

AMIGA

WORKBENCH

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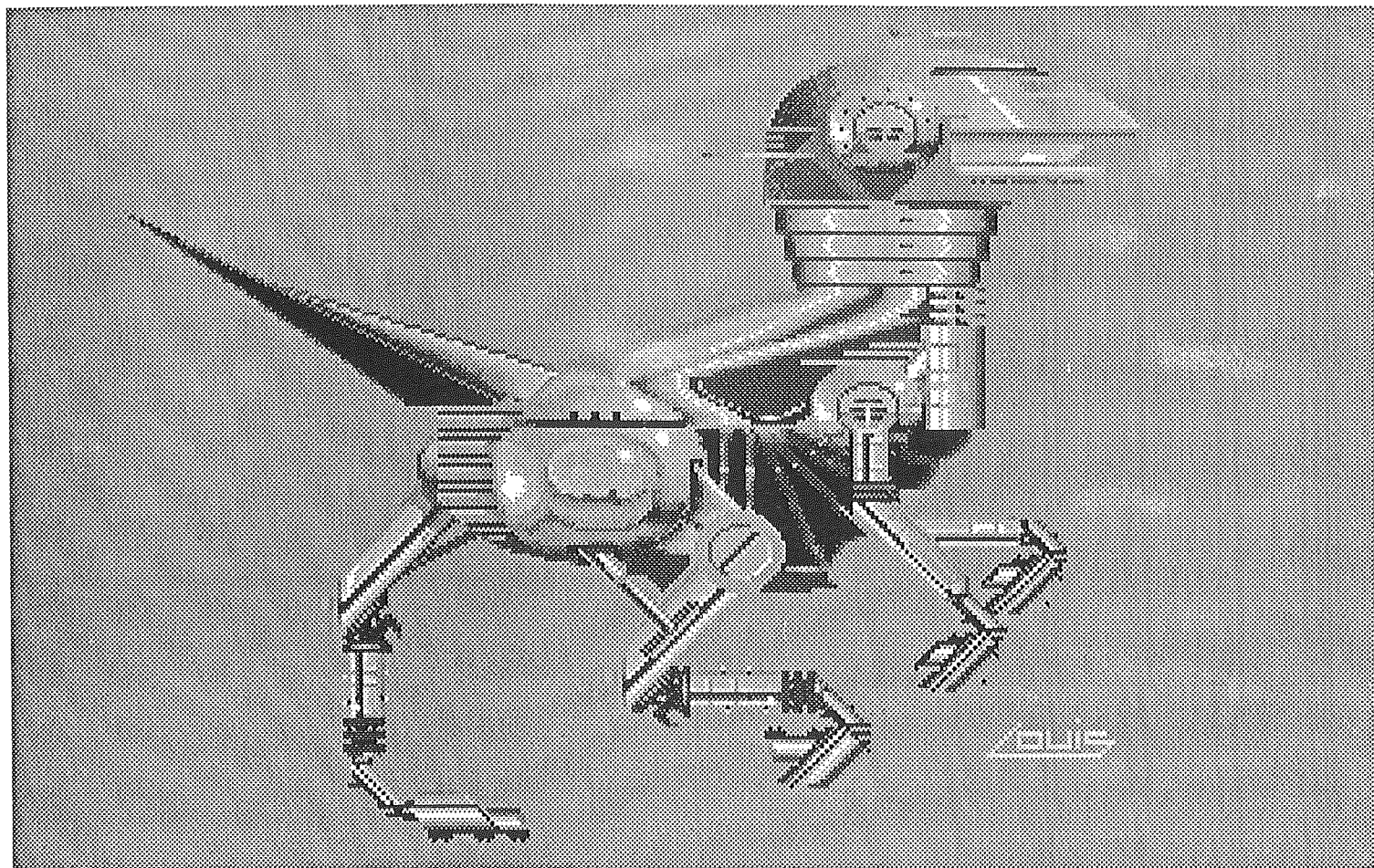
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Next AUG Meeting
Sunday, January 15th, 1989 at 2pm

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

**AUG meetings are held at Victoria College Burwood Campus
Burwood Highway, Burwood Melways map 61 reference B5.**

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

Australia's Largest Independent Association of Amiga Owners
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AMIGA™ Users Group

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 1000 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 at Victoria College, Burwood Highway, Burwood. Details on how to get there are on the back cover of this newsletter. The dates of upcoming meetings are:

Sunday, January 15th at 2pm

Sunday, February 19th at 2pm

Sunday, March 19th at 2pm

Production Credits

This month's newsletter was edited by Con Kolivas. Equipment and software used was: Amiga 500, Excellence!, If2ps and Apple LaserWriter Plus.

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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 200 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 also available.

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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!

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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.

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The Amiga Users Group operates two bulletin board systems devoted to the Amiga, using the Opus message and conferencing software. AmigaLink I and II are available 24 hours a day. AmigaLink I can be accessed at V21 (300bps), V22 (1200bps), V23 (1200/75bps) or V22bis (2400bps). AmigaLink II can be accessed at V21 (300bps), V22 (1200bps), and V23 (1200/75bps). Both bulletin boards use 8 data bits, 1 stop bit and no parity. Phone numbers for AmigaLink are:

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THE VIRUSES

A report on all the Amiga viruses by
DAKREN KING.

It seems that there is a lot of confusion about the viruses on the Amiga, how they operate and how to distinguish between each virus. In this article, I will present all the facts about each virus on the Amiga and the best way to get rid of them, as well as the best virus killer to do it.

This article was inspired from a "Letter to the editor" in last month's Workbench from a reader, John Nelson. I agree it is a good idea to inform others, and be informed about viruses on the Amiga. So let's get started.....

WHAT IS A VIRUS?

A virus on a computer is almost the same as a medical virus; they reside on a body until an unprotected body comes in contact with the infection. Likewise, the computer receives the virus from an infected disk, and spreads it to other unprotected disks when they are placed in the drive.

Viruses can only write themselves to disks if the disk is not write protected. Many people have been told and believe that a virus can still write itself onto a write protected disk. However, forget what you have heard. It is not true.

HOW VIRUSES EVOLVED, AND WHY

Viruses are not new. They first appeared on the IBM many years ago, and are the handy-work (?) of a hacker who wishes to gain publicity. But that is not all they gain, for these people also gain a bad reputation too. The original virus on the Amiga (SCA virus) was made by a Swiss hacking group.

They were finally sorted out by other hackers around the same area. The later viruses are of unknown origin. The programmer does not identify himself for this reason. But whatever the reason, a new virus is totally unnecessary and a pain in the A**E!!

DO YOU HAVE THE VIRUS?

Many people will be asking themselves one question- "Do I have the Virus?". The simple and true answer to this is "YES". You could probably have the virus even if all your software is original. The sad fact is that even the software companies have the virus, and if they are not aware of it, all of their originals that they sell will have it too. Believe it or not, I have seen it and it is true.

If you own a modem and download whole disks which have been WARPED (compressed), then you will not escape either. You see, WARPING a disk takes all the information, including the bootblock, and makes it into one large file. When the file is un-warped, the bootblock is also restored, and if it contains a Virus, then you will be infected. You have been warned.

If you have many disks which are copies of software, then you even stand a greater risk of having the Virus. As the copy is passed from person to person, it has the chance to pick up a virus. When it reaches you it may have the virus which was picked up as it was passed around. Similarly if you lend software to your friends, then it stands the chance to pick up a virus while they have possession of your disk. Don't think it does not happen, because it does.

As you can see, there are many ways of becoming a victim, all of which must be considered at all times.

A BRIEF HISTORY AND DESCRIPTION OF ALL THE VIRUSES

This section explains how each individual Virus spreads, how it affects your system, and a look at the bootblock of each virus.

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SCA VIRUS

This was the first Virus to appear on the Amiga in mid 1987. It was called the SCA VIRUS. You knew you had it when the message popped up saying "Something Wonderful Has Happened...." and so on. This virus was a random virus, which selectively wrote to bootblocks of disks. What I mean is that it was a random process, sometimes writing to the bootblock, sometimes not. But when it wrote itself, it would increment a counter, thereby keeping record of how many generations it had written.

