

AMIGA

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WORKBENCH

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Next AUG Meeting

Sunday, July 15th at 2pm

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

AUG meetings are held at Victoria College Burwood Campus

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. **We DO NOT condone software piracy.** We can be reached via an answering machine at:

- 563 9293 -

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, July 15th at 2pm

**** AGM Sunday, August 19th at 2pm AGM ****

Sunday, September 16th at 2pm

Production Credits

This month's newsletter was edited by Con Kolivas. Equipment and software used was: Amiga 500 with SIN500-2 memory board, Professional Page, Transcript, PLXmate, DigiView 4.0, Apple Laserwriter and HP Laserjet

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Contributions

Articles, papers, letters, drawings, cartoons and comments are actively sought for publication in Amiga Workbench. All contributions submitted for the purpose of publication that are printed in the newsletter are rewarded on the basis of one free public domain disk copy per column or half page printed with a minimum of one free copy. Contributions may be sent in on disk, paper or uploaded to Amiga Link or Amiga Link II in the area set aside for this purpose. Please send your contributions in text-only, non-formatted if they are on file and remember to include your address for return of disks and tokens for PD disks. **Absolute** deadline for articles is 23 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 \$25. 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 or money order for \$25 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 \$6 each including postage on AUG supplied disks, or \$2 each on your own disks. The group currently holds over 300 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.

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 Workbench

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.

Amiga Link I & II - Our Bulletin Board Systems

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 & II 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 a world-wide network of bulletin boards, and we participate in 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 I (792-3918) is OzNet node number 8:830/324 and AmigaLink II (376-6385) is OzNet node number 1305/998

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About the front Cover by Con Kolivas

If you haven't noticed (which is virtually impossible) that this issue of the Workbench newsletter of the Amiga Users Group is the fiftieth edition, then you would also not know that we do not regularly have a colour front cover. Actually, because this is the fiftieth edition, I decided, along with the support of the committee, that because it was a celebratory edition, then perhaps we should celebrate it in some special way. So the idea for a competition for a front colour cover picture was dreamed up. Entries came in at a slow rate to begin with and for a while it looked like that was all that was going to be available. But obviously, the longer I waited, the better were the entries that were coming in because people had more time to spend on the pictures they were creating. Finally, in only the last few days of the competition, came this entry - Fractal Dawn, by Eric Salter. All the entries were of a very high standard, and it was, as you might imagine, rather difficult to choose a winner. But it was the sheer power of the image that attracted my attention, and it was blatantly obvious that a great deal of time and effort, (and I believe totally Amiga oriented) computer graphics had gone into this image.

Unfortunately, the image as it was, however stunning it may have been, was not quite the sort of image that when printed comes out well. In fact, had I printed it the original image, the final product would have been too dark and if anything, a real let-down. But having some experience with laser printing over the past 18 months with the newsletter, I was not going to let this put me down. So I booted up old reliable DigiView version 4.0 and started playing. After boosting the brightness 10 points, the saturation 10 points and the contrast 5, the image looked just right for printing... and hence we have the final product you can see on the front cover. I wish I could tell you more about what actually went into creating the image, but you need to hear from Eric on that matter. Now it is only a sheer coincidence that next month we will be having a guest editor for the newsletter and, you guessed it, Eric will be that person. So if he wishes to reveal all next month, you will find out just what went into that picture.

Con Man 1.4 (ed.)

One way of sending Amiga Pictures to a Macintosh

(incorporating a review of 'MacView')

Why the hell would anyone want to do that? A couple of reasons, really... after all the clip art i've lifted from Macintosh public domain picture collections, i feel that i should reciprocate... show 'em how it should be done. (And when it comes to putting dots on to a bitmap, i'll take DeluxePaint III over SuperPaint (or, god forbid, MacPaint) any ole day. Any way, enough Mac bashing... another reason is, i must admit that the Macintosh has really got it together when it comes to talking to their laserprinters. I mean, they give away a LAN package with each Mac (i'm talking about 'AppleTalk'... no, stop laughing, really...)

Still, if you're going to transfer Amiga Pictures to a Macintosh,

be prepared for a few limitations... for one thing, colour (or the complete and utter lack of it). Unless you're sending it to a Mac II (and nobody can afford them anyway), you're going to have to reduce your picture to one bitplane. Two colours (or shades, if you want to get pedantic). A nice program to handle this conversion is MacView v1.2, by Scott P. Evernden of 9 Courtland Street, Holliston, Massachusetts 01746 (available on AmigaLink). This program can read in an IFF ILBM and render it in two colours, dithering as it goes (that is, it replaces dark pixels with lots of dots, and light pixels with less dots). You can then save this as a MacPaint picture, or as an IFF ILBM, which is handy for producing clip art (and if anyone is wondering exactly what 'Clip Art' is, it's pictures that aren't very complex, and can easily be clipped out and pasted elsewhere without having to smooth over contrasting shades of colour around the edges)

Well, getting it into MacPaint format is only half the battle... getting it onto a Macintosh takes a bit of doing... it helps if you actually have a Macintosh sitting on the desk within null-modem-cable reach of your Amiga. Alternatively, you could use a Mac comms program to upload them to our BBSes, and then download them onto your Amiga (although i'm reasonably sure that our SysOps won't appreciate the boards being used as a dumping ground for megabytes of Mac Clip Art. Or would they?) And once you've got them onto the Macintosh, getting the Mac to see them as pictures is another half of a battle (that's probably three halves, but as Russell Stewart often says, 'It wouldn't happen on a real computer.' Okay, really, enough Mac bashing.)

Still, once you've got them onto the Mac, you can clear up any transit damage and print them - and they look good compared to similar stuff from a Macintosh (although they look pretty weak compared to Amiga pictures done with IFF2PS).


Any queries about the above, write them on a brick, and throw it at me at the next AUG meeting.


from the flagstones,
st. nikolai

Kitsune Kishimo-Myu
demonstrates the Ancient Japanese
Art of Umiko-no-Gomi:

Making Sure
the Ram Chips
are Seated.

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11.6.90

PACKING MYSELF

by Mark Kelly, Swan Hill

Until I get myself a hard disk (or an Amiga 3000, whichever comes first) I am especially conscious of bulky programs that clog up archive disks and hardly ever get used. It's a wicked waste of magnetic real estate. Similarly, since I joined the legions of modem-maniacs, I have a vested interest in keeping file sizes small so they transmit more quickly (and keep my STD phone bills down.)

Enter file packers. There are several types available in the public domain and many of them have their good and bad features. To me, ease of use is important (I get sick of remembering or looking up command syntax and flag options) and, of course, the compression ratio is important. Compression time is another factor, but a less vital one.

In a mood of scientific zeal, I pulled out the most commonly used archivers that I had in my Fish Box. I then piled a few various programs and documents into my VD0:C directory and set each archiving program loose to see how small they could crunch the directory's contents. There were 27 files in it (all sorts of sizes) totalling 179449 bytes. The results were as follows:

NAME	SIZE	%GAIN	TIME	SUFFIX
====	====	=====	====	=====
LHARC 1.1	101923	43	3:42	.LZH
LHARCA 0.99a	101850	43	2:39	.LZH
PKAZIP 1.01	107864	40	2:26	.ZIP
ZOO 2.0	128118	29	0:52	.ZOO
ARC 5.1	138621	23	2:58	.ARC
PAK	156672	13	0:49	.PAK

Notes...

PAK does not support wildcards so I used the public domain FOR command (same as the equivalent MS-DOS command) to add each file to the archive with... FOR vd0:c/* DO pak vd0:cc.pak %% (Get FOR from ARPTOOLS on Fish Disk 284.) PAK is different to the other archivers because typing the resultant archive file's name (e.g. "CC.PAK") will automatically unpack the archive for you! A nifty feature!

LHARC is command-line driven (like old ARC and ZOO) and offers the best compression but the Intuition-based (point and click) LHARCAUTO uses the same algorithms and makes packing and unpacking much easier.

PKAZIP has a beautiful user interface (it should get a designer award) but its beauty is complemented by brawn. It was right up there with LHARC for compression ability and it's even easier to use than LHARCAUTO.

ZOO is fast but its compression ability is indifferent.

Poor ARC seems to be heading for retirement. It served us well.

For single-file compression and automatic decompression, use POWERPACKER 2.3b which gives you breathing space on a chock-a-block system disk. It's slow to pack but its auto-unpacking is quick and jolly convenient.

Next month I may review my 127 text editors or 32 mouse utilities... groan! Happy hacking!

Programmers and DNA - Electronic Viruses

Viruses are tiny organisms that inhabit other larger organisms, replicating themselves, and generally try to do a lot of damage to their hosts along the way. They move from host to host, spreading throughout the community; Through the air, the water, in food, on contact surfaces, the virus is a creative innovator in transportation.

Viruses are not only limited to living things, they now inhabit computers also. Moving from computer to computer, they replicate themselves, sometimes mutating, and often do quite a lot of damage, if they get the chance.

Some are transmitted by the sharing of disks, others infect particular programs. Some can even move from one computer to another by travelling down the phone lines.

Just as the effects of organic viruses are wide and varied, so too are their electronic counterparts. Some simply display benign propaganda and amusing messages (eg "Your computer is alive!" and "Legalize Marijuana"), while others destroy data, by trashing disks and corrupting files. Many of these viruses were written simply as a joke (there is one that makes the screen go upside down), but the others are much more serious. It is not extremely funny when a virus wipes out all your english essays, or a company database!

People can be immunized against viruses, and so can computers. These "virus killers" check disks and files for suspicious looking code, and alert the user before the virus has even had a chance to infect the computer. Some watch memory, and as soon as something weird happens, it clobbers the program that did it, and tells the user about it.

Many viruses lie dormant a long time before showing themselves. This gives them a better chance of infecting a lot of computers before being discovered. Some wait for a particular date; Friday the 13th is a particularly notorious one. In the weeks leading up to the last Friday the 13th, all the computer media was expressing "great concern" at the damage an alleged virus would cause on the fateful day. No virus went off, this time. Other viruses wait until they have made 10 copies of itself before going off, or wait until they get access to some mass storage they can wipe out. There are bound to be a few viruses around that don't do anything nasty at all, and therefore won't be discovered.

