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how to tuck your files away until you need them

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AMIGA USERS GROUP INC.

P.O. Box 684E Melbourne 3001, Victoria Australia.

Who Are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. We DO NOT condone software piracy. We can be reached via an answering machine at: **527 1995**

Club Events

Sunday Nov 17 - BURWOOD meeting
 Tuesday Nov 19 - ART S.I.G.
 Wednesday Nov 20 - NWAUG meeting
 Monday Nov 25 - MUSIC S.I.G.
 Tuesday Nov 26 - SEAUG meeting
 Wednesday Dec 4 - NWAUG meeting
 Tuesday Dec 10 - SEAUG meeting
 Sunday Dec 15 - BURWOOD meeting

An entry fee of \$1 is charged by the groups to cover the cost of hall rental and light refreshments. Meeting times and directions are listed in the rear of the Journal.

Membership

Membership of the Amiga Users Group is available for an annual fee of \$25. Membership forms are available from AUG and in this Journal. Send completed form with a cheque or money order for \$25 to the address above.

Member's Discounts

AUG negotiates discounts for its members on hardware, software and books. Currently, Technical Books in Swanston Street in the city offer AUG members 10% discount on computer related books, as does McGills in Elizabeth Street. Kev's Computer Shops in Coburg and Prahran offer 10% off RR items. MVB Croydon, Computer Magic Moonee Ponds and Software Buyers Service offer good deals while Maxwells of Abbotsford offer 10% off all software.

The Amiga Users Group Committee

Co-ordinator	- Eric Salter	853 8857
Ass. Coordinator	- Neville Sleep	546 0633
Secretary	- Chris Tremelling	527 2594
Membership	- Peter Barton	850 9250
Meeting Chair	- Arnie Robbins	808 0551
Book Library	- Ross Johnson	824 7026
Treasurer/P.D.	- Mark Barnes	807 7036

NWAUG Committee (PO Box 25, Coburg 3058)

Co-ordinator	- Kerrie Millar	484 5934
Ass. Coordinator	- Tony Prowse	379 7960
Treasurer/Mem	- Paul Pritis	350 3601
Book Library	- Darrel Butcher	439 6283
Disc Library	- Alan Cheng	380 5588

SEAUG Committee

Co-ordinator	- Russell Porteous	585 0202
Asst. Co-ord	- Len Sutcliffe	776 5419

Club Services

Amiga Central	- Gary Gajic (7pm - 9pm)	376 4378
A-link 1	- Boden Fehrens	792 1138
Workbench	- Ashley Schwall-Kearney	754 5445

Disk and Book Library

AUG has an extensive collection of Amiga Related Books, Magazines and Tapes. Disks from our Public Domain library are available for \$2 each on your own disks or for \$6 each on AUG supplied disks, which includes postage. Details of latest releases are printed in this journal and a catalog disk is available.

The Bulletin Boards

The AUG operates two bulletin boards devoted to the Amiga. Both can be accessed 24 hours a day with a modem and appropriate communications software using the following speeds: Parameters should be set to 8 data bits, 1 stop bit and no parity.

AmigaLink-I: 792-3918
 v21. - 300 v22. - 1200 v22bis. -2400
 v23. - 1200/75

Amiga Central

376-3887	v22bis. - 2400	v32. - 9600
376-7375	v22bis. - 2400	v32. - 9600
376-6385	v21. - 300	v22. - 1200
	v22bis. - 2400	

Workbench Contributions

Articles, papers, letters, drawings, cartoons and comments are actively sought for publication. Contributions may be sent in on disk, paper or uploaded to Amiga Link-1 or Amiga Central in the area set aside for this purpose. Please send your contribution in text-only, non-formatted if they are on file and remember to include your address for return of disks. Deadline for articles is the last wednesday of the month preceding Publication. Contributions can be sent to: The Editor, AUG, PO Box 684E, Melbourne 3001.

Back Issues of Workbench

All back issues of Amiga Workbench are now available, for \$2 each including postage. Back issues are also available at meetings.

Production Credits

This month's Journal was produced by Jim Berry, Lester McClure Alex McCooke & Ashley Schwall-Kearney while nikolai still has his finger in the pie. Equipment and software used :- Amiga A500, and A2000 Pagestream 2.1, and a Brother Laser printer. Workbench is published by The Amiga Users Group Inc. and printed by Kwik Kopy Printing Highett.

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Advertising

The Amiga Users Group accepts commercial advertising in Amiga Workbench subject to available space. Contact the Editor for rates and conditions.

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 Lester McClure - 803 5664. The names are not listed in any order or priority. 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.

Introduction to the Amiga / Prowrite	Rudy Kohut	- 807 3911
Amiga Basic (Advanced)	John Elston	- 375 4142
Amiga Basic, A/C Basic	Alan Garner	- 879 2683
C(Introductory), Professional Page	Mal Woods	- 888 8129
C (Advanced)-AZTEC	Andrew Gelme	- 645 1744
C (Advanced)-LATTICE, TeX	Eric Salter	- 853 8857
Amiga Art, Music	Norm Christian	- 798 6552
Music, Audio Sampling, MIDI	Neil Rutledge	- 578 5724
Beginners Help Line	Russ Lorback	- 802 9333
Superbase, Bridgeboard	George Wahr	- 376 6180
Amiga; A/C & AMOS Basics	Bill Jordan	- 417 3521
A1000	Lester McClure	- 803 5664
Graphic Arts - DPaint, Sculpt, etc	Joe Santamaria	- 383 3509

Bouquets and a Brickbat

The response to the new look Workbench has been positive. Thats good because if it had been otherwise I probably would have broken my A500 in two and burned every copy of the magazine I could find. If you can see any way of improving Workbench let us know. One item that was well recieved were the excellent illustrations by Rod Clifton -also responsible for this months cover- and by Jim Berry. Both active members of our art SIG. Well done, I hope we can see more of this material. If you have a hankering to see yourself in print let us know.

My task has been made somewhat easier by the addition of a GVP 50 meg hard drive and an extra 2 meg of RAM. The AUG purchased them with the aid of a generous discount from Power Peripherals of Caulfield. I in particular and AUG in general thank them for their support of the group.

While handing out bouquets lets not forget Commodore who donated the Amiga 2000 that runs the Amiga Central BBS, Kevs Computer's for the donation of a hard drive and loan of other hardware to Amiga Central and to Soft Logic Publishing for the gift of Pagestream 2.1 the program that is used to produce this Journal.

Apart from hardware software and lots of hours from the committee, what really produces this journal are the submissions from members. When you submit an article for Workbench please keep these points in mind.

Include a Name and contact phone number with each submission.

Submit articles to the areas set aside for them on the Bulletin Boards or send a disk.

All text to be in plain ASCII. NO FORMATTING, i.e. no paragraph indents/outdents/italics/bold/underlined or centered text or anything else you can imagine. If you have an idea of how the article should be presented then include a printed version along with the UNFORMATTED version.

One line between each paragraph. NO carriage returns at the end of each line. Two spaces after each full stop.

Where appropriate include diagrams, pictures and 'screen grabs'.

The deadline is the last wednesday of the month PRIOR to publication. The reason its called the DEADline is if everything arrives on that date the Workbench committee will have to kill themselves to get the finished material to the printer on time. The earlier the better. Preferably the middle of the month prior to publication. We will accept them months, even years in advance.

If you are unsure or have any questions call a member of the Workbench Committee. We much prefer a few minutes on the 'phone to a couple of hours "fixing up".

As a rule of thumb each page of Workbench takes at least two hours of 'fiddling with' after it has been loaded into pagestream. Anything you do to help means that my family can see more of me each month than just my back (loud cheering from the other room).

Don't let these guidelines discourage you from submitting an article. We would probably accept one written in Swahili with a thumbnail dipped in tar, but by crikey it had better be a ripper! or I'll come round to your place and put the tar to better use.

The response to the Piracy survey was very good. We recieved 24 replies from the 50 sent out. Its not a comprehensive analysis of the Piracy debate but it gives some idea of whats actually happening out there. The results are shown on the next page. Our thanks to those who returned the questionnaire and to Richard England for the suggestion.

Richard however was not happy with the treatment we gave his article. Here is the relevant part of a notice that he posted on the Amiga Central BBS.

"Before my brief article on software piracy was published in the last issue, one of the editors (sorry, I think it was Ashley) rang me to tell me about the format in which it would be published. He said in passing that my article condoned software piracy. I promptly told him that it neither said that nor was intended to say so. However the article was published in the form of that old "piracy: pro vs. con" chestnut beloved of computer magazines. Unfortunately the editors succumbed to the temptation of controversy and plagiarism in the way they treated my submission and the graphics were used for deception rather than entertainment."

Well Richard I disagree. Arnie and the illustrator were given the text without a specific brief and came to their own interpretation. Upon re-reading the article I still reach the same conclusion.

Ashley

Results of the Piracy Survey

We sent out 50 and 24 were returned. Not a large or exact survey but one that indicates the general view.