This virus could also be detected if your Amiga would not reset when doing a Control-Amiga-Amiga. The computer will sit there flashing the power LED continuously and nothing else will happen. Every time this had happened to me and I checked the disk, it had the SCA virus.

If you take a look at the bootblock of a disk which is infected with the SCA virus, you would see the following information down near the end of the first block: "Something wonderful has happened....Your Amiga is ALIVE" and so on. If you find this text, then you certainly have the SCA virus.

BYTE-BANDIT VIRUS

This is the second virus on the Amiga. It first appeared in November-December 1987 and proved to be the most lethal virus ever seen on any computer. This virus never told you when it was around (by messages, that is). But you can detect it if you listen to your drive. If you place a normal, non-infected disk into the drive and note the grinding sounds of the stepper motor and the head during booting a disk, you would soon notice that any normal disk will have roughly the same rate of steps all the time when inserted. Now, if you place a Byte-Bandit infected disk into the drive, you will notice that the step rates are different. The first two grinds will be the same, then there will be a delay between the rest of the steps. This delay is quite noticeable and therefore this simple test is ideal for detecting Byte-Bandit viruses.

If you were to take a look at the bootblock of a Byte-Bandit infected disk, you would see the following on the top two lines: "Virus by Byte Bandit 1987 Number of copies". The "1987" part may be scrambled, but the virus is still active.

HCS 4220 ANTI VIRUS BOOTBLOCK

This virus appeared in about April 1988, and although it claims to be an anti-virus, it really isn't. Then why is this a virus? Well, it writes itself to

any non write protected disk, and therefore will still damage any original bootblocks. I classify it as a Virus for this reason even though it is a genuine virus-detector. Be warned!

This virus is detected EXACTLY like a Byte-Bandit virus, except for the text in the bootblock. Just listen to the drive again. Better still, when the virus is in memory, your power LED will flash in time with the stepping of the head in your drive. If this is happening to you then I suggest you get rid of the virus quickly!

The bootblock reveals the following on the first few lines: "H.C.S. 4220" Near the bottom of the bootblock is the following "WARNING - VIRUS DETECTED - HCS 4220" and so on.

BYTE WARRIOR (DASA) VIRUS

This is the latest virus to hit the Amiga, appearing around June-July 1988. This virus is now the most lethal, most hard to kill virus ever seen. This virus has no mercy - it writes itself to EVERY unprotected bootblock EVERY TIME. Where other viruses randomly wrote to bootblocks this one writes itself EVERY TIME.

There is no real way of detecting this virus by messages, drive noises, etc. The only way to detect it is by looking at the bootblock. Half way down the first block of the boot-block, you will see the following: "BA.XQ...DASA0.2<"

This is the only way to find it without the aid of a special virus checker. More on them checkers and killer programs later.

So there are the known viruses to date. Oh, yes. There was talk of a virus which killed the internal clock and put in some other time. But this virus is only a myth as far as I have been told. Does anyone else know?

HOW DO I GET RID OF THE VIRUS?

There are two ways of getting rid of any virus. The first, and slowest way is to use the CLI command INSTALL. The traditional procedure is to use a track/sector editor and look at the bootblock (block 0) on every disk in your collection. If you saw anything which matched up with the outlined explanations I mentioned before, you would put those disks in one pile and keep searching until you had finished all your disks. With that pile of infected disks, you would then use Workbench, enter CLI mode and do the following:

COPY C/INSTALL RAM:

CD RAM:

Then you would place each disk in the drive in turn, making sure that they are all write enabled, and type the following:

RAM:INSTALL DF0:

By doing this, you effectively write over the infected bootblock with a fresh, standard Amiga DOS bootblock. You would repeat the RAM:INSTALL DF0: procedure for each disk which is infected.

One point to note: You would have to turn your machine off and then on again before starting the INSTALLING procedure. This is because Virus may have found its way into memory, and instead of getting a fresh bootblock, you would end up with the Virus being written instead!

The INSTALL procedure is a pretty slow and boring process, with no guarantee that the disks which have been cleared will not get the Virus again.

Is there something better? Well, fortunately there is. These protection schemes are called Anti-Viruses, Bootblock Virus Protectors, Virus Killers and many other names. But they all do one thing: Seek out the virus and/or kill it on your request.

A BRIEF HISTORY ON THE VIRUS-KILLERS

Virus killers have been around for just over a year now. They eliminate the need to use a Track/Sector editor and the INSTALL command, as the Virus killer does this automatically. Virus killers do more than kill the Virus, as you will soon see.

SCA VIRUS KILLER (V1.0 V1.1)

The first killer to appear was the SCA Virus Killer, made by the same group which started it all in the first place. This killer ONLY detects the SCA Virus and kills it. This killer would also check for the Virus in memory, and also kill it. This virus protector wrote another program onto the bootblock which could not be written over by the SCA virus, effectively protecting the bootblock. This second program is harmless, and does not spread itself. Its demise was when the Byte-Bandit virus came along and ignored the bootblock anti-virus protector.

CONDOM

Condom was a small CLI command which could be put in your startup sequences so every time that

disk was booted, CONDOM would check for a virus in MEMORY ONLY. Therefore, it would kill a virus residing in memory, but you still had to search for the infected disk which has the virus on it to effectively get rid of it. CONDOM only worked with the SCA virus, and no other virus.

TRISTAR VIRUS KILLER (V1.1 V1.2)

The Tristar Virus Killer was made by another hacking group. This killer would check for both SCA and Byte-Bandit viruses and kill them. This program would allow you to view the bootblock too, therefore eliminating the need to use a track sector editor. This program would also write a protection program to the boot-block of the cleaned up disk.

There is one drawback with this protector (both versions). Although it would accept any disk to protect, it would lock-up (crash) if a disk had a bad checksum on block 880, or if it had problems validating the disk. The virus killer would still work (sort of). It would retain the information of the previous disk and work from that. Therefore, if the next disk had a virus on it and it was placed in the drive, the program would think that the new disk was OK, even though it wasn't. You have to be careful with this killer.

VIRUS X

Yet another small CLI protector like CONDOM. But this version would seek out Byte-Bandit and SCA viruses in memory and warn you about them. Not really classified a virus killer. [Ed's note - virusX is now up to version 2.10 and detects six viruses!]

GUARDIAN

A useful program to kill viruses. This was the first "real" killer which stayed in memory most of the time. Guardian would be placed in the memory near where the virus normally sits and would wait. However, if a large program which uses up a lot of memory was to be loaded, the Virus protector would be lost. Every disk you place in the drive would be checked. If it contained a normal bootblock you would be informed about it and you would proceed. If a non-standard bootblock was detected, you would be told that it was possibly a virus, and could take a look at the bootblock to find out. However, this program would detect ANY bootblock which was not a normal Amiga-Dos format. Therefore if you had some disks protected by other bootblock programs, it would keep coming up saying that you may have a virus. A real pain after a while.

ASS PROTECTOR V1.0 (BVP BOOTBLOCK VIRUS PROTECTOR)

This program was the fore-runner to the SYSTEM Z PROTECTOR V3.0 (explained shortly). It was the best virus protector I have ever seen (and used) for a long time. Not only did it stay in memory and check each disk which was inserted, it also was a "smart" protector. It was able to distinguish between a bootblock protector, a virus (Byte Bandit and SCA), or a normal Amiga Dos bootblock. Not only that, but this Virus protector also acted as a "Key". If there is already a Virus present in memory, then the disk which this protector was on will refuse to load-- such protection! And it did work every time. (I was glad, because it prevented many outbreaks). This Protector, when in memory, waits for a disk with Virus to be inserted. When that disk comes along, the program will flash a warning message that the disk has a virus. You must then put this disk aside and install it later with the protector. Then the protector will clear the Virus from memory. As said before, this protector only checks for SCA and Byte-Bandit Viruses, so what can be used for all the viruses? Well, the next protector does, and is currently the best protector available.