Once a virus has worked its way into your disk collection, it is quite tedious to check every disk, and you are bound to miss at least one, and so a strain of virus may never seem to die out.

Viruses and the people that write them are considered to be the

scum of the earth, but many groups of people are capitalizing on the wars going on inside our computers; some people have written viruses just so they could make money by selling a special virus killer for it! One particular virus I have (I keep them in a glass jar) will lock up the machine after about 5 minutes of being on. However, if you press a special sequence of keys, the computer will spring back to life, as if nothing had happened. This is presumably a safeguard the author put in, just in case he infected himself!

The most common way for disks to be shared is in the illegal copying of software, piracy. If you copy a disk with a virus on it, the virus gets copied too. Since piracy causes major losses for the software companies and computer manufacturers, when viruses first became widespread, these companies told their customers things like "If you get a virus it will wreck your computer," which is just totally false. There is no way a virus can harm a computer. Sure it can destroy the data on a disk, or give you a huge phone bill (if you have a modem connected to the computer), but it cannot harm the actual computer. (Well there is one type of mainframe that bursts into flames if you execute a special instruction, but these are rare).

There have been many cases of unopened software in shops already having viruses on them! (Thus exposing the practise of vendors trying software, and then repackaging it with the shrink-wrap machine in the back room.)

The parallels between the "real world", and the world inside the computer are strong; Viruses and Virus killers fight themselves and their enemies, in a cold, dark and abstract war. Hidden from the eyes of humans, they battle for survival, strike against ice, and the programmers are their DNA.

end

Magellan (Expert System Software) V1.1

by Rudy Kohut

Being slightly acquainted with the term "artificial intelligence" and having heard of "expert systems" through my work, I have had a distant interest in both subjects as they might apply to my field of work. So when Emerald Intelligence brought out Magellan for the Amiga I was intrigued and eager to assess the merits of this software.

When Emerald decided to offer "interested" parties a pre-Christmas special, I finally managed to put the offering on my Christmas wish list and waited for Santa to arrive.

After trying out the software, I have written two letters to Emerald in the USA with my impressions. Here are edited versions of the letters I sent:

LETTER ONE:

"The first impression I have of your software is very poor.

(1) Following your "instructions" (I always try to read the manuals first!), I booted the machine with the program disk,

double-clicked on the Magellan program icon, waited, and was presented with a "Magellan Dialog" Window which said "Unknown command Say". Then nothing. It was only by "peeking" behind the workbench window that I saw the "file requester" window used to select a knowledgebase. If I had been an inexperienced user, I would have figured the program was faulty and sent it back!

A little investigation using the CLI indicated that the Say command was missing - in fact, the entire "utilities" directory where Say resides was missing! Then I noticed that you were using the 1.2 version of Workbenchtm despite the fact that v1.3 has been available for a year now. To top it off, the s/startup-sequence file had omitted the crucial "Path" assignments needed by workbench to operate effectively. I have replaced most of the commands with v1.3 equivalents, added the utilities directory and amended the startup-sequence.

Unfortunately, the "Magellan Dialog" window still reports "unknown command say", and the "Display - to Voice" option submenu is not active for any knowledgebase. I have tried putting the "say" command in different directories, including the parent directory, with no effect. Could you please indicate why this is occurring?

(2) Nowhere in your documentation does it mention that you need the proper printer-driver in the devs/printers directory, or how it might be obtained. Yes, one could rely on people knowing what to do - but most users are just that, and want a disk of software that works from the start. You assume too much.

(3) I tried out the "Magellan-Startup" knowledgebase (as per your instructions). The text display windows I found have a problem. For example, whenever the text file "memory.txt" was shown, the window slider gadget indicated that there was a lot more text to see, when in fact it was all shown in one paragraph at the top of the window. Being curious, I clicked on the slider and had the pleasure of watching the disk drive go round and round forever, with no way out except to reboot! I tried the same thing again with the disk in another drive - same problem. I have become wary of clicking in your sliders now and will only do it when I see that text is off the page. This appears to be a fault of your software for displaying text files, as I have checked the text files using other text readers/editors, and they display with no problems. I also note that your text display window causes the text to split words in the weirdest places! I would recommend you use a better system in your next update!

(4) I have also had the wonderful experience of asking "Why" during the running of your example knowledgebases and seeing no effect - only to find an empty "Why" window tucked away behind all the other windows. This happened more than once - so tell me "Why" does the window open, say nothing and keep itself hidden?

(5) Adding to my list, can I also complain to you about the windows that open with no "close" button and which block underlying windows? The first time I tried to construct the example 'diagnostic' knowledgebase (as per your instructions), I had this happen. The window that opened was a "Conclusions" window. And desperate to get out of it I tried various menu options with no obvious success. Then I managed to get behind

the window to the data entry window and by using "quit" the two windows disappeared! I was then presented with every menu choice I had tried - which indicates that your program is still "Menu active" when it shouldn't be. What a mess! This was, to say the least, very disheartening at my first attempt to develop a knowledgebase following your instructions. This effect has occurred at other times, usually where a rule does not indicate follow-on action.

(6) Before I forget, please tell me why I can't get the "copy" function to work as per the instructions on page 50 of your manual. When I do as stated I get - nothing!

(7) About your attempt to improve the user interface - I applaud most of your efforts, but there are still some "curious" features:

(a) The very first words one sees upon opening the knowledgebase is "Knowledge Structure Initialization". Then there is a period of several seconds when nothing appears to be happening. The first time this happened, I thought the disk was faulty! Please could you include some sort of visual clue about the system's activity eg. a "% completion" output?

(b) In your "Edit Rule" mode, once a change has been made to a rule and the "Save" button is clicked, one is presented with a silly requester which tells you what you already know ie. that a new rule has been created (well, a modified one anyway!), and gives one the choice of "YES" or "YES". Big deal! I call this a real nuisance. If the choice was "CONFIRM" or "ABORT", I could see some logic behind it.

(c) In general, you have managed to overlook the user's use of the mouse in responding to the "data input" questions. Your "YES"- "NO" buttons are as far away as possible from the other buttons required to be clicked in each window. Same goes for other "Legal value" type buttons, especially if there are only one or two. While I appreciate the exercise, moving the mouse all over the mouse mat to make simple choices is very frustrating!

(d) There is a problem in the layout of windows that require a user to enter text or values. The "question" being asked often overlaps the line just above the button entry line in the middle of the window, especially if the question is a long one. The cursor also does not position itself in the "data entry" box but stays above it until the box is clicked in or a legal value button is clicked. I find this display very messy. As it is a crucial one, please try to sort out the xy co-ordinates a bit better!

(8) Lastly, may I also bend your ear about the manual? For the most part it is relatively clear. However, the new addendum for v1.1 does not relate very well to the old manual - a simple page cross referencing system would have been in order. Also, your manual needs to be edited for grammar! I defy you to say that the paragraph in the middle of page 100 is correct!"

LETTER TWO:

"This is my second letter to you on the subject of this program. Although I haven't received a reply to my first letter, I am sure it will arrive in due course, and I am not waiting to provide you with further comments. All I can say is that you have openly re-

quested user comments, so here goes.

In addition to my earlier comments, I want to bring to your attention some "bugs" in your program:

(1) The first "bug" is in the rule editor. I created five new rules numbered 1,10,11,20,21. I then saw that I had made an error in rule 10, so I selected the editor, typed 10 in the rule number box, chose "Find", and edited rule 10. I then clicked on "Save", and got that stupid requester which says that I have created a rule "yes""yes"! So I chose "yes", and found that I now had two rules numbered 10, and rule 1 had been deleted!!! Try again I thought. Into the create rule area, recreate rule 1, exit and into the editor again. Repeated above steps, after having first deleted one of the rule 10's - same effect. I don't know if the same bug would exist if I had a rule 2 and edited rule 20, and I don't want to try! I'll leave it to you to fix, thank you.

(2) The second "bug" is also in the rule editor. Whenever I edit a rule and then click on "save", the editor duplicates the rule, as I mentioned above. However, when I try to delete the old version of the rule, the editor deletes the new version! An edited rule should not be treated by the software as a new rule.

(3) The third "bug" concerns the "Dialog" window. Someone must have a sense of humour, else why would the dialog window open on the workbench and stay there despite Magellan opening up a new screen? Thus all those lovely messages to the user are hidden. I have tried opening Magellan from the CLI using the "-w" option with mixed results. It does not work when tried from the startup-sequence! It also has the problem of using the CLI for the "dialog" - but again the CLI window is usually hidden behind the Magellan control window. Even when visible, the dialog window would be behind other windows eg. the rule build window, which uses most of the screen and is to the front when in use.

(4) A forth "bug" is a minor one. Whenever I develop a rule which the program thinks is recursive, a requester appears asking if I want more information about recursive rules. If I click "yes", the disk drive gets active, the requester disappears and nothing happens! Remember, I can't see if anything gets displayed on the Dialog window! Something should get displayed which states that the rule proposed is recursive and will not be accepted, as that is what happens.

(5) The program has also a frustrating problem of not liking a change of data disks. When I tried to swap disks to get at another Kbase, the system kept requesting the first disk ("Kbases") over and over again! Why should the user be limited to one data disk? I found if I clicked "cancel" enough times the swap would ultimately be accepted, but what a bother!

(6) The result of going back and forth into the editor brought quickly to my attention a very serious bug in your software. That is, your program chews up memory like there is no tomorrow, and won't give it back! Here are the memory counts for one session with a Kbase of 47 rules:

CHIP FAST

385 939After opening Magellan Disk on workbench

AT LAST!

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INTERMEDIATE - Tips & Tricks with workbench, a thorough yet simple introduction to the CLI, a detailed look at files on the workbench disk and why things are stored where they are, using a Text Editor, creating Script files, customising the Startup-Sequence, using modems & more!

ADVANCED - A detailed look at the Shell, Aliases, DOS File Flags and what they mean, advanced CLI tricks and Shell script files, mountlists and devices, autobooting from RAM and a look at the many new features of 1.3!