% with Software not paid for **94%** Commercial 96 Shareware 92

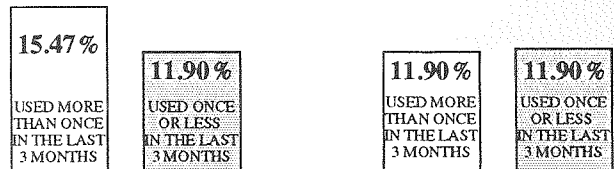
Average highest price paid for software **\$218** High 500 Low 0

% who have paid for Pirateware **10%**

% WHO HAVE

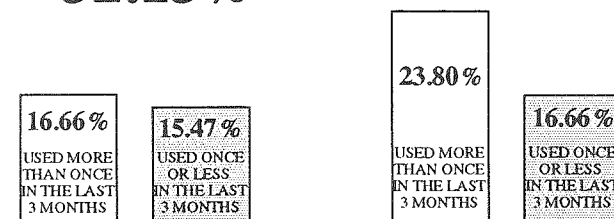
Productivity Software

Paid For **27.37%** Not Paid For **23.80%**



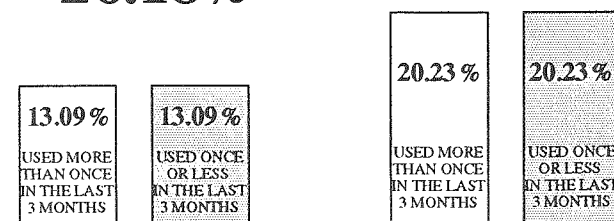
Utility Software

Paid For **32.13%** Not Paid For **40.46%**



Games Software

Paid For **26.18%** Not Paid For **40.46%**



% who consider software prices
 LOW **0%**
 FAIR **26%**
 HIGH **74%**

% who consider shareware fees
 LOW **10%**
 FAIR **75%**
 HIGH **15%**

% who consider Software Authors
 Under Paid **19%**
 Fairly Paid **75%**
 Over Paid **6%**

Comments

"I use pirate software to see if I like the program if I do then I buy it."

"...never bought a program... everything pirated."

"...can create new areas of interest...I used copied software then ended up buying stuff that I otherwise would not have considered."

"... can't condone piracy nor reject it.... can save people many dollars when evaluating software."

"Books are at most \$30 and usually \$10-\$12... well below the \$50 minimum for software..."

"If its a quality game and I want the author to write more games I'll buy it."

"Software is expensive...if its good and I use it, the price is reasonable. Problem is when you spend \$50-90 on stuff you dont like or use."

"Prices absurdly high....charge prices like in the USA and I would buy more, until then no go."

TechnoSound Turbo

Upgraded version of New Dimensions' acclaimed hardware and software stereo sound sampler. Simply plug your sound source into the unit and fire up the sampling software. New multi-tasking software features a MIDI sequencer, and a host of exciting special effects including real-time echo, phasing, pitch shifting and other voice synth effects. "...no-nonsense, low-cost, easy-to-use system..." 81%, Amiga Format, September 1991

\$79

2 Meg for A500

The 'V2000' expansion from U.K. manufacturer Virgo Developments contains a real time clock/calendar and up to 2 MB of auto-configuring Ram. The board plugs into the trapdoor expansion bay and connects to an internally fitted Gary adapter.

Unpopulated (0 Megabytes)	RRP \$140	AUG \$136
Populated to 0.5 Megabytes	\$178	\$170
Populated to 1.0 Megabytes	\$218	\$206
Populated to 1.5 Megabytes	\$258	\$242
Populated to 2 Megabytes	\$298	\$278

4 Meg for A500

The 'V4000' system is similar to the 2 Meg. system described above, with additional sockets allowing up to 4 MB of expansion RAM.

Unpopulated (0 Megabytes)	RRP \$220	AUG \$216
Populated to 1.0 Megabytes	\$299	\$287
Populated to 2.0 Megabytes	\$379	\$359
Populated to 3.0 Megabytes	\$458	\$427
Populated to 4 Megabytes	\$539	\$498

Both the 2 meg. and 4 meg. boards leave the main expansion bus free (e.g. for a hard drive).

Also from Virgo Developments:
 3.5" External Disk Drive **\$170**

Protar Hard Drives

The Last Word In Amiga Hard Drives

The new A500HD series of SCSI controlled hard drives from the German manufacturer Protar are now available in Australia available. The standard drives contain high quality 24ms Scagate mechanisms, while the DC range use 19ms Quantum mechanisms with 64 kb cache. These superb drives use the main expansion port & perfectly match the Amiga styling. The optional PSU is only required when RAM modules are installed.

- high speed SCSI controller (900kb/sec or 5 times A590 speed)
- SCSI through port
- auto-booting, auto-parking, silent operation
- up to 8 MB RAM on board via Protar autoconfiguring RAM modules
- Games switch disables hard drive but retains RAM for memory hungry games, protecting the hard drive against viruses.
- 2 Year Replacement Warranty on Quantum units (One Year for Scagate units).

A500 HD20	\$620	1 MB RAM module	\$75
A500 HD30	\$710	2 MB RAM module	\$145
A500 HD50	\$820	4 MB RAM module	\$323
A500 HD50DC	\$985	8 MB RAM module	\$646
A500 HD60	\$1015	Power Supply Unit	\$62
A500 HD80	\$1105		
A500 HD100DC	\$1175		

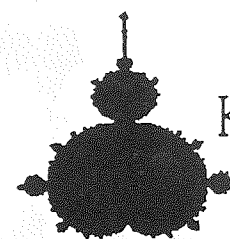
Protar 1/2 Meg. + Clock/Calendar **\$69**
 Top quality surface mount design. Disable switch.

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Powerful Machine Language monitor, that leaves ALL memory free for programming.
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Cortex A500/A1000 8 Meg Expansions

- Fit to expansion bus; warranty remains intact
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- Fully operational bus pass-through
- Uses standard 1M x 8bit or 1M x 9bit SIMMS
- Designed with A1000 compatibility in mind
- Zero wait states
- RAM test software

	RRP	AUG
0 meg.	\$425	\$415
2 meg.	\$580	\$560
4 meg.	\$734	\$704
6 meg.	\$888	\$848
8 meg.	\$1042	\$992

P.D. Software Paks

Kaotic Concepts supports the intentions of public domain authors; namely to allow wide distribution of software with minimal copying charges. All Pak prices include postage and handling. These disks plus P&H and many more are available individually for \$2.50 plus \$3.50 P&H for any size order. Catalogue disks \$2.50 including postage. All disks supplied are Nashua brand. Blank disks \$15 per box of 10. Nashua disk boxes (hold 90 3.5" disks) \$17.00

Kaotic Arcade Parlour Paks: 5 disk Paks of arcade action \$12 per Pak

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Megaball, Missile Command, Sball, Dragoncave, Car, 7-Tiles, Grid-Runner, Rebound, Invaders, Minblast.

Kaotic Arcade Pak 2

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Kaotic Arcade Pak 3

Pacman-87, Girl-Action, Hemroids, ST-Bash, Grav Attack, Eat Mine, Hovertank, Humarta, Triclops Invasion.

Kaotic Label Laboratory

2 disk set containing: Labelbase3, RLC210, Diskprint, SuperRetLab plus ready made labels. \$6

Kaotic Font Theme

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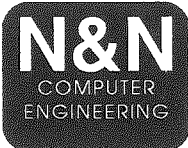
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		\$6