SYSTEM Z VIRUS PROTECTOR V3

This protector is the refinement of the ASS PROTECTOR, mentioned before. This protector works exactly the same way as the old one, but includes a few more options, including the ability to seek out the DASA Virus. It also includes the ability to destroy a virus on disk instantly when it is detected. The Protector can be removed from memory at any time by holding down the right mouse button [during warm reboot], and includes the "Key" function of not letting the disk with the protector on it be booted when a Virus is already in memory. This protector also flashes the screen with a multi-color display and plays a small tune every time the computer is reset. This indicates that the protector is still in memory (it will disappear when a large program is loaded).

The actual installer program of this protector is a full-blown virus checker. There are many options, including checking non-standard bootblocks, warning not to write to bootblocks in use, or if the bootblock has a virus already. A truly amazing program.

If the protector is installed on your frequently used disks, ie workbench disk, word processor, and utilities disk, then you will have adequate protection every time you use the computer. Eventually as Viruses are detected and killed, this program spreads as you install the protector onto

infected bootblocks.

V.I.P. (VIRUS INFECTION PROTECTION)

Discovery Software have been popular for programs like Marauder II copier, and Arkanoid. But they have been busy making the ultimate Virus checker around yet. This Virus protector DOES NOT become obsolete when a new virus appears, because you make the parameter for the virus checker! When a new virus comes along, you just tell the program to remember the new virus, and it is stored away in a database-like file. This way, you can keep up with all new viruses instantly! All viruses are compared each time a disk is checked, so there is no way a virus can slip through. However, when a disk is detected as having Virus, it is only given a normal bootblock, but no protectors written to the bootblock. Therefore, VIP is handy for eliminating all possible Viruses, but System Z V3 is great for protecting against outbreaks.

Also, if you have many programs which use the bootblock as its loader (like Barbarian, Terrorpods, Obliterator, etc) then you just store the bootblock to another database file which is created by VIP. If the original disk becomes infected and useless because the loader had been written over, you have an instant backup of the bootblock on the VIP database. This way you do not have to worry about trying to get another copy of the original.

A WORD OF WARNING

The HCS 4220 Virus is not eliminated by any bootblock virus protector, except VIP which is not a bootblock protector, anyway. Therefore, extreme caution must be exercised with the HCS Virus. But it is a dead give away when you have it because of the symptoms mentioned above.

No virus protector is completely failsafe. Similarly, no virus protector can be used on every disk. If the disk to be protected needs its bootblock as a dedicated loader (like Barbarian, Summer Olympiad, Obliterator, etc), then you can not write a protector to the bootblock. If you do this then you will effectively remove the loader, rendering the game useless. The same with a Virus. If a Virus finds its way onto one of these disks, then it will write over the loader too. the best thing to do is keep all these disks write protected at ALL times. You could also use VIP to back up these bootblocks, therefore giving you total protection in conjunction with System Z Virus Protector.

Good luck in your fight against the Virus! If you have any queries or suggestions to me, then leave me a message, to Darren King, on Amiga-Link

BBS (792-3918), or the new Amiga BBS called THE HOT LINE (547-5117), where I am the assistant Sysop. You can also download the SYSTEM Z VIRUS PROTECTOR (it is Public Domain) from either Amiga-Link or The Hot Line from the Utilities section.

I will also be reporting on any new viruses and virus protectors as they are released... Stay tuned.

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VIRUS UPDATE

A report on new Viruses and Virus killers BY DARREN KING

A few days after writing and sending in the article all about Amiga Viruses and Virus Killers, I came across a new Virus checker/killer. Called NoVirus, Version 1.31, written only in mid-October by two Queensland Amiga programmers. NoVirus checks for all the current Viruses, except for the HCS 4220 anti-virus (read article on Viruses for full information). The checker also searches for two Viruses I have never seen or heard of. They are the North Star and UF Viruses. Any person knowing anything about these Viruses should write a small article explaining their characteristics, for the sake of fellow readers.

NoVirus also has a handy bootblock utility built in. This utility writes a small program to the bootblock, where you can choose to turn off extra memory, or to turn off extra drives (or both). This utility writes either one of two utilities to the Boot Block of your disk. The utility to turn off the Memory can be written to disks with special BootBlocks, like Summer Olympiad, Barbarian, etc. The other utility can not, however.

The actual Virus checker waits for you to place a disk into any drive to be checked. The program automatically checks the disk when it is placed in the drive, and alerts you if it finds any of the Viruses which NoVirus knows about. When NoVirus finds a virus, it will alert you, then give you a look at the boot block to confirm that it actually is a Virus. Then you have the option to kill the Virus (just a straight Install), or ignore the Virus (!).

If you place a disk with a new virus, or the HCS 4420 virus into the drive, then the program will still recognize that the disk has a Virus on it. This is because all Viruses have one thing in common-- they all modify a pointer in your Amiga called the COOL CAPTURE VECTOR. Normally this Vector's pointer has a certain code. If this code is changed (ie, a Virus is present) then the program will recognize this and alert you. The program, in

fact, tells you to ring the programmer and alert him of the new Virus, or sent a small letter to him, with a copy of the Virus. This is practical, in my opinion, because this leads to better virus killers.

NoVirus shows certain statuses while you are checking your disks, like "MEMORY CLEAR OF VIRUS (Y/N)", "NUMBER OF VIRUSES DETECTED THIS SESSION", "TYPES OF VIRUSES KNOWN", "ERRORS DETECTED". All these status lines are handy and obviously have been chosen because they are important.

The only gripe I have with NoVirus us that it does not write a protected Boot Block, but just a standard Amiga-Dos block. But if you use System Z Virus Protector, then you have no worries about Viruses. I recommend NoVirus for eliminating any known Viruses and even any future Virus.

Any queries, suggestions (or gripes!) leave me a message on Amiga Link (792-3918) or The Hot Line Amiga BBS (547-5117) anytime!

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AMIGA PUBLIC DOMAIN SOFTWARE REVIEW

by Soh, Kam Hung
'Empire' by Chris Gray and Chris Thierman.
AmigaLibDisk #77.

'Empire' was a strategic and economic simulation that occupied my time for many weeks. Despite being the incomplete version of that game, it was complex and great fun! I had hoped to get the complete game on FFD #118 but the copy at the shop's was corrupted and I could not get to an AUG meeting before my examinations. Now that my vacation is here, I will try again.

It is not a game which the faint-hearted should start nor is it a game which would appeal to joystick jockeys because it can take months to complete and there are no graphics at all. However, all war-gamers and people who like play-by-mail should lap 'Empire' up.

OVERVIEW

The game takes place on the surface of a wrap-around world similar to a sphere. I say "similar" because the world is divided into squares and it takes a greater amount of 'movement points' to go diagonally but there are the same number of squares diagonally as there are vertically or horizontally. A 32 x 32 square world can handle up to four players while a 64 x 64 square world can have up to 8 players and in both versions, players' countries are started randomly on the map. We played using the smaller world to get the hang of the instruction parser and that still took a long time for us to expand until we had a common boundary, much less finish the game. The Amiga keyboard and a terminal or modem connected to the serial port are used to accept input though both cannot be used simultaneously. A printer is essential for keeping a copy of the copious reports that are generated as the game progresses.

Every day, each player is allotted a certain amount of time to input his moves and each country can only have up to 96 'Bureaucracy Time Units' (BTU) to carry out orders with. Many orders consume two BTUs, so the ruler of a country must take pains to plan his moves well and ensure that the more important orders are carried out. This time-BTU scheme stops players from hogging the game by not logging off and encourages rulers to run their governments effectively. To help reduce the management problem, 'Empire' has a command line parser which accepts the AND Boolean operator, relational operators '=', '>' and '<' and global operator '#?'. Any order using any of the operators consumes the same number of

BTUs as the order by itself. It also includes a way of creating supply pipelines of any element in the game which eliminates the logistic nightmare of supplying dozens of factories from many different locations. The system clock must be kept up to date because 'Empire' runs in real time and the output of each square is calculated in half-hour increments. At midnight, all players are given a fresh amount of log-in time.