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280 601After Magellan program loads
 300 399After loading my Kbase
 300 388After adding 7 new goals
 300 340*** After saving Kbase to disk ***
 300 307*** After using "Attempt" ***
 264 284*** After entering rule editor ***
 264 274*** After choosing "find" once ***
 300 276After exiting rule editor with no saves
 385 569After quitting program with no saves

In all my computing career, I have never seen a program hog so much memory and not release it. I have never seen a program use memory just to save to disk, and then not release it! Your program works against interactive development/editing of a knowledgebase, because all one has to do is edit or save a few times and all the ram is gone! I think your programmers should be aware of the AllocMem() and FreeMem() functions and use them properly. This is really a disgrace. And I used to complain about programs not releasing 2 or 3 kbytes - and your program chews up hundreds of thousands of bytes!!

I'm sorry if this sounds so negative but I am just so disappointed after seeing the potential in your design. As I wrote in my last letter, you must spend more time thinking about the end-user, and how your program is packaged, uses the resources of

the Amiga, and is intuitive to use. You may have the best "inference engine" in town but if people can't get to use it properly, then what use is it?

On a slightly less negative note, I have found that your inference engine does not cater for rules which allow for branching depending on the value returned - the "if...then...else" type. For example, I have tried two separate rules which say, in effect, "if A=B then C" and "if A<>B then D". The program ignores both rules and all rules conditional on them! I am still trying to find a way around this limitation but it is hard for a new user. Any suggestions?"

If there are any Amiga User Club members who also have Magellan, I would like to get in touch with you to trade secrets. Despite the rough "review" offered above, I still think this program has tremendous possibilities. My phone number is listed at the back of the Workbench. I would like to hear directly from anyone using the software or to read the experience of others in this newsletter.

A few tips for DeluxePaint

By Alexander McCooke.

The following information has been tested with DeluxePaint II, version 2.0, and DeluxePaint III, 3.21.

* The following is a method of getting back a picture should DPaint crash (and not take the whole system with it). It will work with both DeluxePaint II, and III, but you must have a copy of DeluxePaint II to use it.

If one attempts to load more than one copy of DeluxePaint II, or a copy of DeluxePaint II after loading DeluxePaint III, both will pop up with the same screen (although DPaint II will only display the first 200/400 lines of a PAL or Overscan DPaint III picture). Making changes to the picture in one will cause the same changes in the other. The two pictures can however have different colour palettes. If more than one copy of DPaint III is open, then DPaint II will display the same picture as the FIRST copy of DPaint III opened.

If DPaint crashes, and Workbench or a CLI and sufficient memory for a second DPaint is available the following will hopefully work.

- When (if) the "Software Error. Select CANCEL to reset debug." requester appears GOMF users may like to select CANCEL and WHAP the first DPaint screen if they are short of RAM. If not, it is probably safer to leave it alone.

- Start DPaint II. It should pop up with the same picture as you were working on before the crash. Save this immediately!

- If the picture did not have a standard palette then you could try to copy this back, either by hand or with a palette utility.

* For those who have far more fonts than can possibly be of any use, it becomes necessary to split them into several directories, if one is to have any hope of finding the right one. DeluxePaint III provides a simple way to access fonts in different directories, by typing in a pathname. However, continually typing in things like "DH0:Fonts/Other", and then "DH0:Fonts/Standard" can be quite annoying. A short cut is to use the ASSIGN command, with something like the following in the Startup-Sequence or a script:

```
Assign Standard: DH0:Fonts/Standard
Assign Other: DH0:Fonts/Other
Assign Special: DH0:Fonts/Special
Assign PDFonts: DH0:Fonts/PD
```

* There appears to be a bug with the file requester in DeluxePaint II, although I have not seen it documented anywhere. Problems only occur if a directory has "too many" files, where from memory "too many" is more than about 64 (I found out a while ago, but have now forgotten). This seems like a lot to have in one directory, but I did run into this problem on a disorganised disk I was using to throw stray files onto. Perhaps it's a way to encourage people to organise their disks!

Installing War in Middle Earth on a hard drive

by Alexander McCooke.

War in Middle Earth (or WIME) is a strategy game based on J.R.R. Tolkein's The Lord of the Rings. Since it comes on two disks which are accessed frequently it works much more smoothly from a hard disk (also, since I have got a hard disk, I am far too lazy to use floppies if it can be avoided). It is quite easy to COPY it on to a hard disk since it is not copy protected, but it is much harder to make it RUN off a hard disk. I finally succeeded in making it work by booting off a floppy and then transferring control to it on the hard drive.

I have an autobooting GVP SCSI controller and 80 megabyte Quantum drive. (It will autoboot under 1.3 and will automatically mount itself if I boot off a floppy.) These instructions explain how I finally made it work. These instructions assume that Workbench is on DH0: and WIME in on DH1:.

* Make a directory on the hard drive called WIME and copy all the files from each of the two disks into it, ie. "Copy DF0: to DH1:WIME all" for each disk.

* Format a floppy disk (it could be called "WIME") and copy the following files and directories onto it:

```
l (dir)      Ram-Handler
devs (dir)   System-Configuration
s (dir)      Startup-Sequence
libs (dir)   arp.library [only required for ARP users]
```

* The Startup-Sequence for this disk should be as follows:

```
DH0:C/Assign C: DH0:C
Assign T: RAM:
Execute DH0:s/WIME-Startup
```

* Copy the public domain program "ScnSizer" (available on a Fish disk) into the C: directory of the hard disk. This is not essential, but allows the 320x200 (NTSC size) WIME screen to be centred on a 320x256 (PAL) display.

* Place a file called "WIME-Startup" in "DH0:s". Delete the lines about ScnSizer if you do not have this program. If you are using ScnSizer you must replace the values in {} with those you usually use. To find the normal x.offset and y.offset enter "ScnSizer" after booting. Adding 18 to the y.offset should centre the WIME screen. I use {x.offset}=-1, {y.offset}=-1.

```
Echo "Starting War in Middle Earth..."
CD DH1:WIME
Assign A: DH1:WIME
Assign B: DH1:WIME
Assign Fonts: A:
Assign Libs: DH0:Libs
Assign Devs: DH0:Devs
Assign L: DH0:L (continued on page 12)
```

AMIGA WORKBENCH

Registered by Australia Post - Publication No. VBG 7930

April 1986

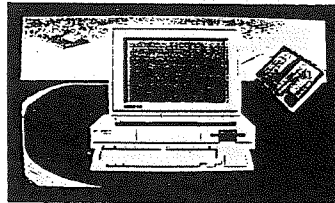
July 1990

**AMIGA
WORKBENCH**
FOR THE COMMODORE AMIGA USER

Volume 1, Issue 1 April/May 1986

In This Issue

Editorial	1
RS-232 Port Connections	1
Using Printers with the AMIGA	1
The AMIGA Users Group Public Domain Disk Library	2
Converting AMIGA text files for use on other systems	3
Parallel Printer Port Connections	4
Ask the AMIGA Users Group	4
Extra Memory for the AMIGA	5
Hardware Update	5
AMIGA Users Group Information	5



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WORKBENCH - First Edition

Published: April 1986
Distribution: 400 copies
Editor: Peter Jetson

Equipment used:
TurboDOS S-100 computer
Wordstar Word-Processor
Diablo 630 letter quality printer
Gemini 10x and Fancy Font for graphics printouts.

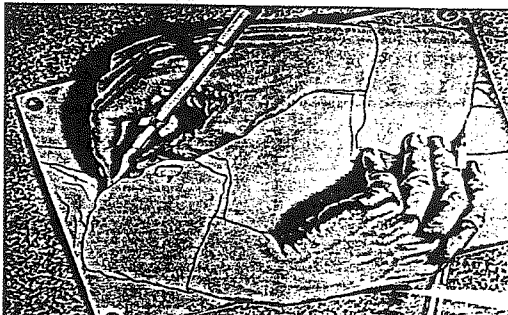
Feature Articles: First edition; anything about the Amiga was special...

Peter was instrumental in setting up the Amiga Users Group and continued as editor until November 1988 by which time the circulation had grown and levelled off at 1200 copies.

**AMIGA
WORKBENCH**

Registered by Australia Post - Publication No. VBG 7930

Number 49 Circulation: 1200 June, 1990



Picture: Digitised "Hands" by Escher

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

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WORKBENCH - 49th edition

Published: June 1990
Distribution: 1200 copies
Editor: Con Kolivas

Equipment used:
Amiga 500 with 3 meg memory.
Professional Page Desk Top Publishing software. Transcript word processor PIX-mate image processor DIGI VIEW 4.0 video Digitiser HP Laserjet Printer with Jetscript Apple Laserwriter

Feature Article: Amiga 3000 details. News about US release.

Con has been editor since December 1988 (issue no. 31) and initially used Excellence!, an impact Laser printer and a 1MByte Amiga 500, convinced that an Amiga newsletter should be made on an Amiga.

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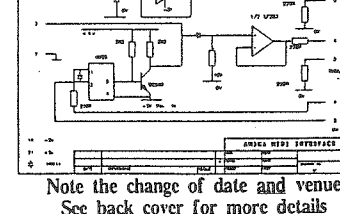
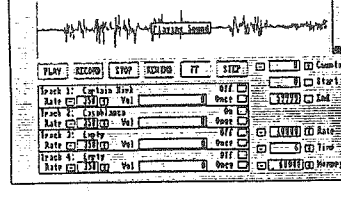
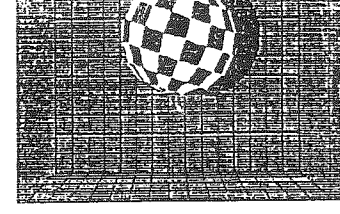
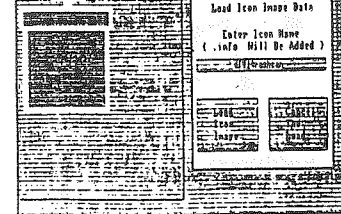
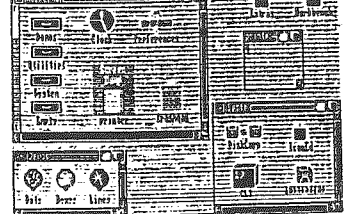
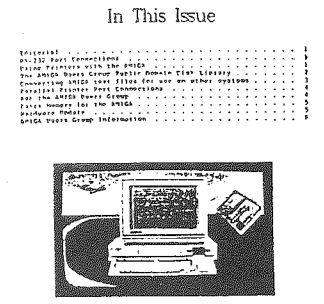
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Next Meeting: July 13th See inside for details

Next Meeting Sunday, August 10th at 2pm Guest Speaker Tony Cuffe of Commodore

Next Meeting Sunday, September 7th at 2pm Please note the change of date!