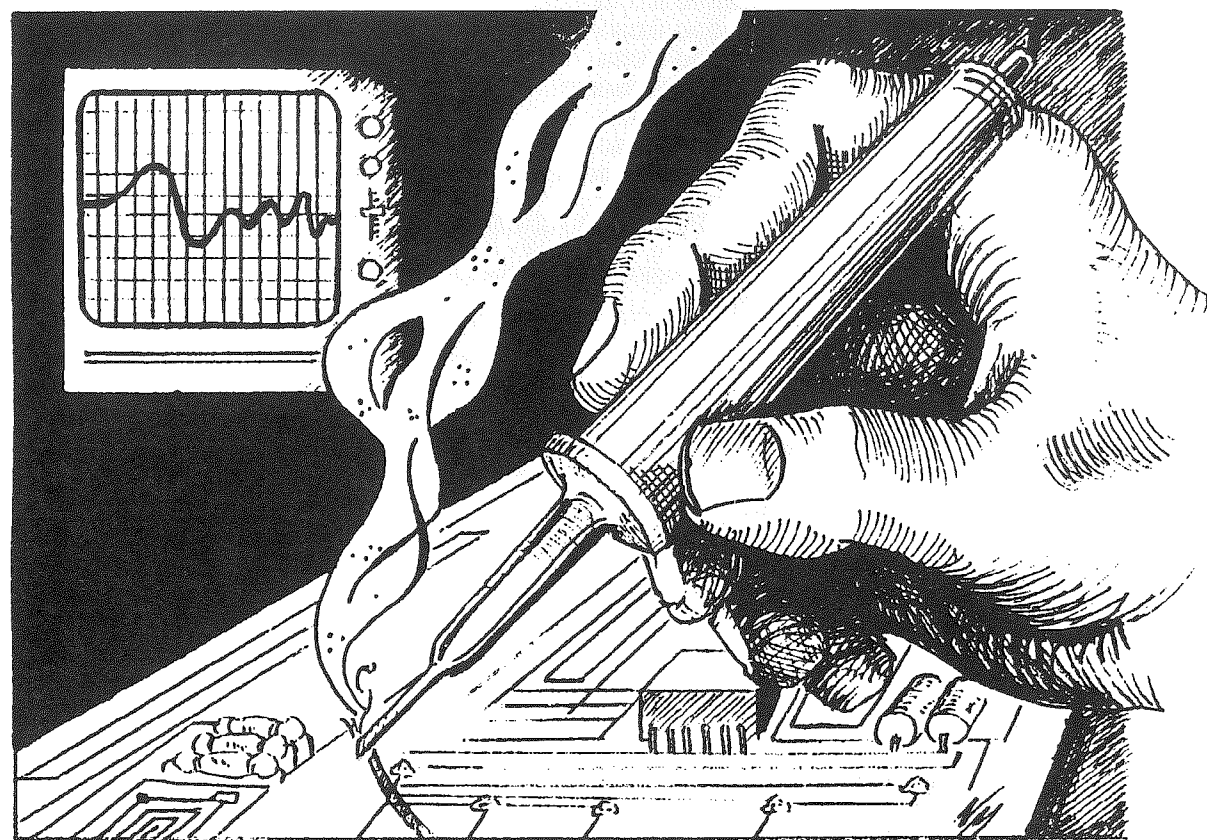


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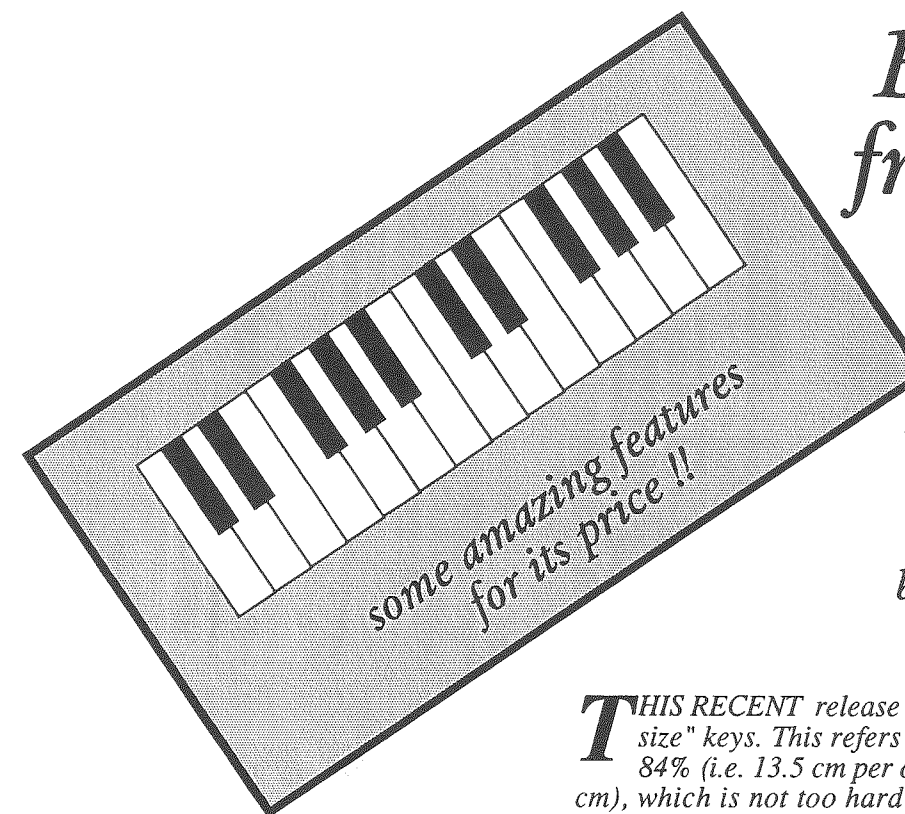
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PLEASE CALL FOR ANY OTHER SERVICE ENQUIRES

Big Features from a Small Keyboard

Yamaha PSS790

by Norm Christian



THIS RECENT release is a mini-keyboard with 61 "half-size" keys. This refers to their length only; the width is 84% (i.e. 13.5 cm per octave as against the standard 16 cm), which is not too hard to handle unless you have very thick fingers. The instrument has some amazing features for its price, \$499.

It has become increasingly common for keyboards to have what is known as "Rhythm Styles" in the left hand. This means that chords played below a certain split point send information to the internal processor which enables it, depending on the rhythm style selected, to output not only a drum rhythm but also a bass line, a chord pattern, also sometimes arpeggios, introductions, endings, riffs, breaks, etc. all based on the chords being played. Although the processor outputs all this as audio (selecting different instruments to play various parts almost like an orchestra) the digital output via MIDI consists only of *note* information, i.e. basically what notes are being played and when.

Consequently if we record this MIDI stream into a computer or sequencer and then send it back to the keyboard, the latter will need to then be told what rhythm style to select - it will normally *not* get this information as part of the incoming MIDI message. If the original style selected was say 4/4 tempo and we

then change that selection manually to 3/4, the keyboard will be trying to play for example a foxtrot as a waltz.

This type of keyboard has the advantage that it can readily be controlled from a master keyboard (within these limitations) or in turn control a slave. The PSS-790 and some others of its type work on an alternative system, the main difference being that the various *parts* of each rhythm style (drums, bass, chord patterns etc) are not only passed by the processor to the voice banks to emerge as audio, they also emerge via MIDI as *separate* digital streams each on a different channel. Consequently if this information is recorded and returned via MIDI, the keyboard *automatically* plays in the correct tempo and style, since each separate part, coming in on its preselected channel, responds with the correct note sequence, exactly as sent.

The disadvantage with the PSS-790 is that a master keyboard can only access the various parts of the rhythm style one at a time by selecting the appropriate (fixed) channel. Sending clock and chords will not work, because regardless of the sending channel, the response

will only be *one* part, and not the whole. The PSS-790 operates in *multi-timbral* mode all the time and cannot be switched out of it like other keyboards. It expects to receive separate information on separate channels concurrently, which obviously a sequencer can provide but a master keyboard cannot.

This makes it a particularly good adjunct to programs such as Bars & Pipes, which by switching to "multiple in" mode can receive all the individual parts concurrently on separate channels, including the drums. Further, the keyboard's built-in sequencer has 8 tracks, with a capacity for 8 separate songs in memory. Any of these when played will not only faithfully reproduce the recording using the internal voices, but will also send out each part on a different channel, which can then be edited as separate tracks by Bars & Pipes or any sequencer with similar capability.

Another new concept is the "Vector Synthesizer", which enables any 4 of the 100 voices to be stacked, with real-time variance of any one or more in any desired mixing ratio. These also go out ▶

*Norm is a long time member of
AUG and the convenor of the
Music SIG.*

via MIDI on 4 different (fixed) channels.

The 100 voices are the latest AWM (advanced wave memory) system employing digital recording of real instruments, and are extremely lifelike. Although the keys are not touch sensitive, the processor responds to velocity commands from an external source. Furthermore, polyphony is an amazing 28 notes!

The 50 drum sounds are also excellent and 8 at a time can be stored in conveniently placed drum pads for live play-along. Another surprising feature is that the drums, which are normally accessed via channel 16, can also be played on any or all other channels - a useful trick. The 50 rhythm styles have been recorded by professional musicians and all have variations, intros, breaks and endings - some of the latter are up to 8 bars long.

Pitch-bend wheel can be set for any variation between a semitone

and an octave, and transpose function likewise extends to an octave either up or down; this is most unusual. Voicing effects include the ability to selectively alter volume, reverb, vibrato and harmony. The latter adds extra notes to one-finger playing in the right hand (always correct because based on the current left-hand chord), and very useful because there are no fewer than 6 different types of harmony - again a very unusual feature.

Being multi-timbral, all 16 channels can receive, but all or any can be disabled. You can select the transmit channel for manual play (with voice selection) for each individual channel, also choose whether clock is internal or external. But, best of all, you can initiate a bulk data dump which includes all parameters including the 8 songs currently in memory. There is a thru socket, which is so often missing on more expensive keyboards.

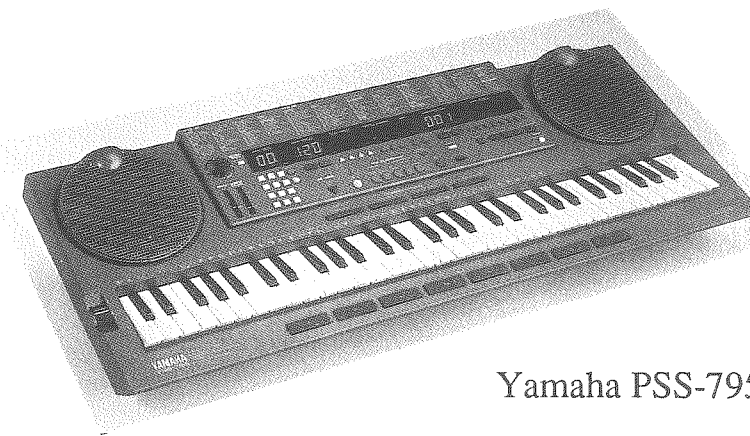
The instrument is stereo with excellent speakers but no provision for left/right line out - you have to use the headphone socket. Overall volume control slider is provided, but no socket for expression pedal.