THE UNIVERSE OF 'EMPIRE' - IN BRIEF

The world has three terrain types: mountains, sea and wilderness. Mountains require many movement points to enter, sea can only be crossed by ships or by building a bridge and wilderness can be turned in mines, factories, defence bases or urban areas. Initially, all players start with two squares called 'sanctuaries' which are impenetrable throughout the game.

You need a lot of money to pay for improvements in your empire and to build ships. Money can be earned by keeping gold in your banks or by contracting the production of your mines. If you are not careful, you might find yourself saddled with a huge deficit very quickly and this will limit how much you can build and expand. Unlike 'ore', 'gold' in a square will disappear when it is mined so it might be worthwhile mining for gold initially, dumping all your production into a bank and then changing the depleted gold mine into something else.

To build ships, airplanes, guns or ammunition, you must have ore and in the case of ships, money as well. Ships are useful for exploration because they can carry guns and ammunition and they can be used to land troops on hostile territory and provide fire support. However, ships cost a lot and can only carry a limited number of passengers. Airplanes can drop bombs but have a limited range and cannot carry passengers. You can also build fortresses to defend passes between mountains and radar stations to scan for enemy territory. The technology level of your country influences how far you can see with your radar and you can increase the speed of technology improvements by building 'technology bases'. Plague is one factor which has not been implemented in this version of 'Empire' so there is no need to build 'research bases'.

QUIRKS AND ANNOYING BEHAVIOUR

To quickly increase your population, you can establish urban centres which increase in population two times faster than normal areas but require ore for growth. According to the documentation, there should be an upper limit of

127 for the civilian population of any square but we have seen urban areas with populations of more than 1000!

If you do a global operation while building a pipeline, you must type in a destination for each sender, even if the square is not delivering anything or else the pipeline is not created when you finish. To get around this, just type in the same coordinates for both the sender and the destination.

CONCLUSION

'Empire' is a great game for anyone who thinks they can run a country. I find it as satisfying as any other arcade or adventure game I have played. My highest recommendation indeed!

=====

FAERY TAELS

by
Mark Kelly

After reading PLAMB's tips for surviving FAERY TALE I dusted off my copy that I had dumped into the "damned impossible" basket and fired it up in one more vain attempt to get seventeen steps out of Tambry without getting deaded. Much to my surprise I did survive and lived to tell the tale. In fact, I now have Julian up to over 1500 bravery points and I haven't had to use his brothers at all! Here are some tips for those who, like me, thought Tambry was as far as you could get.

- When you're inexperienced, fight in narrow spaces or with your back to a wall so you can't get surrounded.
- Talking to beggars and hairy old men might help.
- Charity builds kindness and kindness can help you.
- Some keeps and castles aren't too useful.
- Draw maps when in mazes.
- The Isle of Sorcery is a nice place to visit but of course you'll need a turtle's help.
- Don't panic if you're starving. You'll last a while.
- After each victory, SAVE THE GAME. If you get deaded, you resurrect your player and keep on making him stronger!
- Keep saying things to the lady on the Isle of Sorcery. She can make you very lucky.
- Taking a turtle is less tiresome than walking overland.
- Marheim's an interesting place to go. Try chatting to the old man in one of the huts. He can make you feel better.
- The right colour key is handy if you want to get in anywhere.
- Buy bird totems when you get some spare cash.

- Jewels brighten your day or turn up the brightness on your monitor!
 - Vials are good for your health.
 - Using a shell collection attracts turtles.
 - Rings give you a head start on nasty folk who are after you.
 - Skulls are good in dire emergencies!
 - Getting stoned speeds your walk.
 - Orbs can find hidden doors or walk slowly along a suspicious wall until it tells you it's locked.
 - You can find some take-away food in Malheim, but not much. I spend most of my time starving and returning to an inn after forays.
 - In a north west cave lives a dragon. Get past him and you might find a useful wand.
 - A ring might help you control mythical reptiles.
 - One can walk though fire-spitting beasties.
 - The keyboard can be a lot faster in an emergency. For example, you can use the mouse to move and T to TAKE. Changing weapons is far more efficient with the keyboard.
 - The Plain of Grief is not as empty as it looks.
 - Lava-filled doorways can be passed if you keep to the edges. How does one pass the blue barrier in the Citadel of Doom?
 - Grimwood is a nice place to have a healthy supply of totems.
 - Can anyone tell me if circles of stone are significant?
 - I prefer to use a sword unless I'm facing an archer.
 - Inns, the Isle of Sorcery and the old man at Marheim are worth regular visits when you're not feeling well.
 - Not all features of interest are marked on the sepia map.
 - Travel off the edge of the map and you'll reappear at the opposite edge: a quick around-the-world tour!
 - I haven't found cupboards too useful. Am I missing something?
 - I take short trips and always return to an inn at the end of a session.
- Hope you get past Tambry! Happy hacking!

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Deluxe PhotoLab - a review.

I believe that if you are going to buy a paint program for the Amiga then you can't go past Deluxe PhotoLab for value for money. This program combines many of the features of other programs that are available in one package and often does things better than the others.

The first thing about this package is that it is really three programs in one - a paint program called simply "paint", a picture manipulation program similar to butcher called colors and a program

called posters that I will describe later.

First of all "paint" - the first thing to note about this program is that it will use any of the paint modes available on the Amiga including Hold And Modify and Extra Half Bright and all of the features can be used in any mode (obviously some things will work better in one mode than another). Previously paint programs have been divided into those that use hold and modify (4096 colors at once) and those that use a maximum of 32 colors at once (maybe 64 with extra halfbright)

The second restriction that paint removes is size of picture. The size of the picture you can paint with is limited only by the size of your memory and that includes fast ram because paint will use fast ram to store parts of the picture that are not being viewed if chip ram is not available. You can have a number of pictures of different modes and cut and paste between them with automatic conversion and when you load a picture it will automatically be converted to the mode in which you are currently working. These features make it very easy to go from one mode to another and to convert pictures - it happens almost without you realising it.

The program starts up with a requester asking which mode you want to start in and then opens to a fairly standard paint screen with gadgets and palette along the top. I don't have space in this article to go into detail about each function of the program and if you have used any of the paint programs before then many of them will be familiar anyway - I believe that many of these functions are superior to their counterparts in other programs. I will attempt to describe some of the features which are outstanding.

One of the things I like about this program the most is its ability to go from one mode to another and to resize with as little distortion as possible. Especially with resizing whether from larger to smaller or smaller to larger there seems to be a lot less distortion and jagginess than with other programs.

The palette shown on the main screen is only colors that are in color registers but behind the screen is a full palette screen which has a display of all 4096 colours and enables you to pick them by clicking on a color, selecting RGB values or HSV values. Colors can be copied, a range of colours can be selected and a spread of colors can be made. This screen makes it very easy to mix and match colours until you have just what you want.

On the negative side the program does seem to take a long time to do some things (I think mostly

because it does them better) but if you start an operation then you can instantly stop it and get back to where you were by hitting the space bar. If you hit "r" the last thing you did will be repeated ie. if you filled a shape with one colour and then changed your mind you can undo, change the color and then press "r" and the object will be filled again.

There are many different painting modes for special effects and while most of these work better with hold and modify they all work with the other available modes.

My general impression of this program is that it has been carefully thought out, constructed and debugged and it really is nice to use. The documentation is good too.

The colors program is a picture manipulation type program which allows you to sort colors, decrease colors, chop bit planes, do color separations, resize pictures and a multitude of other things. It is not as fully featured as Butcher or Pixmate but does most things that you would want to do and does them well.

The last program on the disk is called posters and does just what the name implies - prints posters. However the thing about this program is that it allows you to take a picture in any resolution and blow it up to something as big as 10 foot by 10 foot using a humble dot matrix printer to print the picture in blocks. A friend of mine has used this program to print some quite large posters and the effect is quite good.

