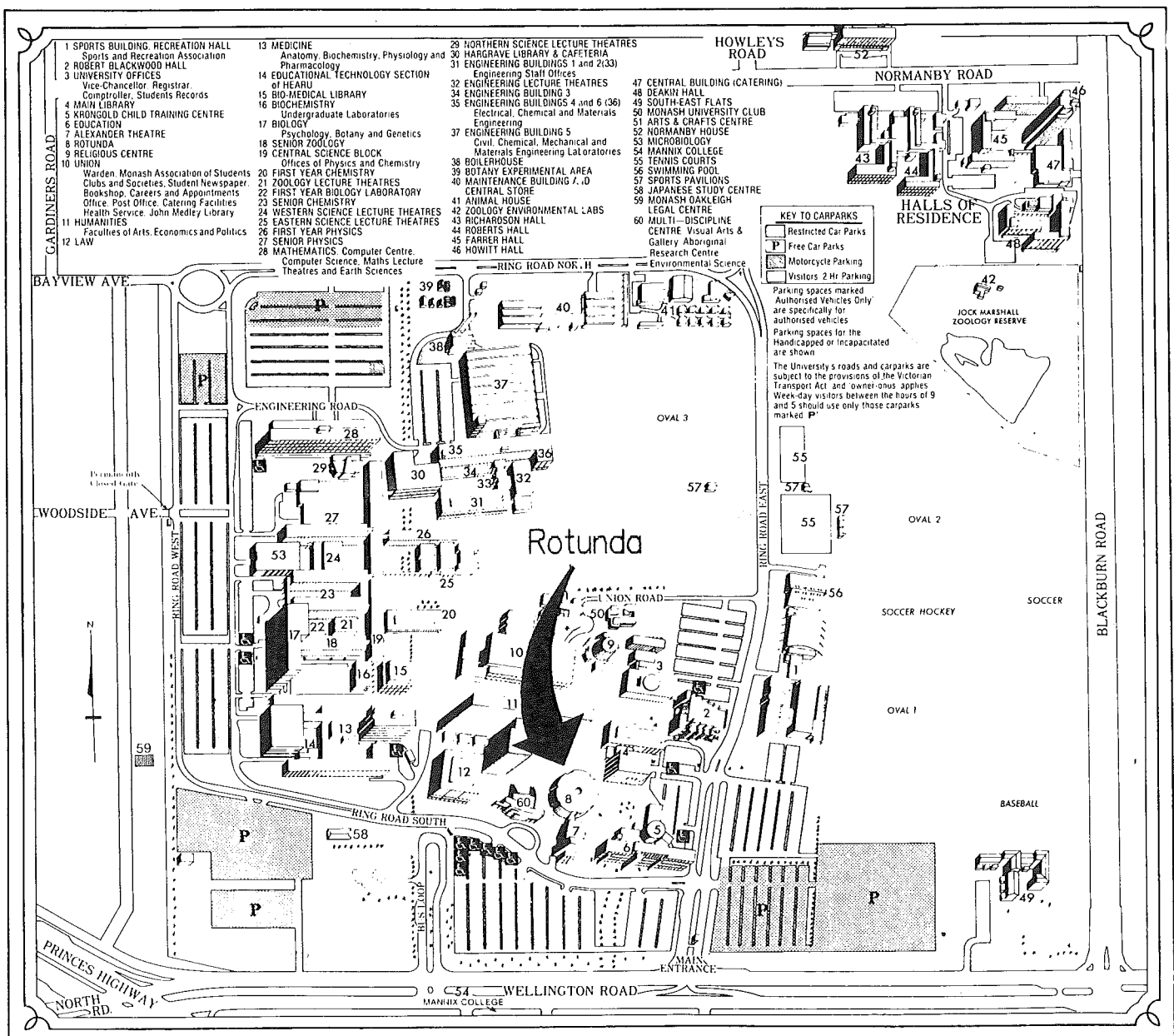
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# July 1988 Amiga Workbench

## AUG now meets on the third Sunday of each month

Monash University is in Wellington Road, Clayton. See Melways Map 70, reference F10. Melways map 84A shows the University Campus in details. I've drawn a huge arrow on the map below to show where the Rotunda is. The best place to park your car is the car park area between Wellington Road and the Rotunda. The entrance to the Rotunda is virtually at the point of the arrow.



**BY PUBLIC TRANSPORT...** The simplest method is to take a train from Flinders Street or Loop stations on the Dandenong/Pakenham line to either Huntingdale or Clayton. Buses run from these stations to the campus or there is a taxi rank at Clayton. With suitable connections the trip takes about 45 minutes - but it can take longer! An inner neighborhood ticket will take you all the way via Huntingdale station and the bus, but you will need to purchase a comprehensive ticket for the trip via Clayton, which encompasses two neighborhoods. The campus is also served by buses from Box Hill, Blackburn, Belgrave, Chadstone, Jells Park-Glen Waverley, Dandenong-Mulgrave, Oakleigh and Elwood.

**FROM THE CITY BY CAR...** An easy route is along St Kilda Road or Kingsway/Queens Road and then on to Dandenong Road. The campus's tall Menzies Building comes into view a kilometre or so before the left turn into Wellington Road on which the main entrance is located. Allow 40-50 minutes for the trip. Drivers should note that restrictions apply in some car parks weekdays 9 a.m. to 5 p.m. and fines do apply. There is ample unrestricted parking and, closer to buildings, designated two hour visitor car parks - check the map or ask at the Gatehouse.