Summing up - the main minus is the small keyboard and this is compounded because the ability to drive it from a standard master keyboard is limited. It is ideal for computer use if only as a multi-timbral module; patch numbers sensibly start at zero. In this one department it can outperform many expensive modules and being small and light it is easily transported. Add to that its low price and unusual capabilities and I can only say - highly recommended!

Illustration Jim Berry.

Meet the latest in Computer Keyboards!

The Yamaha PSS-795 Electronic Music Centre.



Yamaha PSS-795 RRP \$499.00

The PSS-795 features advanced Yamaha technology that will inspire you to deliver your finest performances. The PSS-795 sound is inspirational, featuring incredible realism and presence delivered by Yamaha's exclusive Advanced Wave Memory system - an innovative Yamaha digital sound sampling technique.

The PSS-795 is a powerful, versatile MIDI compatible keyboard featuring MIDI IN, OUT and THRU connectors making it an excellent choice for use in sophisticated MIDI music systems.

Its keyboard performance, sequencer playback and accompaniment styles are all transmitted via the MIDI interface allowing broad control of external MIDI devices, and a bulk dump feature allows sequence data to be transferred to another keyboard or data storage device. Furthermore, dynamic voice allocation of up to 28 notes at once and 16 channel receive capability with velocity compatibility make the PSS-795 an ideal tone generator for computer music systems.

For your FREE demonstration or any further information contact the
Yamaha Music Information Centre
236A Whitehorse Road
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Music

Audio Engineer V2 \$ 90 .00-340.00
Bars & Pipes Professional \$359.00
Bars & Pipes modules \$60.00 - 66.00

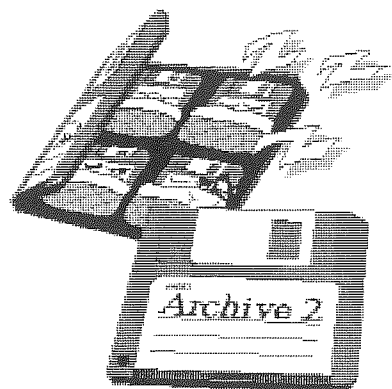
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Amos 3d \$ 71.00
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FILE COMPRESSION

by Nikolai



A Comparison of some typical File Compressors

compressing a graphics file (IFF format, 'WSB', 162194 bytes):

name:	Archive file:	reduced to:	Time taken:
arc	WSB.ARC	75%	2:56
zoo	WSB.ZOO	79%	0:31
pak	WSB.PAK	87%	0:20
lharc	WSB.LZH	70%	2:18
pkazip	WSB.ZIP	76%	2:36
lhencode	WSB.LH	71%	0:51
compress	WSB.Z	74%	0:49

compressing a text file (academy, 339034 bytes)

arc	academy.ARC	47%	3:26
zoo	academy.ZOO	48%	0:41
pak	academy.pak	66%	0:33
lharc	academy.LZH	44%	5:31
pkazip	academy.ZIP	41%	3:09
lhencode	academy.LH	44%	1:59
compress	academy.Z	39%	1:17

(note 1: when using 'lhencode', you can specify the name of the output file, which i called WSB.LH)

(note 2: the amiga version of TAR 'cannot deal with compressed files')

Disk crunchers

These programs read the disk track by track and compress it into a file (or a number of files, if required), with certain file extensions, viz:

(compressing the original Workbench 1.3 disk)

program	archive file	time	reduced to:
Zoom	WB.zom	5:45	375786 bytes
DMS	WB.dms	10:19	399245 bytes
LHwarp	WB.lhw	13:14	409235 bytes

All of these utilities allow you to include a text file with the archive, which is displayed on de-zooming,

de-mashing or de-warping of the disk; they all allow you to specify the starting and ending tracks, which allow you to split the disk into two files; for example, one could contain the information from tracks 0 to 38; the second could contain tracks 39 to 79. By specifying track 0 as the starting and ending track, you can use these utilities to back up boot-blocks, so you can salvage a disk in the event of viral infection.

Command/Program packers

I know of two programs that will compress executable programs: 'Cruncher 1.1' and 'powerpacker 2.3a'. 'Cruncher 1.1' will produce a smaller, compressed version of the code, with the de-compression routine stuck to the front.

name	size
dme (original):	66900
dme (crunched):	47048
dme (powerpacked)	40684

(unless i have made a serious error,) 'ppcrunch' produces a file called 'dme.pp', which must be decompressed with 'ppdecrunch' before execution; in that regard, it is similar to file compression utilities. Often, you will find 'readme' files included with public domain software in 'PowerPacker' format, i.e. 'Readme.pp'. these files can be viewed with 'PPMore', which is one of the PowerPacker suite of utilities, including PPCrunch, PPDeCrunch, PPAanim, PPMore, PPSHOW (a PowerPacked picture viewer program - try saying that ten times, fast) and PPTYPE which sends PowerPacked text files to the printer. Typically, PPCrunch compresses text files to about 52% of their original size; IFF picture files fare less well, reducing by about 80% (probably due to the fact

that they are somewhat compressed to start with; if you have a Deluxepaint brush, which isn't compressed, or if you can save the picture in uncompressed format with a program like PixMate, PowerPacker can achieve reductions similar to those of text files. PPSHOW unpacks and displays them very quickly, too.

So, if you don't mind waiting for a few seconds, the PowerPacker programs can come in very handy.

PPAnim can be found on Fish Disk #414; some of the other Viewing utilities are on Fish Disk #371; PowerPacker itself is on Fish Disk #253.

Most Bulletin Boards carry a selection of compression and/or archiving utilities. You will probably find all you need on our own Amiga Central BBS (phone numbers on inside front cover).

File compression utilities became very popular when people wanted to transmit files over telephone lines, particularly if they had to pay by the minute for the service. Ask any Sysop of a BBS if they would rather have users downloading original files or their compressed counterparts...

In the Amiga environment, compression utilities fall into three categories: File Compression, Disk Crunching and Command/Program Packing.

A Quick Course in Using File Compression Utilities:

LHARC - If you type LHARC by itself from the CLI or ASHELL, you will get the help display, which shows you the various options available:

-- Lharc -- v 1.21 Aug 8 1990 by Paolo Zibetti (FidoNet 2:331/101.6)

Usage:

Lharc [-switches] <Command> <Archive> [-<dest path>] [-<file patterns>]

Summary of commands:

e,x extract files from archive
l,v show archives contents
p print extracted files to screen
t test archive integrity
a add files to archives
m move files into archives
d delete files from archives
u update files in archives
f freshen files in archives

Summary of switches:

-p pause after loading
-m no messages for queries
-x consider extended file names
-n no progress indicator
-w set working directory
-P set priority
-a consider file attributes
-u convert file names to uppercase
-r recursively collect files
-S set sort criteria
-b set I/O buffer size (Kbytes)
f ignore filenotes

<Dest path> must end with ':' or '/'

The only ones you need to know are 'e', for extracting files from the archive; 'a' for adding files and 'l' to list the files in the archive. A typical result of a command like 'LHARC L CLIPART1.LZH' might be:

Listing of archive: 'clipart1.LZH'						
Original	Packed	Ratio	Date	Time	Type	CRC- Name
55922	28938	49%	08-07-91	21:27:42	-lh1-	796B Annie 1
68202	35435	49%	08-07-91	21:29:18	-lh1-	28CC Annie 2
27938	17304	39%	08-07-91	21:33:30	-lh1-	2B26 Freaks 1
133964	74828	45%	08-07-91	22:08:30	-lh1-	C375 Freaks 2
62968	30116	53%	08-07-91	22:17:44	-lh1-	AC43 Freaks 3
60968	33570	45%	08-07-91	21:31:08	-lh1-	17BC Freddie 2
91544	56639	39%	08-07-91	21:20:44	-lh1-	2E33 Freddy 1
70042	41082	42%	08-07-91	21:24:34	-lh1-	9724 Freddy 2
138088	84325	39%	08-07-91	22:14:02	-lh1-	8E9C Freddy 4
155210	80467	49%	08-08-91	00:33:56	-lh1-	3ED1 demon 1
64088	37605	42%	08-07-91	22:11:32	-lh1-	A62B mao 2
928934	520309	44%				14 file(s)

Operation successful

...which shows all you need to know about the files in the archive. the picture of chairman Mao could be extracted by typing 'LHARC E CLIPART1 M*', since there is only one file in the archive whose name starts with 'M'.

some definitions.....

Archiving: the process of taking a number of files and storing them in one file, with a view to keeping them somewhere safe (like in a safe in a nuclear shelter :-)) the files don't necessarily have to be reduced in size.

Listing: Extracting a list of which files are stored in an archive. This list often contains information such as when the files were added, how much they have been compressed by and a CRC, or Cyclic Redundancy Check; this is a 'magic number' that is made up when the file is archived. if this number changes, or is different when you make another archive of the file, this is an indication that something has gone wrong and the file (either the archive or the original) has been altered. its also handy to ensure that an archive has been correctly transmitted over a telephone line.