In conclusion I feel that this is an excellent package and if you are going to spend money on one paint program this is the one I would recommend.

Hugh Leslie.

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The Maestro 2400 ZXR - A modem review.

I have friends who have had modems ever since I have known them and they have continually bugged me to get one and I have resisted because of the cost of getting a reasonable one. However when the Maestro came on the market; an Australian product; at a very reasonable price for what you get, I went out and brought one.

I am a complete newcomer to the world of modems and bulletin boards but have found that it has been reasonably easy to get involved and it certainly makes you feel that you are much closer

to the 'cutting edge' of what is happening in the world of the Amiga.

The Maestro comes in a fairly cheap looking black plastic box and is complete with telephone cable, external power supply and serial cable. It has a power switch on the back and a number of leds on the front which give you information about the status of the modem and look really pretty in a dark room.

The back of the modem has a warning saying that warranty will be voided if the modem is opened but the documentation says don't send it back unless you have checked a fuse inside or you will be charged a service fee! Anyway on opening the box there is a single board which looks very professional and is fully socketed.

The modem is auto dial, auto answer and auto baud detect, and has full duplex 300/1200-75/1200/2400 modes. It uses the industry standard AT command set which is detailed in the manual and it is also possible to program new commands in FORTH (this is poorly explained in the manual and I think that you need to have the optional battery backed ram to be able to do it.)

In operation I have found that the modem has worked faultlessly for me apart from a few teething problems in getting comms programs to function with it properly. However looking up the manual always gave me an answer which I have used and the problem has been fixed. I have had no problem with line noise at 2400 baud (except the very occasional bad line) and I have accessed boards all over Melbourne. I have uploaded and downloaded with no problem - I am using Online v2.10 which seems the best of a bad bunch at the moment and I'm waiting to get a look at GPTerm which sounds quite good and is an Australian product.

All in all I have been very pleased with my purchase however one fault that it does have is a very loud speaker and no volume control. You can turn this off with an AT command but it is useful to hear if you have connected or not and my solution at present is to put a book over the speaker! When the warranty period is over I will install a volume control.

I brought the modem through a company called Computer Hardware Australia at 350 King Street, Melbourne and they were very helpful. The modem cost \$388.00 all up which is very good when you compare it with other modems with similar functions and although it may not be packaged quite as well as some of the others I believe it functions just as well... Hugh Leslie.

**ARC and ZOO
THE BASIS OF A BBS FILE SECTION.
by DARREN KING
Asst SYSOP "THE HOT LINE" AMIGA BBS**

Well, it is time for another handy collection of hints and tips from the keyboard of D.K.'s Amiga 1000! This time, it is a short (?) discussion of those handy PD utilities for your Amiga called ARC and ZOO. So wide spread these utilities are, they have become an essential part of any file contained on a Bulletin Board. Almost all files on a BBS are either Arc'ed or Zoo'ed - ALMOST!

Being Assistant SYSOP of a new AMIGA BBS and an old-hand at modems and BBS'S in general, I have uploaded and downloaded many files in my time.. So much so that I have recently upgraded to 2400 baud to aid this process, which can often be lengthy if the file happens to be several hundred kilobytes long!

But it is surprising the amount of files that the BBS receives which are not compressed in some way! It seems like on average every 3rd file we get is just left as it is. Upon inquiry to the people who upload the files why they are not compressed, their reply is that they don't know how to use Arc or Zoo!! Very surprising, but then again I suppose I neglect the fact that some people just DO NOT KNOW HOW TO USE THEM.

If you happen to be one who does not know how to use these utilities then here is your chance to learn.... SO KEEP READING!

WHY ARC OR ZOO A FILE?

SPACE AND TIME SAVING!! That is, the primary reason for doing it. Arc and Zoo automatically compresses your file so that it takes up less time transferring the file between computer and BBS. Not only that, but it takes up less space. When a BBS has hundreds of files on its hard disks, the SYSOP appreciates it a lot more if they are all compressed, as it means he can have more files available to you without the need for extra drive space (or the need for adding an extra hard disk).

Arcing and Zooing files (also called ARCHIVING) also means that they are of equal byte length. This is important when you are transferring files between computers via modem. You see, the X-modem protocol (which is the

traditional and oldest method of file transfer) sends and receives files at 128 byte intervals. One X-modem block is equal to 128 bytes of data. By archiving a file you add protection to the file you send. You see, X-modem ALWAYS SENDS ITS DATA IN 128 BYTE LENGTHS. Therefore, if your uncompressed file happens to be, lets say, 1320 bytes in length, X-modem will have to send 1408 bytes to complete the transfer. (1280 bytes is not enough, so it continues until greater or equal to the size of the file). So what happens to the extra 88 bytes? Well, it is normally sent as null characters (hex value 00), however very often it is not null characters and these extra characters are tacked onto the end of the file.

If the file is archived then the extra characters will not interfere with the program which has been sent. They will be stripped off the file when it is de-compressed and disregarded. However, if the file is not Archived then the sent file will retain these unwanted characters, often rendering the program useless. It is no problem if the file happens to be text only, because you just load up your favourite word processor and take off the unwanted garbage. But file stripping is a little harder. You need to know how big the file was before it was sent, then minus the amount of extra bytes. Example: 1408 - 1320 = 88. Then you would load up a file editor and strip these extra 88 bytes off the file. However, this is not always successful.

So you see, archiving a file is starting to look a better proposition.... BUT WAIT! THERE ARE EVEN MORE BENEFITS!

You can also send multiple files in ONLY ONE FILE! For example, say you have a collection of pictures you would like to upload. Instead of transferring them one at a time, you can transfer the lot all in one compressed file. This makes transfer time a lot quicker and easier. You can send files like ".info" files, "READ-ME" files, documentation, etc etc etc all in the one archive.

All the information is separately compressed, then stored all in one file. When you receive the archived file, you un-archive it and ARC or ZOO remember how big the individual files were, therefore un-compressing them to their original length without damage.

WHERE DO I GET ARC OR ZOO?

EASY! Grabbing your copy of ARC or ZOO is easy!. Don't have a copy? Well, just dial up one of

the Amiga BBS's around Melbourne and download it! One point to note: ZOO or ARC from a BBS will generally be archived, too. In that case you will need to download an un-arc'd ARC de-arc'er. (these are often available on all BBS's too). One of the better ones is PKAX. This will un-arc ARCD files, but NOT ZOO FILES.

Got it? Good! Now you should have a version of ARC or ZOO with you. If they are ARCD, then you will have to use PKAX to get them going! OK.. Type from the CLI prompt the following:

```
PKAX X ARC.ARC (OR ZOO.ARC)
```

You have just told PKAX to de-arc ARC (or ZOO). The program to un-arc MUST have the extension .ARC for PKAX to work. Type it all on the same line. After the program starts working, it should say it is extracting files as it goes. Once the CLI prompt comes back, you can do a directory of the disk. (By the way, it is best to do all the work on a copy of WORKBENCH, so that all files can be run.)

You should see in your directory of the disk ZOO or ARC, depending on whatever you extracted.

HOW DO I ARCHIVE AND DE-ARCHIVE FILES?

Now you have your working version of ARC or ZOO, you can start archiving files. You might be asking "what is the difference between ARC and ZOO?". Well, there is not much difference at all. They both do the same job, but are incompatible with each other. Therefore, you can't ARC a file and un-ZOO it. You have to UN-ZOO with ZOO and DE-ARC with ARC. There are a few minor differences, which I will explain as I go on.

You should now have your file you wish to archive. When you find the file, place it on your disk you have ARC or ZOO on, I.E: your copy of WORKBENCH.

ARCHIVING FILES WITH ARC

Now, to ARC (NOT ZOO) a file, you type the following from the CLI prompt:

```
ARC A ARCD.ARC PROGRAM1
PROGRAM2 PROGRAM3
```

Where "ARCD.ARC" is the name of your archived file (the output), and PROGRAM1

PROGRAM2 PROGRAM3 are the programs you wish to put into the archived output (can be as many files as you wish). The only limitation with the inputted files is that they CAN NOT be more than 11 characters in length, or else ARC will not accept them.