Next Meeting Sunday, October 11th, 1987 at 2pm

Next Meeting Sunday, November 8th, 1987 at 2pm

Next Meeting Saturday, December 12th, 1987 at 2pm

Next Meeting No formal January meeting. Instead, come to our Barbecue on Saturday, January 16th from 12 noon onwards.

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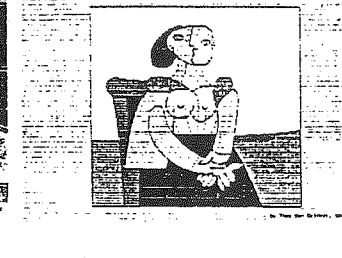
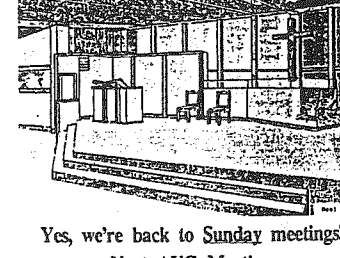
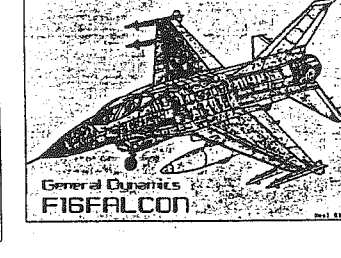
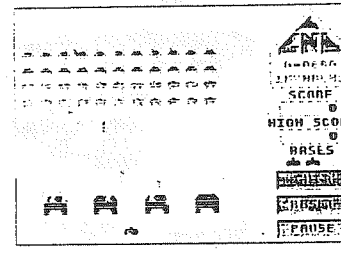
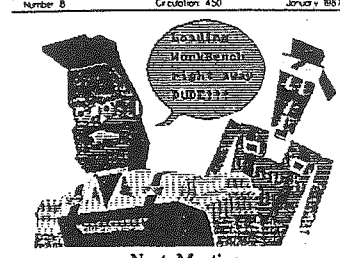
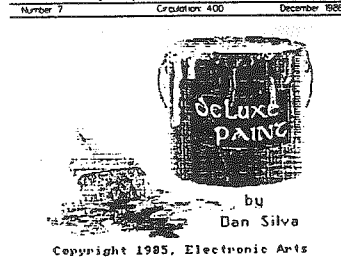
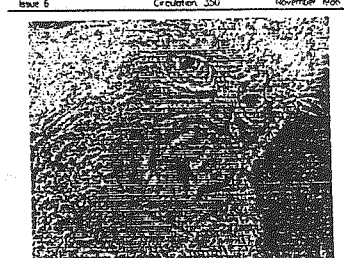
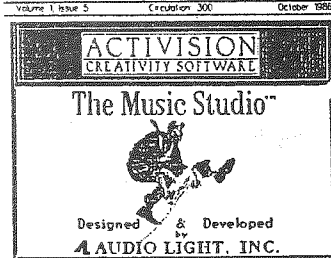
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Next Meeting Sunday, November 16th at 2pm Important: Note the change of date!

Next Meeting Sunday, December 14th at 2pm Theme: Ask Us

Next Meeting No formal January meeting. Instead, come to our Barbecue on Saturday, January 17th from 12 noon onwards

Next AUG Meeting Saturday, February 13th, 1988 at 2pm

Next AUG Meeting Saturday, March 12th, 1988 at 2pm

Next AUG Meeting Sunday, April 17th, 1988 at 2pm

Next AUG Meeting Sunday, May 15th, 1988 at 2pm

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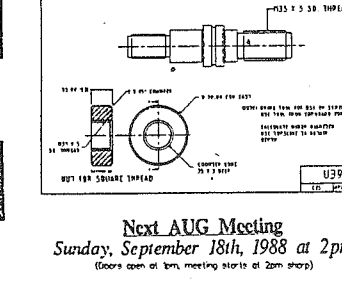
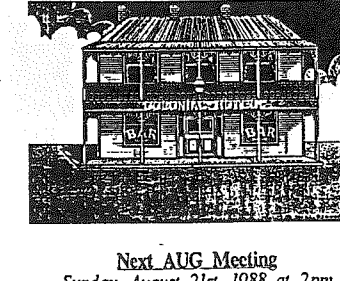
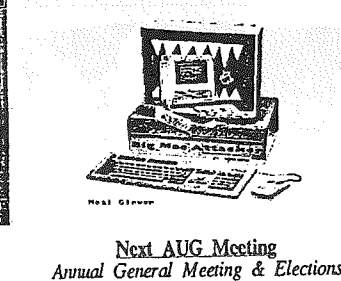
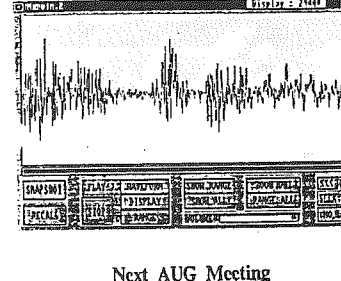
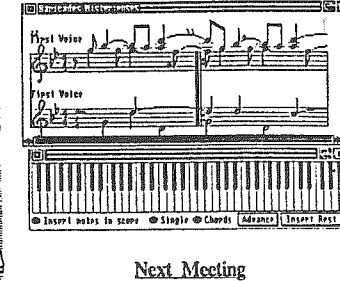
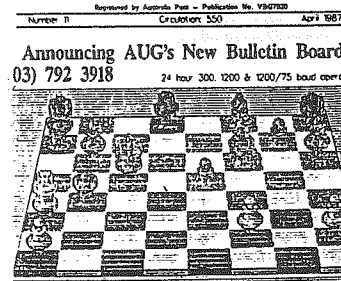
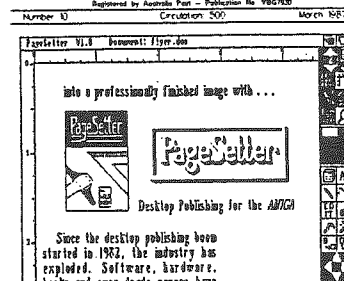
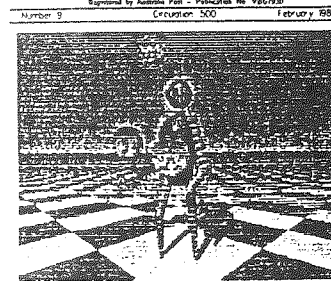
AMIGA WORKBENCH FOR THE COMMODORE AMIGA USER

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Next Meeting Sunday, March 8th, 1987 at 2pm

Next Meeting Sunday, April 12th, 1987 at 2pm

Next Meeting Demonstration of Music and the Amiga Sunday, May 14th, 1987 at 2pm

Next AUG Meeting Sunday, June 19th, 1988 at 2pm

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

Next AUG Meeting Sunday, August 21st, 1988 at 2pm

Next AUG Meeting Sunday, September 18th, 1988 at 2pm

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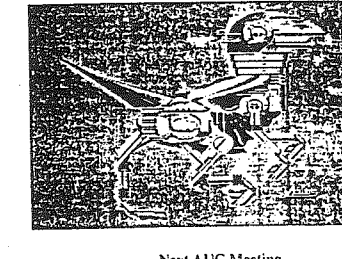
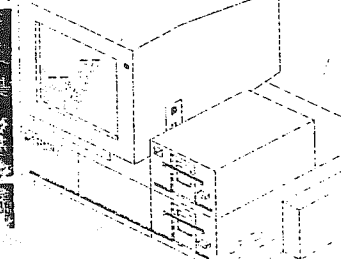
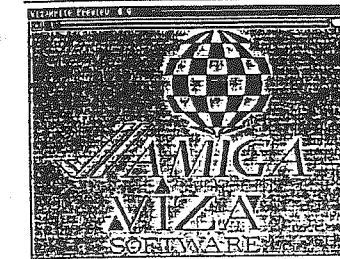
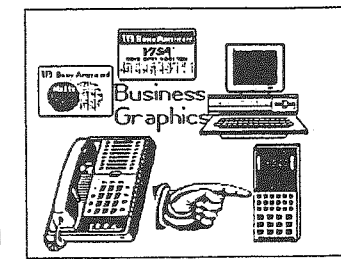
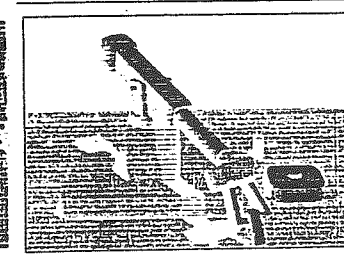
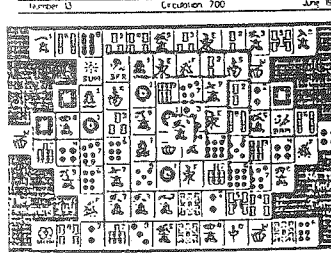
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Next Meeting Annual General Meeting Sunday, July 12th, 1987 at 2pm

Next Meeting Sunday, August 9th, 1987 at 2pm

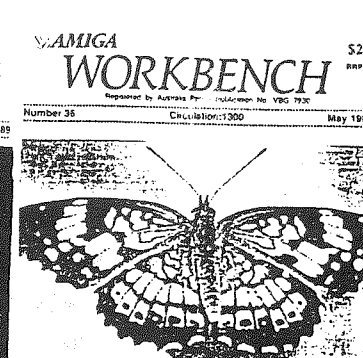
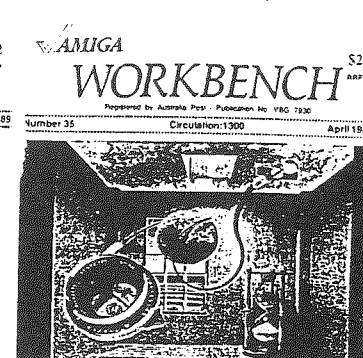
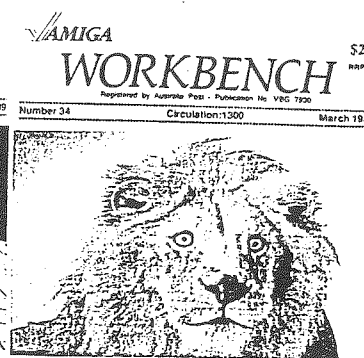
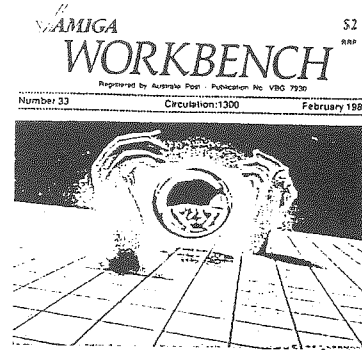
Next Meeting Sunday, September 13th, 1987 at 2pm

Next AUG Meeting Sunday, October 16th, 1988 at 2pm

Next AUG Meeting Sunday, November 20th, 1988 at 2pm

Next AUG Meeting Sunday, December 18th, 1988 at 2pm

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



Next AUG Meeting
Sunday, February 19th, 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.