Extracting: getting the files out of the archive. you usually have the option of over-writing the files if they already exist outside the archive.

Freshening: this is where some files that have been archived have subsequently been changed; 'freshening' the archive will replace/update those files.

Encrypting: if the archive contains sensitive information, you can protect it by encrypting the data and the use of a password.

Disk crunching: this is where an entire disk is read, track by track, and compressed into a single file. This is useful for storing floppies that have had their blocks moved around by a disk optimiser (to make reading the disk faster); it is also handy for capturing disks with bootblock viruses; some diskcrunchers allow the disk to be split into two or more files, which when combined, can reproduce the original file.

Command/Program packing: this is when a program, such as a text editor like TxED or DME is compressed with the de-compression built in, so that running the packed program automatically de-compresses itself

- and then runs. Very handy for saving space on disks; the only drawback is that you have to wait for the program to de-compress. These programs sometimes flash the screen border or the mouse colours in a rainbowpattern to indicate that something is actually happening.

File Type/Extension: because these utilities got their start on MS-DOS systems (or possibly CP/M systems - i'm not that old :-), they usually produce archive files with a three-letter file extension that usually (not ALWAYS - see 'LHARC' and 'LHA' :-)) indicates which program created it.

Something that has complicated matters recently is the emergence of a new version of LHARC, called 'LHA'. it produces archive files with a .LZH extension which cannot be decoded by the standard LHARC. i have not seen an Amiga version of LHA. there is also a compression program in the MS-DOS domain known as ARJ, which produces archive files with an extension of (you guessed it) .ARJ; there is an Amiga program to extract files from .ARJ archives.

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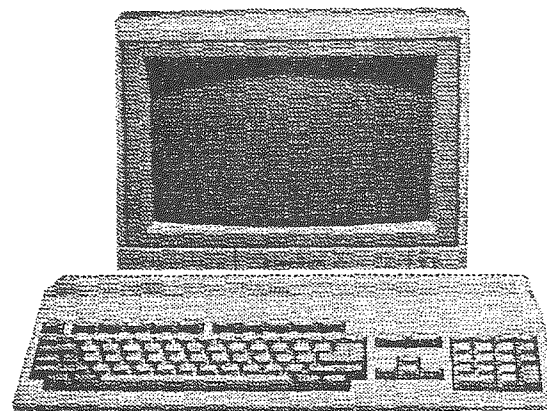
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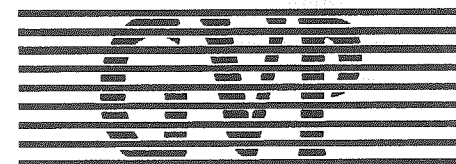
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Design Works

Simple and Effective Drawing

by Rudy Kobut

A "STRUCTURED" DRAWING PROGRAM like Design Works allows you to create images or "objects" that can be manipulated in ways that are impossible or difficult in a straight "paint" program.

Once an object is created, it can be moved, resized, duplicated, cut and pasted, flipped, rotated, stretched or shrunk as well as coloured with solid or fill patterns. The "object" is not seen by the program as a series of pixels; rather, it sees the object as a set of mathematical equations which describe the object and allow it to retain proportion at various scales and orientations.

Totally Stable

DesignWorks is not as powerful as other vector based drawing programs like Pro Draw 2.0 from Gold Disk, which is reflected in its price, half that of Pro Draw. On the other hand, it does everything claimed for it in the advertising, it does it smoothly, it does it simply, and seems totally stable in execution.

This package is from New Horizons, the same group that brings you ProWrite. In fact, the same person developed both programs. If you know ProWrite, then you already know the layout and feel of DesignWorks, as they share the same menu layout, the same file requesters, the same print requesters, the same font requesters, the same text formatting options, and the same approach to running macros (using ARexx).

DesignWorks v.1.0 comes with a simple 90 page manual and a 4 page "update" insert. I guarantee, if you have used any type of drawing program before, on any computer,

you will be up and running with DesignWorks in less time than it takes to write about it. The manual is clear, well written, with only a few typing errors that I could detect, which are not fatal to understanding. There is a liberal use of screen shots which relate to the text and aid comprehension. The pages are well laid out and don't pack in too much information all at once. The "Using DesignWorks" section goes over the basics in such a simple manner that one wonders at first go whether there is anything at all in the program! There is a "Reference" section which goes through every menu item in more detail and explains the use of ARexx for macros fairly thoroughly.

Drawing Tools

So, what does DesignWorks actually do? As I mentioned, you use it to draw "objects", like circles, lines, rectangles, curves, polygons, and text (which I'll discuss separately). You can vary the size of each object, the colour and thickness of the lines used to draw them, and in the case of circles, rectangles, and polygons, the fill patterns and colour of the fills. These actions are done by clicking with the mouse on the appropriate drawing tool "symbol" which is in a free floating "Tool" window in front of the drawing window; clicking on the pen colour in the free floating "Pen" window; and clicking on the desired fill pattern in the free floating "Fill"

window. Then just click on the drawing "surface" and, depending on the tool you've selected, draw the object. By "free floating" I mean that these are very small rectangular windows which can be moved around the main drawing window or even moved out of the way completely by closing them or moving them behind the main window. They can be reopened or brought to the front again from the menu.

The main drawing window has a ruler along the top and left edges, which you can define in inches or centimetres. The drawing "surface" can be covered with a user definable "grid" to aid the position of objects. In addition, little lines on the rulers themselves indicate the x and y position of the mouse pointer (a crosshair for most tools) at all times. The window has scroll bars and scroll arrows along the bottom and right side, and arrows for selecting the drawing "layer" you are working on. A "layer" can be visualized as one of many pages that are stacked in layers. You can choose which layer to draw on, and whether the layer is visible when drawing on other layers. You can have virtually any number of layers to a drawing.

Large Drawings

A drawing can be up to 100 inches by 100 inches. The program breaks up the drawing into pages based on the page size you select. You can increase or decrease the drawing size at any time. This is done simply by using the mouse on the drawing size requester.

Text is treated a bit differently by the program. Like the other objects, start by selecting the text tool and then clicking in the drawing window. Then just start typing. The text, if it is not within another object, like a rectangle, will create a single line until it meets the edge of the page before it wraps. If it is within another object, it will wrap within the edges of that object. The text can be created from any font available. Interestingly, DesignWorks allows you to specify any font size for a font in your directory; it automatically scales fonts to that required, which allows for a high degree of flexibility within the program. Such scaled fonts are, however, likely to appear a bit more jaggy than others,

depending on the quality of your printer.

A shortcoming of DesignWorks is that text blocks are treated as a whole "object", so that fill patterns affect the background on which the text sits and not the character shapes themselves. It would be nice to be able to select individual characters and have them filled with different patterns. However, each block can be selected, resized, moved and changed in orientation like other objects. Like in a word processor, you can add text highlighting, such as bold, italic or underline, and you can choose left or right aligned or centred text, amongst other things.

DesignWorks lets you flip objects horizontally or vertically; you can also rotate objects left or right. Unfortunately, this version only allows for 90 degree increments of rotation. There should be a user selectable variation of 1 degree or smaller increments.

The drawing of curved objects is what sets apart these types of drawing packages. DesignWorks has a few tools to enable curves to be drawn. The "Freehand" tool lets you draw by dragging the mouse along the path you want and when finished, automatically applies "smoothing" i.e. creates a "bezier" curve. The "Polygon" tool lets you indicate each separate point of the path of the curve and then "smoothing" can be applied to that path if desired. A third possibility is demonstrated in one of the macro files that comes with the program. The macro uses ARexx to calculate the points of the curve first, then gets DesignWorks to draw them. If you are strong at mathematics, this may be the most precise way to draw a curve!

Arrex required

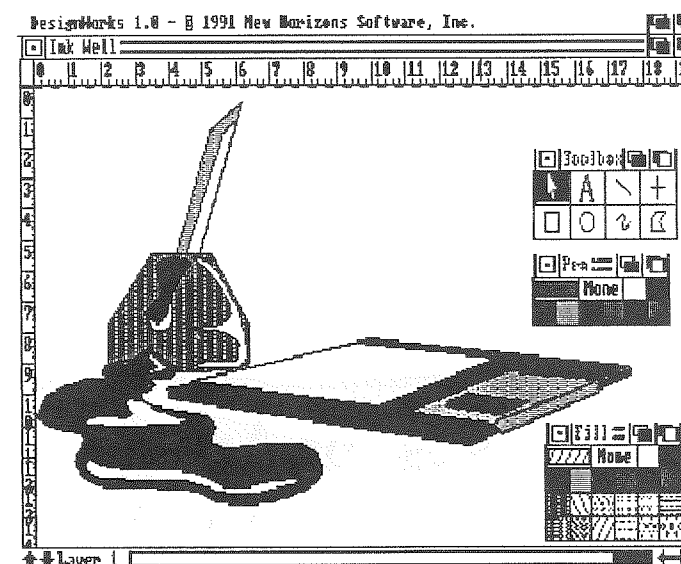
Like ProWrite, you must have ARexx running on your system to be able to use macros in DesignWorks. A macro is a file containing a set of commands that DesignWorks understands. The file is activated by the user within DesignWorks, and sent to ARexx for "execution", which usually means sending commands

back to DesignWorks to implement, but which could also use ARexx to do calculations and even run other programs. This tool is potentially very powerful, and deserves the attention of any serious user.