ARC will now compress each file individually and add them to the final output file (archived file).

The final archived file can now be uploaded to the BBS.

ARCHIVING FILES WITH ZOO

To ZOO (NOT ARC) a file, you type the following from the CLI prompt:

```
ZOO -ADD ZOOED.ZOO PROGRAM1
PROGRAM2 PROGRAM3
```

Where "ZOOED.ZOO" is the name of your archived file, and PROGRAM1 PROGRAM2 PROGRAM3 are the names of the programs you wish to archive (there can be as many as you wish). Unlike ARC, ZOO has no limitation on the length of the name on the inputted files.

ZOO will now go ahead and compress the inputted files individually and add them to the final, archived file. ZOO will also give you status on how much it has compressed each file as a percentage.

The final archived file can be uploaded to the BBS.

ONE POINT TO NOTE: Most BBS's won't accept files with larger names than 8 characters and three extensions. For example, a file called "BUGGYBOY.ARC" will be accepted by the BBS, whereas a file called "MYPROGRAM.ARC" will be rejected. This is why if you have seen your file you uploaded come up as "TMP.***" on either Amiga Link or The Hot Line, then you have named it with too many characters. Leave a note to the SYSOP, and he can fix the problem.

DE-ARCHIVING FILES WITH ARC

To de-arc a file, you first download the appropriate file. Once you have the complete file on disk, you type the following:

```
ARC X ARCD.ARC
```

[or PKAX X ARCD.ARC]
Where "ARCD.ARC" is the name of the archived file.

ARC will now go ahead and un-arc the files from the main archive. Arc will tell you which files it has extracted as it goes. When the CLI prompt has re-appeared, then you can go ahead and run the program, read the documentation or whatever else was contained in the archive. [note that pkax will only de-archive files, but is 2.7 times faster]

You can also list the files in the archive BEFORE you even start un-arc'ing it. Just type at the CLI prompt:

```
ARC L ARCD.ARC
[or PKAX V ARCD.ARC]
ARC will then list all the files contained in the archive.
```

DE-ARCHIVING FILES WITH ZOO

To un-zoo a file, you first grab the zood file. Once you have done that, you type the following:

```
ZOO -EXTRACT ZOOED.ZOO
Where "ZOOED.ZOO" is the name of the archived file.
```

Zoo will now go ahead and un-zoo the files from the main archived file. Zoo will tell you what files, and how many files it has extracted as it goes. When the CLI prompt has come back on the screen, you can now go ahead and run the file, read the documentation, etc.

Like ARC, you can list the files in the archive before you start un-zooing. Just type the following at the CLI prompt:

```
ZOO -LIST ZOOED.ZOO
```

ZOO will then list all the files contained in the archive, along with the byte count before compressing, after compressing, the percentage of compression, total average compression in percentage, total byte count before and after.

ALLS WELL THAT ENDS WELL!

Well, you should now be OK at ZOOing and ARCing files! There are certainly many more options than just Compressing, De-Compressing and Listing files. But that is not needed if you just want to transfer files. For more information on the

other commands, consult the documentation which comes with ARC and ZOO.

One more thing... I recommend using ZOO II. It has not been around for long, but is quick in compressing and decompressing files. Now an interesting point about ZOO: It adds a few Kbytes to the byte count. Therefore, the size of the file is a little larger than the listed total size. This is because ZOO adds padding to ensure that X-Modem does not garble any important information in the last few modem-blocks (which it has been prone to do).

By the way, The Hot Line BBS is doing well. At the time of writing this article (in Mid December) it is averaging 20% usage, compared to only a miniscule 2% at the start of the month (and the first publicity of the BBS).

Again, the number to call is (03) 547-5117, on either 2400/2400, 1200/1200 or 300/300, 8 data bits, 1 stop bit and no parity. It is operating 24 hours a day, 7 days a week. Any queries about this article (or just a chat) can be left to me on Amiga-Link, or The Hot-Line anytime!

Just address it to Darren King. See YOU at the next AUG!

DRIVE CLEANING - HOW TO DO A COMPLETE JOB

by DARREN KING
Asst SYSOP "THE HOT LINE" BBS

You may or may not know that cleaning your internal 3 1/2" disk drive with one of those "Floppy Clean" disks is only half the job. More often than not people think that it is fine to insert these cleaning disks in once every few months or so, clean the drive, then take it out and forget about it for until next time.. BUT WAIT! You have forgotten something just as important!

Grab one of your frequently used disks..... Any disk, but if you are a Workbench buff, then grab your Workbench disk. Got it? GOOD! Now turn it over and take a look at the centre metal hub. If you don't see anything unusual except that it is round and has two holes: a squarish one and a rectangular one, then tilt the disk so it catches the light. Notice a circular line situated about half way between the outer most part of the hub and the centre? It may just look like a different polish of the metal to you,

but last year I found out exactly what it was!

It was in September of last year right in the middle of sorting out a whole pile of Fish disks that I came across the most unusual thing. When I inserted my Workbench disk in to load up Directory Utility (that is where I keep it!), I noticed that the disk was slopping around in the drive. "Damn" I thought. "Another disk is about to get the dustbin treatment!" It surprised me even more that when I put another Fish disk in the drive, it too was making the same noise! But the disks still loaded, so I continued.

Not long after that, I started getting read/write errors on most disks as if they were damaged. But that couldn't be right! They were brand new disks!! Next I tried formatting a disk. It came up with errors from cylinder 68 onwards. I tried another and another... All with the same problem! I was starting to get a bit annoyed.

About this time I was starting to get visions of money just disappearing into the nearest Commodore Computer centre as they carry my computer off on a stretcher! Well, not really! But I was a bit worried.

Then I thought a bit and came up with the answer to my problem. It sounded like the disk was not engaging properly in the drive. So it was off with the covers, tin shields, etc, etc... All of which Commodore put on to deter all but the most determined people from getting into their much loved Amiga. Or was it put there to make it weigh a lot heavier to hide the fact that it would not feel close to \$2000 if they didn't? One point to note for all you 1000 owners. The next time you take off the top cover, read all the signatures and comments moulded into the inside of the cover. I don't know why Commodore didn't put them on the outside! It is a crime to hide them from view!

OK... Then I removed the drive, its shielding, supports, plugs and had the drive sitting there naked. Now it was time to put in a disk and see where the trouble was coming from. So I powered up the Amiga and listened. Yep, the noise was coming from the hub, just as I thought.. but where? Then it struck me.. The little spring loaded pin which engages the disk wasn't catching.. It was just sitting there letting the drive's hub do all the work. Now I had found the problem.... What next? Well that was simple. A cotton bud dipped in metho did the trick. Rubbing the bud over the little pin wiped away so much muck I could not believe

believe my eyes! On closer inspection, the muck turned out to be very small pieces of metal grit... You guessed it - straight off every disk's hub. A little more cleaning brought the spring-loaded pin back to life.

When a disk was now inserted there were no slopping noises, etc and the disks which once gave me read/write errors were now 100% OK. So it was back on with the covers and I have had no problems ever since. Considering I had owned the computer since August 1987, I wasn't surprised that this problem happened.

If you are still confused how it all happened, then I will tell you again. That shiny circular line on the back of a frequently used disk is actually where the spring-loaded pin skates around until it finds the rectangular hole on the hub of your disk. As it skates around, it is rubbing the metal on the disk, thus scraping off a few small bits of metal each time. These metal bits fall into the spot where the spring-loaded pin sits and clogs it up. The spring loaded pin does not function properly, thus your disk does not engage properly.

"But why only after about track 68 did I get troubles?" I hear you cry. Well, the disk is fine and can spin evenly because it has full contact with the drive's hub. After about track 68 it will start to be upset by the heads slightly lifting the disk. That is why most disks mainly fail on the higher tracks first. It is all in the drive, not your disk!