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Next AUG Meeting
Sunday, April 16th, 1989 at 2pm
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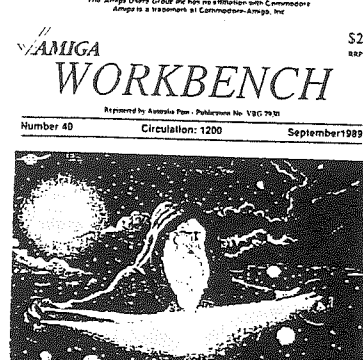
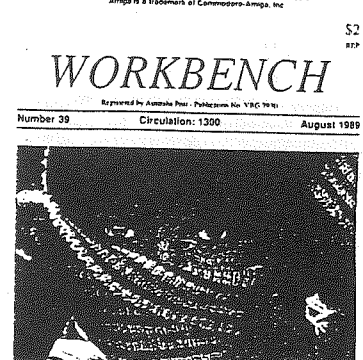
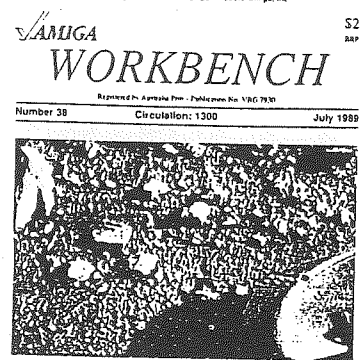
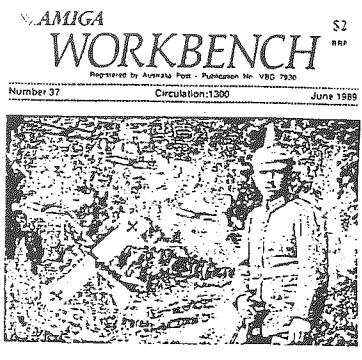
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Next AUG Meeting
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Next AUG Meeting
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Annual General Meeting
Sunday, August 20th at 2pm
(Doors open at 1pm, meeting starts at 2pm sharp)

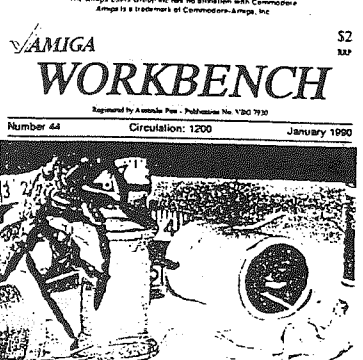
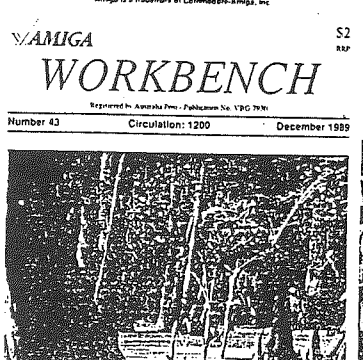
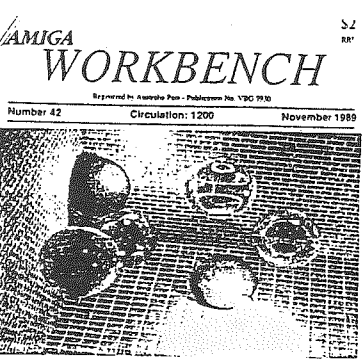
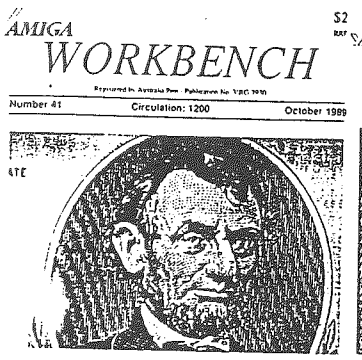
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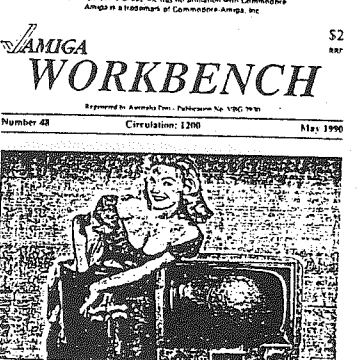
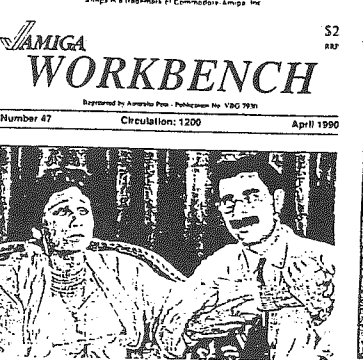
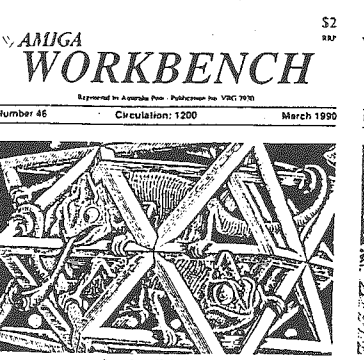
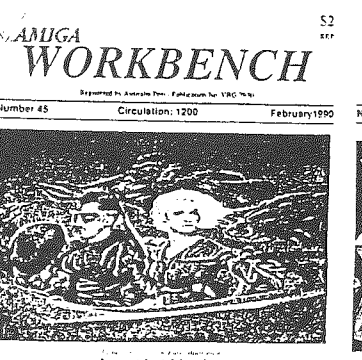
AUG meetings are held at Victoria College Burwood Campus
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Sunday, February 19th at 2pm
(Doors open at 1pm, meeting starts at 2pm sharp)

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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Next AUG Meeting
Sunday, March 18th 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.

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Next AUG Meeting
Sunday, April 22nd 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.

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Next AUG Meeting
Sunday, May 20th 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.