Print from the program is very good, if a bit slow. I have been able to test the output on a 24 pin printer and have been very impressed. The "high quality" setting produces the best that your printer can achieve, which is very good even for 9 pin printers.

Importing Files

The program allows the importation of IFF graphic files, including HAM. It converts all such files into 12 bit (4096 colour)



representation, and recommends that you only import small brushes or parts of pictures because of the memory such objects consume. It does not however, have a facility for turning imported IFF graphics into polygon type objects that can be manipulated. Such graphics can be moved but no fill patterns or recolouring, for example, can be applied to them. Any object or group of objects can be selected and saved as IFF files, but only as 32 colour pictures - the manual gives the strange reason that "that is the maximum allowed by most Amiga paint programs"!! DesignWorks should also import and export other formats, especially those used in other design or page layout programs.

DesignWorks does not use pen fill

patterns so lines are always solid, no dashes or dots, which seems a strange omission.

DesignWorks does not allow for the wrapping of objects onto other objects, nor for the attachment of text to other objects, such as lines, or curves. The way in which curves are drawn is effective, but not as easy as a true curved line tool could be. However, such a facility would also increase the price of the program!

DesignWorks should have a facility to import text files, but doesn't. It should also allow the user to change the screen resolution from within the program but, like ProWrite, this can only be done by changing the parameters in the icon tooltypes. Having said that, though, DesignWorks does support Workbench 2.0 thoroughly (I tested it on a pre-release version).

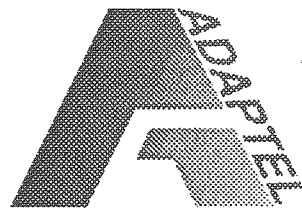
Before I finish this review, I want to mention that anyone who has used MacDraw in any of its versions on the Macintosh will be right at home with DesignWorks. When I read the manual, before using the program, I had this feeling of deja vu. Having seen the program, I can only guess that the designer was inspired by MacDraw (just like ProWrite reminds me of Word on the Macintosh).

However, the program is very Amiga in feel and power, especially in its use of the full colour potential of the stock Amiga (it "remembers" each colour as a full 12 bits of resolution and allows all 4096 to be defined separately even if the screen resolution only allows a few to be represented on screen).

Value for Money

DesignWorks is not only a well designed and well featured structured drawing program, it represents value for money. I think most users would find this program a powerful addition to their stable without breaking their piggy banks!

Thanks to Software Buyers Service for supplying the Review Copy



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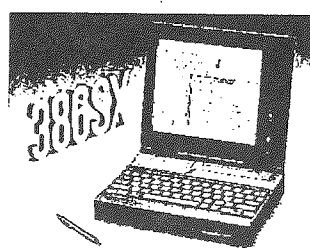
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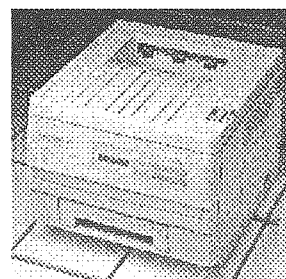
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AUG Burwood

October saw the exciting new change of schedule for the Beginners SIG. They met starting at 2:00 PM so that they could also choose to see one of the demos running on the day. From all accounts this worked well and will continue in the future.

Many of those attending the October meeting had some difficulty deciding which of the demos to attend. The choice was to see a variety of Video genlocks and display boards or Bars & Pipes Professional

Bars & Pipes Professional was demonstrated by Norm Christian in Lecture Theatre 1 attendees witnessed the magic that Norm is able to perform with this program. Many left with the firm intention of purchasing a keyboard, a midi, and this software so that they too could be transformed into musicians.

Video Displays and Genlocks in Lecture Theatre 2 Darren Thompson showed the assembled multitude what you can do with an Amiga and a Genlock. He demoed both a Rocgen and a Neriki unit to allow

AUG members to see for themselves what the differences between these two units are.

Alan Watson was kind enough to show off the high (price and quality) end of this market with the GVP Impact 24 board. This unit 'multi-tasks'!! It functions as a Genlock, a De-Interlacer, a 24bit display board, and a Framegrabber. It comes bundled with Scala, Caligari, and Macro Paint software. Unfortunately, there was a late mixup and Alan was not able fully demonstrate all the wonderful things this board will do. He has asked to come back to another meeting and finish.

Many thanks to Norm, Darren, and Alan. Not to be forgotten, a special thanks must go to Simon Shead who brought in his own Impact 24 board at the last moment so that the demo could go ahead.

Coming up for NOVEMBER 17 at the Burwood meeting:-

We will be having a SPECIAL GENERAL MEETING to discuss

and try to decide if we will purchase a Projection Device for AUG use. We will have a report from the sub-committee on this and their suggestions. As this involve's a substantial outlay of AUG funds we welcome and invite your input. Remember, IT'S YOUR CLUB AND MONEY !!!!!!!!

After the SPECIAL GENERAL MEETING we will have an abbreviated normal meeting to discuss the Amiga world and WB2 (if it has been released yet). ;-}

Short break for tea, coffee, and bikkies

Peter Norman the author of AUDIO ENGINEER will be demonstrating the newest version of this program (V2.0). AUDIO ENGINEER is the premier sound sampling and manipulation program available. This version has many new features and Peter is the best person to demonstrate them. Those who have seen and heard his previous demo will be sure to attend. Those who have not had the pleasure, are advised to mark this date on your calendar.

Arnie Robbins

NOTICE

*Of an AUG Special General Meeting to be held at
Victoria College at 2.00pm
November 17th 1991.*

This will precede our monthly meeting. The Special Meeting is to discuss and decide upon the proposals to be put to us by the "Projector Group"

NWAUG

At the last few NWAUG meetings we have been evaluating a number of different projection screens. Two of them have been overhead projector screens, that is they sit on top of an overhead projector and depend on the light being projected through them and onto the wall. The other was a video type unit with a single gun. All of these units have had their drawbacks, and their good points. The overhead projector ones have often been quite dim, this being a function of the strength of the projector. Their other fault is with slow screen update which occasionally cannot keep up with

quickly moving graphics. Neither of the two units that we have looked at has had full PAL size screens and only one was able to use the full palette of 4096 colours. The good thing about these units is that they are small and easily transportable, although I think may be fairly easily broken. The other unit was bright but had quite low resolution which made it hard to read small text, not really up to scratch. These units aren't cheap either. We'll be looking at up to \$10000 to buy one for the club, a major purchase!!!!

That said, I must admit that when we have these projector screens at the

meeting they make all the difference in the world. When you are trying to demo the intricacies of DPaint animation or the latest full colour game it really helps to have it projected and is much more enjoyable for club members.

As for whats happening at NWAUG, well as soon as WB 2.0 is released we will be doing a series on all the new features and we are even considering having a day when we can get together to help install it in peoples machines...

See you at the next meeting.

Hugh Leslie.

Book Library

Hi everyone, starting next month I will give some information on the content of the most recent magazines in the library. This may be in the format of either a summary or a review.

This month I will mention an article I found by accident in *Amazing Computing* (v4.7) 1989. The article is titled *Adapting Analog Joysticks to the Amiga*. Briefly, analog joysticks allow the user to indicate a certain degree of movement in a particular direction, whereas the digital joystick can only indicate that a direction is selected (up, down etc.). Analogue joysticks are a more natural input device and are particularly suited to simulations (*Flight of the Intruder* supports them for example). The Amigas' two controller ports can each read two analog devices (ie. X and Y). Most analog joysticks (eg. for IBM) vary their resistance from 0 up to 100k ohm or so, whereas the Amiga requires a maximum resistance of about 500k ohm. The article explains a solution to this problem costing just a few dollars. I found the project to work very well.

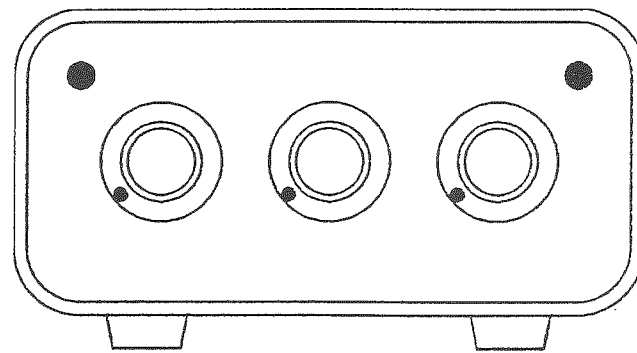
In the past, all new magazines went straight into circulation and could be borrowed at the main meeting. Unfortunately this meant that very few people were able to see the latest magazines. From now on, the most recent issue of each magazine will not be available for borrowing, but will be on a separate table for anyone to browse during the four hours of the meeting. This new rule will hopefully allow more people to benefit from the library's resources.

I will finish off by reminding everyone that the library rents modems for \$20/month (plus \$30 deposit). So if you have ever wondered what Amiga Central and BBSs are all about, now's your chance. Just ring me if you are interested.