If you don't like the idea of taking your computer apart to do the job, then it *can* be done from the outside of your computer if YOU ARE VERY CAREFUL. The idea is to look into the drive from where you insert the disk and locate the hub. Now there should be a small round bump to one side of the hub. Locate it and CAREFULLY TOUCH IT WITH A SOFT OBJECT (your cotton bud, etc). If it can be pushed down and then return to its original position when you let go, then it is the right one. Now just dip your cotton bud in metho and clean it. You should see evidence of metal grit.. If not, then it is either clean or not the right object!

Do this procedure at least once a year, or about every six months.

OK! That is it.. Catch you next time.

Here are the answers to the December crossword, and a new crossword, once again courtesy of Alan Garner. Hopefully, he will be able to become a regular as there has been a good response to the first crossword.

S	T	A	R	T	U	P		B	A	R
E		Z		O		E	R	I	C	
Q		T	E	P	H	R	I	T	E	
U	S	E		A		I	B	M		E
E		C		Z	I	P		A		B
N	C		A			H	I	P	P	O
C	O	M	P	I	L	E	R		O	N
E	P		P		O	R		D	O	S
	P	A	L			A	L	E	R	T
M	E	T	E	R		L	A	M		A
A	R	P		J		S	C	O	U	R

1		2		3		4		5	6		7
				8							
9			10				11			12	
		13									
					14			15		16	
17			18					19			
		20			21						
22	23			24							25
						26			27		
28										29	
								30			

Across

- 1 Soap opera for your modem ?
- 5 I fool you for the image
- 8 Third item
- 9 He casts for good programs
- 11 I almost went ape over this language
- 13 What you are reading
- 14 Mainframe sort routine would produce ACEIMN
- 17 Small but powerful
- 19 Mars, the Boing ball, etc.
- 20 Are you going to guess this chemical symbol ?
- 21 Sorcerer manufacturers
- 22 Newt
- 26 Western Oman produces her
- 28 Into the fort ran the scientist to find his language
- 29 22/7
- 30 Number system for witches ?

Down

- 1 Programs not for bullies
- 2 Russian leader flipped over wine for this structure
- 3 Yours truly, or silver
- 4 C grid ?
- 5 Essential for graphics and marketing
- 6 Headgear
- 7 Negative
- 10 Pronoun
- 12 "Infamous psychedelic researcher of the 60's" - Amiga World
- 15 Poem in the measurement for this device
- 16 Note this clue well !
- 18 Greek letter
- 23 Half a circuit would be a failure
- 24 You would expect him to teach Amigans
- 25 Sounds like an operating system with no balls
- 26 Direction
- 27 Copy

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PUBLIC ANNOUNCEMENTS

There *will* be a January AUG meeting on the 15th. As always, see the back cover for details.

The first meeting of the Hardware Sig will be held at the January meeting. Topic of discussion will be the Lucas 68020/881 board.

AUG is proud to announce, by popular demand, the introduction of Amiga Link II, the BBS of the NWAUG branch of AUG. It is now online at 300, 1200 and 1200/75 Baud. Ph. 376-6385

The NWAUG (sig of AUG) holds meetings every 2nd Wednesday, commencing 7:30 pm in rooms 19 & 20, first floor of the Essendon Community Centre, cnr. Mt Alexander & Pascoe Vale rds. Moonee Ponds. Dates: 1/2/89, 15/2/89, 1/3/89.

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Scrambles

or

Is it Excellence!

by Con Kolivas

I mentioned in last month's newsletter that I would give a full review of Excellence!. Well, here it comes.

Excellence! is the latest program from the software crew known as Micro-Systems Software. Just

about everyone has probably heard of it and talk of it as the new standard in word processing. Well, I have used it extensively in preparing the last two (including this one) newsletters and know what it can and can't do.

Calling it Excellence! was not the most modest of things to do, but I'm sure they knew what they were after. They have tried to put in this package *every* feature available to all the most commonly used word processors. It comes with a rather well written manual explaining the basic features, but this is almost useless for this particular program. The whole program was written solely for the Amiga with the Amiga in mind. Every function is supported by a nice Intuition interface (lots of menu items folks).

Starting it up reveals that it detects a PAL environment and adjusts the screen & window size accordingly. The window covers the screen title bar but next to the click-to-front and click-to-back gadgets, there is a window resizer gadget which changes from full screen to just smaller than the window behind. The environment was designed for multi-tasking, and it is a cinch to open, shut, cut & paste between windows and kill different projects. The window has the standard resize gadget and sliding bar controls, and the writing is drawn on in graphics according to the font you are using. There is a simple ruler across the top which controls tabs, line spacing and shows you how far across the page you are in inches *or* centimeters.

The functions: It does everything! The screen *is* WYSIWYG. Unless you do something wrong (like having the page length and width wrong), the screen looks exactly like the printout (within hardware limitations). You can set the screen to be in 2 to 8 colours of your choice, interlace and whether you wish file icons and backup files to be created automatically. It has auto indexing, footnotes, table of contents generation, a glossary of user-defined macros ,spelling (90,000+ word dictionary) and thesaurus (70,000+) while you type or afterwards, in memory or off disk. The page previewer: not needed with WYSIWYG but does give you an idea of what the whole page will look like despite not being able to read the writing (obviously, given eyesight constraints and computer resolution limitations)

It *is* friendly to use. You can pop up with it and start typing no worries, no need to set up pages or anything. The menus are extremely useful and simplicity itself (eat your heart out Word-Defect).

When you finish it will check for simple grammatical errors and even offer changes then it will give you an overall view of your performance as a writer and compare it to a few well known (so they say) pieces of prose. You can change colour and fonts and every other style change with a simple menu click. You can go ^{UP} and down and Underline. Become **Bold** and *Italic* with ease. It offers fast key-strokes in place of the menu items too.

The juicy bits: It comes with 1.3 printer drivers, preferences and four choices of print output. Normal prints out in graphics: not very good with a standard dot matrix. Draft and NLQ in standard or Near-Letter-Quality if your printer offers these. Finally, it supports PostScript output with ease. You can change most printer options from within the program, change print density, print odd and even pages, from-to printouts and so on. It comes with four new fonts: pCourier, pHelvetica, πΣψμβολ (pSymbol), and pTimes. These are the four standard postscript fonts (as you might have guessed from the printout quality of these samples. You can easily change font size *with ease* and then put pictures into the document! Give it new fonts and it will use them too. Changing line width in terms of font point size is easy too. You can copy ruler settings to different parts of your document and even make sure paragraphs aren't cut half way through to start a new page. It also has the options to insert the current date December 29, 1988, time 12:22 AM, and page number 16. Plus, you can put in special characters which will put the time date and so on of when you print it out. It has undo/redo typing options, find/replace and the simplest of page setup windows which allows you to set things in centimeters or inches. It has a click to front, mouse disappearing cursor (as well as the text cursor obviously).

Problem time: It is SLOW! I type at sixty words per minute with a lousy accuracy, and find myself waiting for the cursor to appear so I know what I am deleting. This is the biggest problem. It also is memory hungry. My 1meg does not stretch very far with dictionaries in memory and so forth in eight colours! The only way to use proportional font spacing is through graphic or postscript output or your printer's font matching the system fonts (which they do with some standard fonts). It crashes sometimes with lots of little characters in amongst lots of big characters while trying to do a postscript output. It ain't exactly cheap, (but it ain't exactly weak). You cannot use the line

functions of postscript printers to outline your work or draw pretty circles or whatever. There are other problems but the slow one is really the worst problem.

Conclusions: I love it! There is no way I would swap it for any other word-processor yet. It is easy to get around any hitches you might come across, and is half way between a word-processor and a page-setter which is *exactly* what we needed to do the newsletter in it's present form. It is not as powerful as some page setters, but it does more than any word-processor. I would heartily recommend it, *with a warning* about the speed! I can't wait for an update, which I think will tackle the speed problem. Thank you for listening.