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```
ScnSizer 0 0 {x.offset} {y.offset+18} ;optional
WB 1
Run NoFastMem
WarInMiddleEarth
; return to normal after exiting game:
ScnSizer 0 0 {x.offset} {y.offset} ;optional
Run NoFastMem
WB 2
Assign Fonts: DH0:Fonts
```

* Having booted as normal, insert the new WIME startup disk, and enter "Assign Devs: DF0:Devs". Then enter Preferences, and select change pointer, Select Clear, and OK, then with an invisible pointer try to select SAVE in order to save this System-Configuration on DF0:. WIME uses its own pointer, and the normal mouse pointer should be made invisible.

* Now reboot using the new disk. Hopefully WIME will start up. When it does the disk can safely be removed.

If you have enough RAM it is also possible to write a script to copy the above files a small recoverable RAM disk (RAD:), and reboot off this.

This procedure works on my hard disk, but may have to be modified for other controllers. WIME seems to be fairly temperamental, and it may take quite a bit of experimentation to make it work. If anyone knows of a simpler method of making WIME work from a hard disk, please let me know.

By the way, to see some very clever orcs, magnify the orcs at the east gate of Moria (Dimrill Dale). It appears in the animation that they are capable of WALKING ON WATER! (This may have been changed in a later version of the game.)

Rick Dangerous

A game review by Jason McConnell

Rick Dangerous, as the name suggests, is a comical sort of game released by Firebird software around September of this year. The game is set during the second World War and Rick Dangerous is an "Indiana Jones" type of hero.

The game puts you in control of the small sprite that is Rick, and he can be moved around the game by use of the joystick only. There are four different stages, the first putting Rick into an Incan temple. The game begins with Rick having to run for his life from a rolling boulder that is coming at him and continues on in much the same vein. Rick has to dodge shooting bamboo shafts, falling platforms, sharp spikes in the ground and of course, the natives!

The second stage (or scenario) has Rick trying to get an Egyptian artifact from a pyramid. This time around the natives are more intelligent than the Incan's and there are quite a few more nasty surprises awaiting our hero. The levels continue on with Rick having to release some P.O.W's from a German prison camp and finally with Rick having to kill a German general at the axis headquarters.

Rick Dangerous is a platform type of game which comes with a small comic strip of the "real Rick" in the box and whilst being entertaining, the comic strip also drops hints about how to play the game. I thought Rick Dangerous was an extremely fun and yet challenging game that has good graphics and at some stages great sampled sound. Rick Dangerous is reasonably priced at \$49.95 and should have wide appeal to Amiga users everywhere.

Shadow of the Beast

Game Review by Jason McConnell

"Shadow of the Beast" is the latest release from the English software house, Psygnosis. I work at Myers and never in my year and a half of working in the computer dept. I have come across such a sort after game. For the three weeks prior to Myers receiving the game we were smothered with calls from eager Amiga owners wanting to get their hands on this game. So when it eventually did arrive, I loaded the program expecting nothing less than the "Holy Grail of Computer Games" to appear before my eyes. It wasn't the Holy Grail but it came very close!

"Shadow of the Beast" comes in an extra large box (twice the length of most software boxes) with a landscape picture on the front depicting two machines walking through a forest. Inside the box is the usual software and manual, but too my surprise I found a black t-shirt with the cover picture painted on the front of it.

The program specifications are quite impressive. The picture update rate is 50 frames per second, there are 350 screens through 13 levels of parallax scrolling, 900K of emotive music in full stereo and 2 meg of graphics compressed into just two disks.

The gameplay is, to say the least, hard. You (the beast) start off the game with only your hands and feet to protect you but as you get further into the game there are more weapons to collect. The game begins on the surface of a planet similar to our own and continues underground. The graphics throughout are superb and the sound-track plays continually whilst you play. A personal rating of 89 %. Points taken off only because the program takes so long to load between scenes.

The game retails for around \$70 so make sure you get a look at the game before you buy it!

Ed's note - An absolutely brilliant game (very original) in my opinion, but one which is just that little bit too hard to make completion possible for everyone. However, there is a way to make it much easier (a cheat) which I will not reveal here because some people may not wish to know it. But if you do want to know - just give me a call, I'm on the inside front cover.

2 MEG SPIRIT BOARD FOR A500

by Neal Glover

I have recently converted my A500 to operate with a megabyte of chip ram and was rapt to see the results, especially with using DPaint 3. Although the 1mb chip ram permitted great things like larger than standard hi-res screens in 16 colours and big brush manipulations not previously possible without a visit from the guru, I still had the need for more memory. The idea of an internal memory board appealed to me - no unnecessary messy boxes hanging off the side of the computer, and the 86 pin expansion slot could still be free for use. I didn't consider other innerboards (are there any?) - Spirit's price was too appealing. Spirit's A500 innerboards come in two types - a 1.5 meg with a clock and the 2meg without clock. I can live without a clock so I opted for the latter - the Spirit SIN500. It can be supplied with 0k, 512k, 1mb or 2mb and auto-configures, plus it has a 12 month warranty.

A call and visit to Power Peripherals secured me a board with no memory installed as I planned to install my own memory chips. As it turned out, that was a bad move. After observing all the usual installation precautions re. static, they didn't work properly and caused havoc with my new Spirit board. The folks at Power Peripherals came to the rescue and got things working. I ended up buying a new meg of memory chips from them, which in hindsight is what I should have done in the first place.

Fitting a SIN500 board is fairly straight forward. It's a matter of taking the top and underlying RF shield off the computer, removing the 68000 and plugging the Spirit board into the 68000 socket. A genuine Motorola 68000 came fitted on the Spirit board, so the old "brand X" clone is not needed. The SIN500 is compact - not much bigger than a small paperback novel. There are four rows of sockets for the 4x256k ram chips - four in each half megabyte row. A small jumper pad is provided to configure the board depending on how many rows of ram chips are installed. One, two or four rows can be populated for the memory configurations previously mentioned. There is also a RAM test facility that is implemented with the use of the accompanying software disk. The test is quite thorough and identifies dead or faulty chips. The disk also contains some public domain material and a ram on/off facility. The only hassle I had apart from my dud ram chips was a minor one. There were three electrolytic capacitors on Amy's circuit board that sat up too high for the Spirit board to sit properly on its plastic stand-off legs. The Spirit board has a hole cut in it for one capacitor to pass through, but the hole was too small! The Spirit installation manual suggests bending the other two capacitors over to gain necessary clearance. As all three capacitors were soldered too close to my Amigas board to bend or move, I took them all off and soldered new ones in their place, ensuring enough of their leads were left in order to bend them flat. That gave the clearance needed.

The Spirit board appeared to be very well made and the installation manual that came with it was very thorough, concise and easy to read. Accompanying sheets had photographs and diagrams to assist with the installation.

The price of the SIN500 I thought was very reasonable at \$395

with 0k. When I bought mine last September, RAM chip prices took the price to \$875 for a full 2meg board, but now (Feb '90) Power Peripherals are advertising 2 Meg boards for \$755. - very appealing. The people trying to sell used boards in the Trading Post for \$950 may as well give up.

Overall I am very pleased with the Spirit board and recommend it along with Power Peripherals (Ph.03 369 7020) for their good customer/product support and courteous service. (No, they didn't pay me to write this - good service deserves credit!)

A500 1 MEG CHIP RAM UPGRADE

by Neal Glover.

After reading a couple of articles including Dan Davies one in the June '89 Workbench about the ability to give an Amiga 500 with a Revision 6A circuit board a full meg of chip ram, I decided this was for me, so I got my hands on such an Amiga. Dan's article describes how to tell if you've got a machine with a 6A board in it. Unfortunately his and the other articles I read, do not actually describe the procedure for the upgrade. The following is how I did it, but first a few points to note:

- * You won't be able to use your A501 RAM expansion or compatible with this set up except by way of major circuit surgery which is too involved to be attempted by anyone except hardened hardware hackers.
 - * This procedure will void your computer's warranty!
 - * If you'd rather use an A501 board for the 1 meg chip RAM upgrade, forget this article and instead read the one on p16 of the August '89 Workbench.
 - * If you haven't got a 6A board or if you have an A2000 without the 1 Mb Chip RAM, get your hands on Megadisc 12 and read the "One_Meg_Agnes" article in the "HWARE_MODS" drawer.
 - * A disclaimer - This article is based on how I got my machine running. I won't be responsible if you kill your computer attempting to copy what I have done!! (although if you're careful, you shouldn't have problems).
- O.K. Here we go....

- * Void your warranty if you dare by removing the top of the plastic case and the RF shield underneath. A small flat blade jeweller's screwdriver or hex key should do if you don't have a Torx screwdriver. I found it easier to lift the RF shield a little before trying to disconnect the keyboard.
- * Take note of the way the keyboard connector is positioned so it can be plugged back in properly.
- * After removing the RF shield and keyboard, you'll notice four memory chips in the front left side of the board, plus space on the board for four more chips. The easiest way to install the new chips is to solder IC sockets in the vacant spaces. This will involve removing the board from its metal shielding. So...
- * Remove the disk drive and the small bolts from the ports at the rear.
- * Remove the circuit board and solder the four IC sockets in place.
- * Solder four new capacitors in the vacant holes in front of your newly installed IC sockets. My capacitors are 0.01 micro

farad, monolithic type.

* Insert the RAM chips. I used Mitsubishi MN414256-10, but any compatible 4 bit 256k 100 nanosecond chips should do. Be careful of static - use a proper IC insertion tool, don't work on carpet, don't touch the chip pins with your fingers, do everything - the IC tool, the circuit board and yourself. Seek help if you're not sure how. Note the way the RAM chips are to be inserted - ensure the notch in the top of the chips faces the same way as the notch in the chips already installed.

* Find the three jumper pads labelled JP2 (between the 68000 and the ROM).

The front two pads of JP2 are joined. Cut the join and solder a new connection between the middle and rear pads. (I put in a 3 position switch so I can select 512k/1Mb Chip RAM if there's ever any need to). JP2 changes something to do with the memory map regarding A501 RAM expansion.