Ross Johnson.

A-Sampler

Audio Digitiser



Available for ALL Amiga models - 500/1000/2000.
Stereo Sampling at up to 25,000 samples per second.
Compatible with PerfectSound, AudioMaster and Audio Engineer sound sampling and editing software packages.
Internal (MONO) microphone pre-amp.
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The October SIG attracted 6 eager participants, some of whom had travelled a long way, and 4 of whom had not attended previously. It was disappointing, especially in view of my reminder in last month's *Workbench*, to find that most of those who said in September that they would try to produce some original work, simply didn't bother to turn up.

However, others made up for that. Len Burge brought a keyboard and played two very interesting compositions of his own, written using DMCS. Ian Jones used the same program for a couple of his transcriptions including a long version of "cs", using the Amiga audio and some sounds of his own devising.

This led to a discussion of the merits and demerits of DMCS and several people were surprised to learn of an easy way to input real time music from a keyboard and were happy to acquire copies of Peter Lawrence's 4-track recorder.

John Liqueorish demonstrated MED 3.1 and all agreed that it has a lot of potential, especially in the area

of sampled sounds, but it does seem to require quite a lot of study and I think most people would use it only peripherally.

It was very pleasing to hear the intelligent and varied questions and comments throughout the evening, and we were fortunate to have some input on the musical side from Jonathan Harvey, who is a music teacher. As usual at these SIGs, the level of expertise was more than offset by the high level of interest; this is heartening to those engaged in demonstrating. A lack of boredom was evident in that nobody seemed to be in a hurry to leave, so we continued for over 4 hours.

At least an hour of this was taken up with a further examination of *Bars & Pipes Pro*, and as a few members were new to it, we had to do a fair bit of revision. Using my Yamaha PSS-790 (which is the subject of a review in this issue) and EMT1 Sound Expander, I was able to show how easy it is to do real-time sequencing

Music SIG

and editing. Also to demonstrate quite a few of the many incredible features of this program - really only scratching the surface - but enough to make everybody happy to take home a copy of the demo disk.

A spate of disk-swapping rounded out the evening and everyone went home happier and wiser, one hopes. We have a long way to go with B&P so will continue to examine it as well as other programs, and we would be happy to see and hear music care to contribute. Files produced by DMCS, Music Studio, or in standard MIDI format can be converted, so it does not matter if you are not currently using *Bars & Pipes*. Alternative venues can always be considered; if any member has a MIDI studio available please advise.

Next meeting will again be at Keysborough at 7.30 pm on Monday, 25th November. If you intend to come, a prior phone call to 798-6552 would be appreciated.

Norm Christian

Art SIG

The ART SIG on 23rd October was held in Aspendale. There were about a dozen members in attendance, quite a few new faces this month, which is a good sign. One member (sorry I missed the name) brought along a video he had made. This was shown on the Wood's big Video Projector. The big screen and the great sound system made this video very impressive. The video consisted of clips from demos and games, and was put together without the use of expensive equipment and was very good quality. It just goes to show what can be done with a bit of imagination and clever editing.

Len Heitman had many more pictures converted from NASA pictures of different planets and moon surfaces using *Scape Maker* and *Vista*. He was able to demonstrate many different features of the two programs as he is getting to know more about them. The

examples that Len showed also allowed us to see the difference between the output from his colour ink jet printer and how the images appear on a monitor.

Dick Bartholomew and Geoff Wood have been working on a colour splitter to allow digitising from *Digi View* using a colour camera. This device electronically separates the Red, Green and Blue picture signals rather than the usual way of using a black and white camera with coloured filter wheels to give *Digi View* the required picture information. Although the device is in its early stages of development, being just a circuit board with lots of wires and chips attached, Geoff was able to hook up a colour camera and get some fairly good quality pictures into the computer.

This is the second colour splitter that Geoff has been involved with. The latest one uses some very new chips which Dick had a lot of

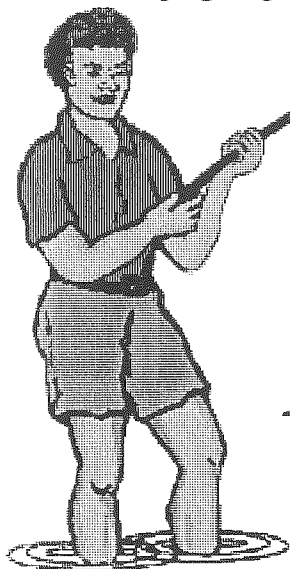
difficulty in obtaining. Once the splitter has all the bugs ironed out it might even be possible to talk them into making a few more if any one is interested.

Nathan Mitchell, a year 10 student, gave a demonstration of what can be done with *Deluxe Paint*. In the space of about half an hour he produced three or four excellent pictures. Nathan is hoping to start a career in art or Computer Animation when he leaves school. Judging from the masterful demonstration he gave on *Deluxe Paint* he has a bright career in front of him. Nathan is currently looking for a Company with whom he do work experience next year. Anyone who can help Nathan with this should contact me and I will put you in contact with him.

The next Art SIG will be held at Aspendale on Tuesday 19th November starting at 7.30 pm. This time it does not clash with the SEAUG meeting. Anyone interested in attending should contact me at the next AUG meeting, SEAUG meeting or call me on 5514760.

John Barlow

Fishing in the Public Domain



FISH DISK # 541

4D
Two programs for visualizing four dimensional objects. The Tesseract program displays the three dimensional projects of a hyper-cube (tesseract), a hyper octahedron or a hyper-tetrahedron. These can be rotated in three and four dimensions. The 4D Navigator program moves you through the three dimensional surface of a four dimensional sphere. Version 1.01 for both. Binary only. Source available from author. Author: Jerry D. Hedden

GIFMachine

A program that will convert CompuServe GIF image files into IFF SHAM and 24bit ILBMs. It offers a number of extra options like dithering, horizontal and vertical flip, as well as automatic border removal. Requires KickStart version 2.0 or greater to run. This is version 2.137, an update to version 2.116 on disk 458. Includes source. Author: Christopher Wichura

Llamatron

A fast action, arcade style game, guaranteed to have your FIRE button finger dangling off at the tendons. Hours of fun for you, blowing away horde after horde of alien fiends. Shareware, binary only. Author: Jeff Minter

MineClearer

Amiga version of the Minesweeper program under Windows 3.0. You are the captain of a ship and you have to clear the sea from mines. Shareware, version 1.0c, binary only. Author: Kopetzky Theodorich

Steal

A program that grabs parts out of a display. It is used to grab parts from Intuition's structures, such as gadgets, menus, and screens. Version 1.1, includes source. Author: Rick van Rein

Thinkamania

Playable demo version of a game like the legendary memory game. Includes superb hires graphics and sound effects. Version 2.1, binary only. Author: Th. Schwoeppel/D.Respondek of Z.U.L.U. Softworx

FISH DISK # 542

BootX

Yet another virus killer. BootX can check the bootblock of a disk, check memory for any resident viruses, and scan a disk for link viruses. It can load bootblock libraries for you to write on your disks as an alternative for the boring DOS install bootblock. It can load brain files so you can add any new bootblocks that BootX does not yet recognize. BootX is written completely in assembly for maximum speed and minimum size. Fully supports AmigaDOS 2.0. Version 3.80d, an update to version 3.40 on disk 420. Binary only. Author: Peter Stuer

ChemniMaTe

A program to make animations of chemical reactions with the purpose of recording it on a video tape. It is a programming language, containing expressions, nested loops, etc. It can handle molecules with in total up to 64 atoms, and lines between atoms. Works correctly under PAL. Version 0.8, examples and source (in DICE C) included. Author: Klaas van Gend

PowerSnap

A utility that allows you to use the mouse to mark characters anywhere on the screen, and then paste them somewhere else, such as in another CLI or in a string gadget. Checks what font is used in the window you snap from and will look for the position of the characters automatically. Recognizes all non proportional fonts of up to 24 pixels wide and of any height. Works with

AmigaDOS 2.0 in both shell and WorkBench environments. This is version 1.1, an update to version 1.0 on disk 467. Binary only. Author: Nico Francois

PP

Powerpacker Patcher is a small tool that patches the DOS library so that PowerPacker datafiles will start acting as if they were "normal" files. Sample use of PP would be to crunch all ".info" files. The icons will retain their functionality as long as PP is installed, and WB will never know the difference. Icons are useful, but take up a lot of valuable disk space. You may also use any text viewer, editor or IFF tool (or anything!) you desire directly on Powerpacker files! This is version 1.3, an update to version 1.0 on disk 515. Shareware, includes full source. Author: Michael Berg

PPAnim

An anim player for normal IFF ANIM opt 5 (DPaint III,...) files or ANIM files crunched with PowerPacker. The decrunching is done automatically as the file is read. Features many command line options, palette change during animation, full overscan PAL/NTSC support and yet it is only 7K. Compatible with AmigaDOS 2.0. Some new 2.0 features (Asl requester) supported. Version 1.0a, an update to version 1.0 on disk 414. Binary only. Author: Nico Francois