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Editor's Column

(written December 29, 1988)

Boy, has this newsletter been fun! Thanks to my brother, I had some access time to a PostScript laser printer (WOW!) Don't laugh, because it *is* a big deal. I hope you like the new look of the newsletter, it hasn't changed much, but the pictures on the cover are going to start looking about as good as this month's. Since I won't have this printer for next month (sigh) I will try as much as possible to preserve the present format with what other equipment I use. Also, I have printed as many pictures as I believed were worthy of front cover status. I will have to say where they came from though. This month's cover is from the Photon Paint art disk, and has been printed on a LaserWriter Plus using the shareware program Iff2ps, using 256 shades of gray (or a sample of them anyhow).

There has been a lot of confusion about articles and rewards this month (my fault, I did not make my position clear). So this month, I would like to change my position and make it even clearer. You can send in articles in any format you like (on AmigaLink I or II, disk, paper, match-boxes, dunny paper etc.) and if anything you send is published, you will receive a token in the mail for one free public domain disk *copy* per half page published regardless of whether that be pictures, diagrams or text. You can even send in IFF files, and I will print them for you if you wish that. I apologise that certain things didn't happen this month. Did you notice the circulation has increased? Anyhow, see you at the next meeting (there is a January meeting) and Happy New Year.

Here is a list of some new disks added to our PD library which didn't have catalogues describing the programs so all I could do was list the file names after sorting through the many files in the directories. Quote them as FAUG disks if you request them from the software library:

Disk of the Month #15

ClipIt
Play
SuperBreakOut
View
Instruments
Scores
Pix
dropcloth
EA-Fix
Mach
ScrunkWrap
Virus-Checker
WBDDepth

Disk of the Month #16

Graphics
diskx
icon2ptr
iconizer
screenx
taskx
WIZARD
xPopCLI

Disk of the Month #17

Graphics
BAD.DEMO
Browser
Database-Wizard
MR
Kwikdos
virusx
wiconify

Disk of the Month #18

Graphics
BIG
DFC
DoTil
FLIST
mash
NW
REZ
Startup
ConMan

Disk of the Month #19

Graphics
text
FORMULA!
LISTA
LUSCHER
MachII
pyro
SPTOY
test.rexx

FAUG #37: Basic Games

3DWorld demos
AMCAT
BEEHIVE 1
Pyramid Power
FAUGcat

MacView2
Pics
StarChart

FAUG #38 Shanghai

Shanghai
pics

FAUG #39

Blitz
FixHunk
Ingl
MS2SMUS
Sproing!
TV Text Demo

FAUG #41

RainBench
AmigaLogo
AmigArc
mCAD
Pics
Ping
RSLClock
UEDIT

FAUG #43 COS

Colorfonts
Comm
COS
DirUtil
DropShadow

FAUG #44 MaxiPlan+1.6 Demo

Insanity
MaxiPlan
Worksheets
XSpell

FAUG #45 Lam (Hack-like D&D game)

Lam
BardEdit
LMV
SF-demo

FAUG #46 Frame

SmurfAnimation
Pointer

FAUG #47

DirUtil
Empire
Funkey
Gemini
LPersistence
pics
TurboCopy

FAUG #48 Frames

apprenticelogo

FAUG #50

DirUtilityVI
pics
Rollback
Shortcut
Wlander

FAUG #51

Jobs
MandelVroom (Fast
Mandelbrots)+source
XLisp

FAUG #53 Ddemo1

Demo
fonts
ZOO

FAUG #54

Zeus Animation

FAUG #55

playriff
Sachiko.PlayRif pics

FAUG #56

Berserk demo
pics

FAUG #57

Access!
ConMan
Gazer
pics
Selock
TicTacToe

FAUG #58

BoingMachine
HBHill.anim
MountainKing
WaveBench
wiredemo
xicon
AMOEBA

FAUG #59

sBird
xicon
films (incl. RGB demo)

FAUG #60

kahnankas
MarketRoid
MarketRoid.Source
Movie!

FAUG #61 DemoReel

DemoReel1
titles
onemegtest
SlisH
a
credits
ma
pa
z

FAUG #65

BattleMech
Asteriods
Click
Images
Mechs
PCalc

Snds

FAUG #67

DiskX2
Ferrari
Handshake
Pack-It

FAUG #69

Galileo_Demo
Browser

MemoPad
TFC

FAUG #70

CityDesk
CoPilot

Public Domain Software Order Form

Mail to: Amiga Users Group, PO Box 48, Boronia, 3155, Victoria

Disk Numbers:

Don't forget to specify collection name, ie Fish, Amigan, Amicus, etc

Disks supplied by Amiga Users Group @ \$8 each \$

Disks supplied by member @ \$2 each \$

Club Use Only: Total \$

Member's Name: Membership #:

Address:

Postcode:

Newsletter Back Issue Order Form

Mail to: Amiga Users Group, PO Box 48, Boronia, 3155, Victoria

Issue Numbers:

Be patient, we may have to reprint some issues to fill your request

Number of issues ordered @ \$2 each \$

Club Use Only: Total \$

Member's Name: Membership #:

Address:

Postcode:

Application for Membership of The Amiga Users Group Inc

Membership is \$25 per year. Send your cheque to: Amiga Users Group Inc, PO Box 48, Boronia, 3155

Surname: _____ Details on this side are optional

First Name: _____ Year of birth: _____ Which model Amiga: _____

Address: _____ Occupation: _____

Postcode: _____ Interests: _____

Phone Number: _____ STD Code: _____

Where did you hear about AUG: _____

Dealer's Name: _____

Dealer's Address: _____

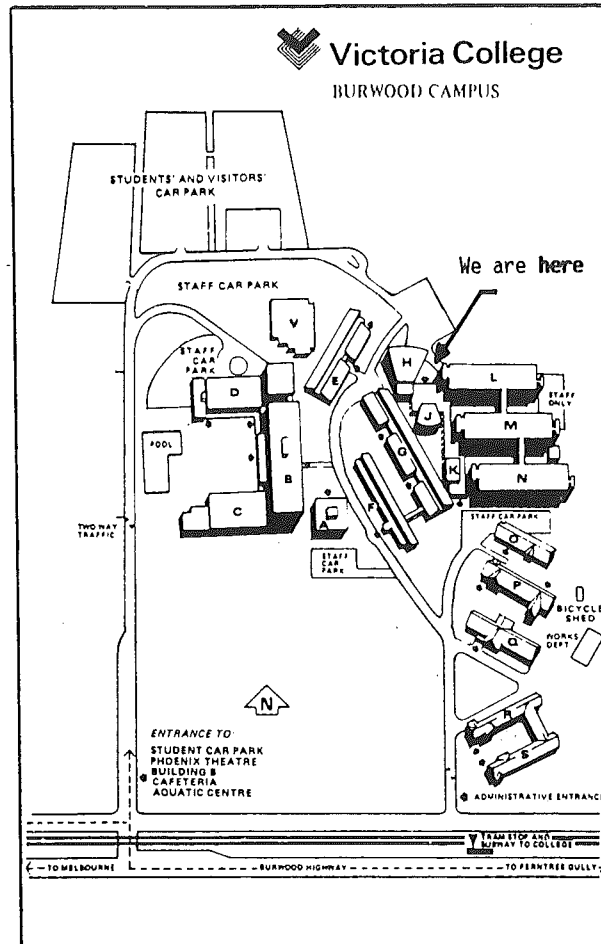
Signed: _____ Date: _____

If admitted as a member, I agree to abide by the rules of the Association for the time being in force.

Club Use Only	Date	Paid	Rcpt #	Memb #	Card Sent
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January 1989 Amiga Workbench

AUG meets on the third Sunday of each month



Where is Victoria College, Burwood Campus?

People often have difficulty locating our meeting place the first few times. Victoria College is on the North side of Burwood Highway, Burwood, just East of Elgar road. Coming from the City along Burwood Highway, turn left at the first set of traffic lights after Elgar road. Follow the road around past the football oval, over three or four traffic bumps to the car parking areas near the netball courts. Further up the road, to the left, you'll find Lecture Theatres 1 and 2.

If you have a Melways, try Map 61 reference B5.