* Find JP4, next to Fat Agnes and cut the join between the two pads (if it's not cut already - I can't remember. By the time I came to write this article I had forgotten if I had cut it or not. Smart, eh?, If you've got a PAL Amiga it probably has already been cut. I think JP4 selects NTSC/PAL!)

* That's it! Re-assemble your machine and away you go with 1meg of chip RAM.

I also have a 2mb Spirit internal memory board (SIN500) installed and it works well with this 1 meg chip RAM upgrade. I use Deluxe Paint III a lot and find that the 1mb chip RAM is great - now I can operate on a big hi-res 16 colour page (640 x 850), use a similar spare screen as well as running an external disk drive. Big brush manipulations are a breeze. I haven't seen much of the guru lately either!

Falcon: The Mission Disks - Volume 1

Reviewed by A. R. Fisk

Having been highly impressed with the original 'Falcon' flight simulator I recently acquired this, the first scenario upgrade from Spectrum Holobyte. The boxed set comes with a manual, a small poster of an F16 in flight (a good deal better than the cover artwork) and a single disk which replaces disk 1 of the original game.

The producers have taken the opportunity to change the aircraft as well as the scenarios. The major changes have been to make landings a bit easier and to include an automatic bank levelling facility which may be turned off if unwanted. The radar and Maverick zoom images have also been improved so that targets may be acquired at greater distances. On the other hand, the opposition has also been beefed up considerably. The MiG 21s have been replaced by MiG-29A Fulcrums. Fortunately your home base now has air defences so that you will not be harassed when trying to land.

The original game had a rich variety of scenarios. The Mission Disk provides a further 12. These are interlocked in the sense that leftovers from an earlier mission will remain to hassle you. The scenario they depict is less abstract than those of the original disk. Targets really DO have strategic value over and above the points awarded for them!

Did I say you won't be harassed around your home base? I didn't say anything about the base itself! In the first scenario, 'Rolling Thunder', the base is coming under attack from a troop of three T80 tanks (well, they're supposed to be T80s and they do look like tanks!). Your job is to remove these annoyances before they overrun your base, leaving you with nowhere to go but the 'abort mission' option. These tanks originated from a beachhead on a nearby lakeside which is being supplied by barges, each of which contain an extra tank which will offload as soon as the barge reaches dry land. Your next task, 'Watersports', is to destroy the barges before they can deliver their unwanted load.

Apart from the added difficulty of locating and hitting moving ground targets, these first scenarios are relatively straightforward. It is an excellent idea to try and combine them as it will give much needed breathing space for you to plan offensive strikes of your own without having to worry about picking off leftover assault forces.

The staging point for the invasion forces is supplied by two routes; a road and a railway. You may choose to shoot up the truck convoy (which is a fairly soft target but whose route lies in enemy territory and is fairly well protected by SAM sites) or take out the train (somewhat tougher and faster but which is more lightly defended). Alternatively, you can make a more permanent dent in enemy supplies by destroying the bridges which both supply lines traverse. Both are moderately well defended. The railway bridge is too robust for Mavericks and so 2000lb bombs will be needed.

With the threat of imminent invasion diminished, the missions become more strategic in nature, targeting enemy munitions factories, power stations and oil depots. Destroying these facilities will cripple the enemy's ability to be an unpleasant neighbour and will hopefully make him surrender. However, these facilities lie far behind enemy lines and are heavily protected. Furthermore, they may require more than one attack run to disable.

Before making a concerted effort against these prizes it is advisable to soften up the defences first. SAM sites will remain inoperable for 3 missions. A more profitable target is the enemy airfield; a successful strike here will free up your airspace remarkably although it will be repaired in only 2 turns. It is quite heavily defended in itself however and be prepared for a surprise: an experimental 'stealth' fighter of unknown offensive capability which will not show up on your radar!

The ground defences remain unchanged. Not so the air defences. MiG-21s were worthy of respect but were not really a match for an F-16. Even I could shoot them down occasionally. Fulcrums are another matter altogether. Not only is it a more manoeuvrable aircraft but I get the distinct impression that its IR signature is a lot smaller, making it a more difficult target.

It would be nice to be able to say that I am as impressed with The Mission Disks Vol.I as I was with the original 'Falcon'. Unfortunately, while the presentation and playability retain the same quality, I feel that the cost (\$59.95) is a bit steep for what you get. This is, after all, a product enhancement which cannot be played without the basic game. While I do appreciate that

software development costs can be quite high my 'gut' feeling is that 'The Mission Vol. I' would have been good value for money at around \$30-\$40.

Then again, I may be more of a miser than some!

Public Domain Update

Fish Disk #351

PDC Publicly Distributable C (PDC) is a complete C compilation system including a compiler, assembler, linker, librarian, and numerous utilities, documentation files, libraries, and header files. PDC supports many ANSI features including all ANSI preprocessor directives, function prototyping, structure passing and assignment. In addition it supports Lattice C compatible libcall pragmas, precompiled header files, builtin functions, and stack checking code. This is version 3.33 and includes full source.

Fish Disk #352

MG Beta version of mg3, including ARExx support. This is probably the most stable beta for the next year, as many new features are going in after this. Amiga-only release. Sources compressed with lharc to fit on the disk. Update to mg2b on disk 147.

PrintHandler A custom PRT: driver which offers easy single sheet support as well as limited data spooling. Version 1.6, an almost entirely rewritten update to version 1.1 on disk 282. Includes source in 'C'.

TreeWalk File tree walking subroutine designed to be fast, robust, and not use a lot of any critical resource. Includes both a CLI interface to that routine the form of a find-like utility that uses C expressions instead of Unix-like flags, and a program to tell you if directory trees will fit on a given disk, or how many extra blocks you'll need if they won't. Includes source. Update to version on disk 289.

Fish Disk #353

AztecArp An Arp package fixed to work with the 5.0 release of the Aztec 'C' compiler. The original Manx support files were incomplete, contained bugs preventing them from working properly and had the wrong linker format. Includes source.

CompDisk A disk compression/disk decompression package which was written to be fast and easy to use. Includes an Arp and an Intuition interface. Includes source in 'C'.

NorthC A complete freely redistributable C environment for the Amiga based on the Sozobon Ltd C compiler, Charlie Gibb's assembler, the Software Distillery's linker, and portions from other sources. Steve has pulled everything together and added some enhancements in the process. This is version 1.1, an update to version 1.0 on disk 340. Partial source only.

Fish Disk #354

FastBlit A small tool to speed up blitter operations by up to 60%. Version 1.0, binary only.

KeyMacro A keyboard macro program, configurable via a text file, that also supports hotkey program execution. You can map up to eight functions to each key, including keys such as cursor keys, the return key, etc. Version 1.4, an update to version 1.0 on disk 325, which fixes the bugs in version 1.0. Includes source in 'C'.

MandelMountains A program that renders three-dimensional images of blowups of the Mandelbrot set. Includes several example images. This is version 2.0, an update to version 1.1 on disk 295. Shareware, binary only.

MemGuard MemGuard is a MemWatch like program which has been rewritten in assembly language for maximum speed and efficiency. Unlike MemWatch, MemGuard does not run as task in a dummy loop but rather as a low-level interrupt routine which is capable of trapping memory trashing even

before exec might know of it and even while task switching is forbidden. Version IIIa, an update to version III on disk 325, binary only.

MXMLib An example Amiga shared library compiled with Aztec 'C' 5.0. This library contains basic support functions employed by programs such as KeyMacro or PrintHandler. In short: mxm.library is the standard MXM system support library. Version 34.14, includes source.

Fish Disk #355

Berserker A viruskiller which checks for certain conditions indicating possible virus infection. Different from other programs of this kind, Berserker does not rely on checksums only, it will also check the possible virus behind the altered checksum. Therefore even new viruses with old infection methods can be traced and resident tools are not touched. Includes source in assembly language.

ImageEditor A simple to use graphics editor which allows you to draw and save images/sprites as assembler or C source code. Includes IFF support, undo, and an iconify function. Another feature is the small memory usage so you can use multitasking even on a 512K machine. Maximum picture size is 166*58 pixels. This is version 2.4 and includes source.

LoadImage An IFF ILBM reader that accepts overscanned pictures, allows you to scroll around in the bitmap if the picture is larger than the current display, works on both PAL and NTSC machines, supports color cycling using interrupt code, and supports printing of image portions. Version 1.11, update to version 1.9 on disk 281, includes source.

RexHostLib This is a shared library package to simplify the ARExx host creation/management procedure. Rexx-message parsing is also included making it possible to control ARExx from programs such as AmigaBASIC (can you imagine AmigaBASIC controlling AmigaTeX?). This is version 34.12 which has been recompiled and made a lot shorter using Aztec 'C' 5.0, an update to version 1.6 on disk 325. Includes source.

SoundEditor An 8SVX stereo sound file editor written in assembly language for speed and minimum size. Version V.8, binary only.

TrackSalve A Trackdisk patch which removes all known bugs, and one unknown so far, and patches the Trackdisk task to allow various enhancements, such as reading good sectors from partially bad tracks, write verification, write protect simulation, auto motor off, auto update and turning off clicking. Other features are MFm-upate and I/O by non-chip buffers. This is version 1.3, an update of version 1.0 on disk 312. Includes source in C and assembler.

Tron Another game about the lightcycle race sequence in the science fiction computer film "Tron". One or two players and other options. Written in GFA-BASIC and then compiled. Version 1.1, binary only.

Fish Disk #356

AlgoRhythms An algorithmic composition program that improvises music over a MIDI interface connected to the serial port. A MIDI interface and synthesizer are needed. The music does not have a strong pulse, and does not repeat motifs or melodies, but can be very pretty. Version 1.0 with source in C, and sample data files.

NComm A communications program based on Comm version 1.34, by DJ James, with lots of very nice enhancements. Also includes several auxiliary programs such as AddCall, CallInfo, GenList, PbConvert, and ReadMail. This is version 1.9, an update to version 1.8 on disk 230. Binary only.

Fish Disk #357

Empire Empire is a multiplayer game of exploration, economics, war, etc, which can last a couple of months. Can be played either on the local keyboard or remotely through a modem. This is version 2.1w, an update to version 1.33w on disk 329. Changes include a client-server system, a chat/CB mode, realtime private player to player messages, and other enhancements. Binary only.

Fish Disk #358

Blob Another screen hack. Makes red drops of slime flow down your screen. Version 1.1, includes source in C.

OP55c OP55c is a compiler for the expert system language OPS5. The compiler takes OPS5 source code as input and creates a C source code file to be compiled to create an executable. Arbitrary C code may be linked with the executable and executed as a result of firing rules. The system's strong point is its speed and as a result it sometimes has large executables and large memory requirements. At least 1 Meg. of memory is suggested. Binaries only for compiler and run-time library. Version 1.08a. Requires a C compiler.

Pipeline A game like the commercial game 'Pipe dream' (Pipe mania). Needs a joystick and PAL display. High scores are saved to disk. Version 1.0, includes source.

ReDate Scans a disk and dates each directory according to the most recent item contained within (not including .info files). Ideal for use after a COPY ALL CLONE, where the directories are CREATED rather than copied and thus lose their date information. Includes source in assembler.

RoadRoute Revision of trip planner program to find "best road route" between any two points of travel. The user is encouraged to customize files CITIES and ROADS to suit travel interests. This is version 1.5, an update to the original version on disk 251, and makes provision for very large city menus and itineraries. You might like to use files from disk 328 (Mayes/Delzer). Also includes RoadScan, a checker for RoadRoute files (CITIES and ROADS). Very large files may contain goofs (cities with no roads, the same road entered twice, etc.), or oddities (direct road not as fast as multi-point). These are pointed out, together with areas where users might wish to make economies in the data base. Includes source in C.

ScanIFF Scans through an IFF file, identifying the elements. Faster than standard utility IFFCheck since it uses Seek, but does not do IFFCheck's detailed format checking. Intended for use as a "template" from which programmers can code their specific application. For example, an expanded version has been used to extract instrument data from music files. Includes source in assembler.

ViewDir A LIST type of utility showing contents of a disk or directory. For directories, shows SIZE. For files, takes a quick look and identifies TYPE if possible. Update to original version on disk 251. Now works with SPAT for pattern matching, and has a small style change. Includes source in assembler.

Fish Disk #359

ABridge An interim solution to Anim-5 incompatibility problems. Identifies the origin of an Anim-5 file and modifies it to facilitate easy exchange between AniMagic, Videoscape, Animation Station, DPaint III, Animation: Editor(v1.11), The Director, SA4D, Movie2.0, Photon Paint 2.0 and Cel Animator. Fully intuitionalized interface, full ARExx support including a "Find ARExx" option if you start ARExx after running ABridge. This is version 1.0, shareware, binary only.

DICE Dillon's Integrated C Environment. A C frontend, pre-processor, C compiler, assembler, linker, and support libraries. Also includes the editor, dme. Features include ANSI compatibility, many code optimizations, and autoint routines (user routines called during startup before main is called). This is version 2.02, shareware, binary only.

TextPlus A word processor for the Amiga, with both German and English versions. TextPlus enables you to write letters, books, programs etc. in a very easy and comfortable way. Version 2.0, binary only.

Fish Disk #360

UUCP An implementation of uucp for the Amiga, including mail and news. This is Matt's version for the Amiga, based on William Loftus's Amiga UUCP 0.40 release with news code from his 0.60 release, and months of work by Matt to make fixes and add enhancements. This is version 1.06D, an update to version 1.03D on disk 313. Includes source.

CLUB NEWS

NWAUG NWAUG NWAUG NWAUG NWAUG NWAUG

North West Amiga Users Group

A geographical Special Interest Group (SIG)

OFAUG

Meetings Held every 2nd Wednesday

@ 7:30 pm in Rooms 19 & 20,

1st Floor

Essendon Community Centre,

Cnr Mt Alexander & Pascoe Vale Rds

Moonee Ponds 3039

For upcoming meeting dates call NWAUG committee

NWAUG members **TO BE MEMBERS OF AUG**

NWAUG annual fee of \$5 helps cover

PD, Library and Equipment costs.

Meeting Entrance fee of \$1 (\$2 visitors)

covers room hire/ coffee/ biscuits.

NWAUG - a multitasking **SIG OF AUG**

See YOU at a meeting soon

NWAUG NWAUG NWAUG NWAUG NWAUG NWAUG

COMPETITION

We are currently looking for potential skypix pictures for the opening screen of the new AUG bulletin board, line III. To create the pictures you will need an appropriate Skypix painting program. To get this, call Amiga Link III on 376-7375, and download the appropriate program and also to get some idea of the competition you are up against. Entries can be left on the bulletin board to be judged by the NWAUG committee.

35 mm slides

Thanks to Arnold Robbins, you may now purchase through the club quality 35 mm slides of your IFF pictures. Cost is \$10 for one picture and discounts for more can be arranged. Contact Arnie on 808 0551.

CPU Wars

Some months ago we had a 68020 Amiga 1000, a 68030 Amiga 2000 and a standard Amiga 500 for comparison. This month we will have a 50MHz 68030 based 2000 and a standard Amiga 3000 to really make you salivate!!!

Co-ordinators comments

It's been a while since I've written a Co-ordinators Comment so to bring those members who don't attend either the Burwood or NWAUG meetings up to date brief summary of interesting club news follows.

As you are probably already aware, this is the 50th edition of the AUG Workbench. I would consider this a milestone in the clubs history and take the time to thank Con and the previous editor, Peter Jetson, for their efforts in getting the magazine out in a professional format (I hope the front cover came up OK). Our editor's efforts have been recognised by a number

AMIGA HELP-NETWORK

The following is a list of AUG members who have volunteered to share their knowledge/experiences with others. If you also want to help and have your name listed here please contact Con Kolivas (484 1339 AH). The names are not listed in any order of priority and the format may change in future listings. Please keep contacts to reasonable hours (6 to 9 pm unless otherwise mentioned) and remember one very important basis of this service - they are volunteers...

Neville Sleep	- AmigaBasic (beginner level)	- 546 0633
Rudy Kohut	- AmigaBasic (intermediate) Introduction to the Amiga	- 807 3911
John Elston	- AmigaBasic (advanced)	- 375 4142
Alan Garner	- AmigaBasic, A/C Basic	- 879 2683
Mal Woods	- C(Introductory), Professional Page	- 888 8129
Andrew Gelme	- C (advanced) - AZTEC	- 645 1744
Eric Salter	- C (advanced) - LATTICE, TeX	- 853 9117
Norm Christian	- Amiga Art, Music	- 798 6552
Neil Rutledge	- Music, Audio Sampling, MIDI	- 597 0928
Russ Lorback	- Excellence!, Superbase Professional (Beg-Int) After 9:30 pm	- 756 6640
Darren King	- Amiga Viruses, Modems/communications	- 546 5040
George Wahr	- Side-Car, Bridgeboard	- 376 6180
James Gardiner	- AmigaDOS, Auto-boot hard drives	- 532 8030
Lester McClure	- Lucas/Frances - A1000 32 bit processor system.	- 233 5664
Joe Santamaria	- Graphic arts - DPaint, Sculpt etc.	- 836 9129

of local and overseas organisations.

With thanks to Norm Christian, Nikolai Kingsley and all contributors, the first AUG disk was put to press (?) in March. The disk contained excellent art, music and other bits and pieces. One hundred copies were sold at the Burwood meetings, but for those who are still interested it is available through the Public Domain library. As a side line Norm is looking for contributions for a second disk. These programs/articles/art/music etc should preferably be of the nature that a standard Workbench article would could not do justice to. Remember the submissions must be original non copyright work. Contact Norm (listed in the Help Network, inside back page of the Workbench) for further details.

Peter Norman, author of Audiomaster 1 & 2, demonstrated his new audio sampling software, Audio Engineer. Offering very high quality, stereo sampling and effects editing, members can upgrade from Audiomaster to Audio Engineer as software only or with his high speed sampler. A discount for club members was offered at the demonstration.

Many members don't realise that the club has a disk catalogue of all Public Domain disks. Very handy when you are looking for one particular program. Speak to (or mail) Michael Lamb, our PD librarian.

The clubs library has been updated with the purchase of many new subscriptions.

After many requests from new members for beginners courses separate from the normal SIG's at the meetings the club has been investigating a couple of privately run Amiga training courses. Stay tuned for our recommendations.

Those members who have modems will have probably noticed we are having some problems with the echoing of electronic mail between our two bulletin boards. Hopefully this will be sorted out shortly. Better news on the bulletin board front is the trial of Amiga Link III. This board, suggested and setup by members of the NWAUG committee is running on an Amiga 500 with a A590 hard drive on loan from Kev's Computer Shop (many thanks). The software in use, Skyline, offers the user an Amiga style interface with click on gadgets and full graphic screens. To be able access all these features you must log on using the terminal software Skyterm or any other terminal program with skypix protocolo compatibility available from Amiga Link I & II. If this trial is successful the suggestion has been raised that we transfer AL I & II onto the system and have a multi-line Amiga 2000 based Bulletin board. AL III phone number - 376 7375.

At the June meeting it was announced that the AUG annual general meeting would be held in August. The purpose of the AGM is to conduct annual elections and select a new committee for the next 12 months as all positions have to be declared vacant although a sitting member may re-elect. To assist anyone who is considering nominating for a position, the following month there will be a summary of each of the positions.

Neil Rutledge.

Editor's comments - Since we're jam packed with goodies this month, I have no time to babble. Thanks to all who contributed, congratulations to Eric, thanks to my brother George and close friend Dan for the printing each month, thanks to Lester for the middle page concepts and thank you for listening. Next month, Eric Salter will edit this Newsletter with AmigaTEX.

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 i.e., Fish, Amigan, Amicus etc.									
Disks supplied by Amiga Users Group @ \$6 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

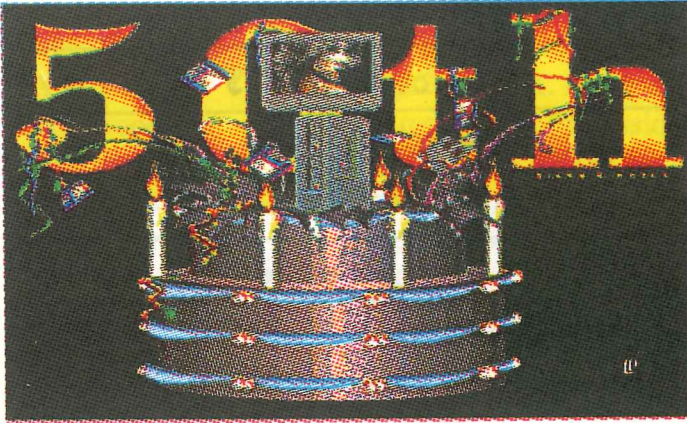
Issue Numbers:									
Be patient, we may have to reprint some issues to fill your request									
Number of issues ordered @ \$2 each								\$	
Club Use Only:								Total: \$	
Member's Name:						Membership #:			
Address:									
Postcode:									

APPLICATION FOR MEMBERSHIP OF THE AMIGA USERS GROUP INC.

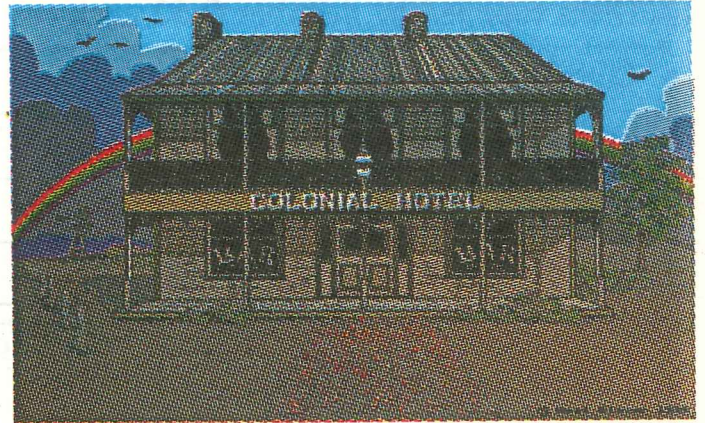
Membership is \$25 per year. Send your cheque to: Amiga Users Group Inc., PO Box 48, Boronia, 3155

Surname: _____	Details on this side are optional				
First Name: _____	Year of birth: _____	Which Model Amiga _____			
Address: _____	Occupation: _____	Interests: _____			
_____ Postcode: _____	_____				
Phone Number: _____ STD Code: _____	_____				
Where did you here 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

July 1990 Amiga Workbench
AUG normally meets on the
third Sunday of each month



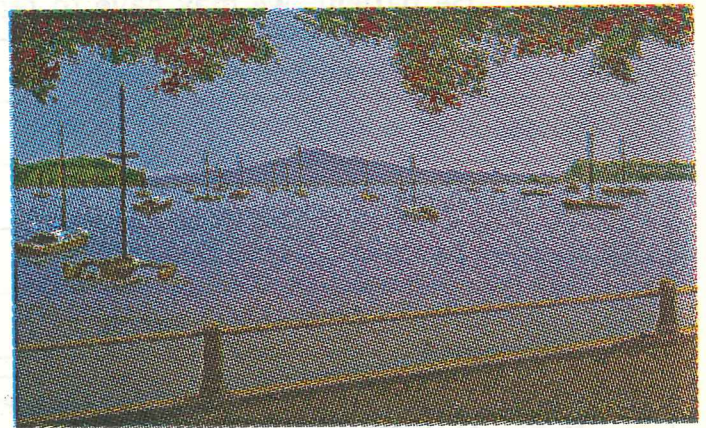
Cake by Les Pertz



Colonial Pub by Neal Glover



Front Project 1 by Dennis Nicholson



Auckland Harbour by N.J. Berry

Where is Victoria College, Burwood Campus?

Melways Map 61 reference B5.

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 five traffic bumps to the car parking area near the netball courts. Further up the road, to the right, you'll find Lecture Theatre 2.