PPLoadSeg

This program patches the loadseg routine to automatically recognize files crunched with PowerPacker. After running PPLoadSeg crunched libraries and devices are still recognized by AmigaDOS. You can even crunch fonts and use them as normally. Version 1.0, binary only. Author: Nico Francois

PPMore

A "more" replacement program that reads normal ascii text files as well as files crunched with PowerPacker. The crunched files can result in considerable disk space savings. This is version 1.8, an update to version 1.7 on disk 371. Enhancements include a Workbench 2.0 3D look under 1.3 and support for the Asl requester under 2.0. Binary only. Author: Nico Francois

PPShow

A "show" program for normal IFF ILBM files or ILBM files crunched with PowerPacker. The decrunching is done automatically as the file is read. Version 1.2a, update to version 1.2 on disk 371, binary only. Author: Nico Francois

PPType

A "print" program that will print normal ascii files or files crunched with PowerPacker. Several nice features such as page headers and

numbers, adjustable tab sizes, page info taken from preferences and more. Version 1.1a, update to version 1.1 on disk 371, binary only. Author: Nico Francois

RemapInfo

An icon color remapping tool that swaps the colors black and white. The program runs on 1.3, but when run on 2.0 it supports the AppIcon feature. It allows you to drag all icons you wish to remap on RemapInfo's AppIcon to recolor them. Version 1.0, binary only. Author: Nico Francois

Selector

A program that helps you assemble programs on a boot disk and start them in a user friendly way by putting up a window with gadgets to launch programs. Version 3.0, update to version 2.5 on disk 302. Binary only. Author: Nico Francois

TheGuru

A program every Amiga fan should have. Puts the guru back in Kickstart 2.0. A comeback you will not want to miss. New features include support for virtual and public screens, editing of phonemes and a full gadtools interface. Version 2.0, an update to version 1.0 on disk 378. Requires AmigaDOS 2.0. Binary only. Author: Nico Francois

VCLI

Voice Command Line Interface (VCLI) is an Amiga voice recognition program that learns and recognizes a set of voice commands. Each voice command is associated with an Amiga CLI command that is executed when an incoming voice command is recognized. VCLI allows the execution of any Amiga CLI command by voice. Requires the Perfect Sound 3 audio digitizer. This is Version 2.0 of VCLI which offers improved performance, improved operability, and improved graphics for voiceprint display. Binary only. Author: Richard Horne

FISH DISK # 543

AudioScope

AudioScope is a realtime audio spectrum analyzer for the Amiga. Use AudioScope to examine the frequency spectrum of any audio signal received through the PerfectSound 3 audio digitizer. Due to the heavy computational load, an accelerated Amiga is recommended. Binary only. Author: Richard Horne

Badger

Reminder program for your startup-sequence. Badger will open a window and display any important events that are 'due'. Badger will not bother you if there is nothing to report. Events are entered via menu and prompts. This is version 2.05a, an update to version 2.01e on disk 432. Includes many new features such as event editing and automatic holiday notification. Shareware, binary only. Author: George Kerber

ColorCatch

A utility that lets you grab colors from a screen and save them as an executable file. This is version 2.0, an update to version 1.0 on disk 396. Includes source in assembler. Author: Preben Nielsen

Day2Day

A small program which can calculate the number of days between two dates. Very useful, if for example, you want to know how many days you have been alive. This is version 1.0. Includes source in assembler. Author: Preben Nielsen

MouseXY

A small utility that shows the mouse coordinates and the color at that position. It can be moved from screen to screen (automatically evacuates any closing screen). Is able to show coordinates even when you are moving/resizing windows or moving Workbench icons. This is version 1.1, an update to version 1.0 on disk 483. Includes source in assembler. Author: Preben Nielsen

PictSaver

A small utility that allows you cut rectangular portions of any screen and store them on disk as IFF-ILBM files. Also allows easy saving of windows and entire screens to disk. This is version 2.0, an update to 'PicSaver' version 1.0 on disk 494. Includes source in assembler. Author: Preben Nielsen

PReader

An all purpose reader that displays text, pictures, sounds, and animations, all of which may be uncompressed or compressed with a companion compression program (not included). Text can include embedded static or animated illustrations and sounds. Version 5.1, freeware, binary only. Author: Chas A. Wyndham

Spectrogram

Amiga Spectrogram computes a frequency analysis of any 8 bit audio data file and creates a high resolution color display showing frequency content versus time. Display color is continuously adjustable. This type of display when applied to the human voice has been called a voiceprint. This technique has also been used to analyze sounds of many kinds of animals including birds, dolphins, whales, etc. The audio data file can be replayed at any desired rate, giving a simultaneous audio and visual representation of the sample. A selection of interesting audio samples for analysis by Amiga Spectrogram is included. Version 6.3, binary only. Author: Richard Horne

TD

A program like 'TrackDisplay' on disk 399 by Olaf Barthel. It monitors and displays the current track for each floppy disk connected to the Amiga. This is version 2.0, an update to version 1.0 on disk 483. Includes source in assembler. Author: Preben Nielsen

WBplane

Two very small tools to change the depth of the Workbench screen. AddWBplane adds a bitplane. SubWBplane subtracts a bitplane. Both can be run from both CLI and Workbench. This is version 1.0. Includes source in assembler. Author: Preben Nielsen

FISH DISK # 544

AWP

This program animates any wait pointer like the one in WorkBench 2.0. It installs a vertical blank interrupt to minimize CPU usage and is written 100% in assembler for maximum efficiency. It uses two hands for the clock, like it should be, and has nine different user selectable speeds. Requires AmigaOS 2.0. Version 1.0, binary only. Author: Damian Cox

EraseDisk

A small, fast program used to erase a disk by setting all bits on the disk to zero. Version 0.69, includes source in assembly. Author: Otto Bernhart

LanderGame

Lander 3DX is an X-Specs 3D Lunar Lander game. Manoeuver your landing craft over a three dimensional fractal lunar landscape searching for a safe place to land. Watch your fuel, altitude, and slope of the surface beneath you. Fly your craft over, around, and behind the lunar peaks. Digitized sound. Two alternate lunar scenery files included. Requires X-Specs 3D glasses. Spectacular. Binary only. Author: Richard Horne

RaiderGame

Raider 3DX is a classic space strategy game for X-Specs 3D. Search for enemy on a 3D map of the galaxy. Warp transport to trouble spots and protect the Federation bases. Blast the enemy with your energy torpedoes. But watch your own energy reserves since you are the last hope of the galaxy. Digitized sound. Amazing 3D action. Requires X-Specs 3D glasses. Binary only. Author: Richard Horne

TurboGIF

Demo version of a very fast GIF viewer, that is three to fifteen times faster than similar programs. Currently TurboGIF produces very high resolution black and white images only. Makes an excellent "GIF previewer" to decide if a particular GIF is worth spending the time converting with one of the other converters. Shareware, version 1.0, binary only. Author: Steve Borden

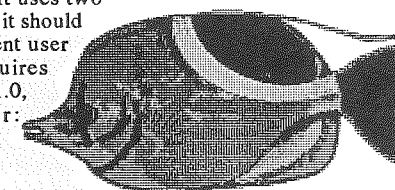
ZScroll

A short program which scrolls ASCII text files in a small window on your Workbench screen. Includes both English and German versions. Version 1.0, includes source. Author: Mark Zeindlinger

FISH DISK # 545

DrawMap

Release 3.1 of a program for drawing representations of the Earth's surface. This release generates maps in any combination of 16 colors with full user palette control, larger map files with national boundaries, faster generation of box and globe views, an improved online Help facility, provision for saving and printing displays, and general tightening of the source code. Accelerated version requiring a 68020 CPU and 68881 FPU also provided. Full source code included. Requires 1.2 megabytes of memory. Update to version 2.25d on disk 485. Author: Bryan Brown.



FISH DISK # 546

2View

2View is a ILBM picture viewer for use under Workbench 2.0. It supports all standard Amiga graphics modes, ARexx, and both the CLI and Workbench. A list of files to display can be used, or each filename can be given individually. Each picture that is displayed can be shown for a specified amount of time, or until the user clicks on the left mouse button. Version 1.11, includes source. Author: Dave Schreiber

Budget

A program to help with managing personal finances. Version 1.3.3, an update to version 1.302 on disk 452. Binary only. Author: Le Lay Serge Camille

DiskPrint

Prints disk labels (for 3.5" and 5.25" disks), primarily for PD library disks, with the ability to create, handle, load and save label library files so labels for most PD disks are available after a few mouseclicks. Features include different label sizes, library files, directory-read-in, direct disk contents read-in, label library functions and printing labels for a whole series of disks in one turn. Works fine with every printer connected to the parallel port. This is version 3.1.2, an update to version 2.7.2 on disk 461. Shareware, binary only. Author: Jan Geissler

DSound

DSound is 8SVX sound sample player that plays samples directly off the hard drive. The sound sample is played as it is loaded, making it possible to play sound samples of any length even under limited memory conditions. Version 0.91a,

includes source. Author: Dave Schreiber

Icons

Two collections of high quality, consistently designed icons for the Amiga Workbench. The color collections will require an 8 color Workbench (i.e. Workbench 2.0). The black and white collections are useable on any normal 4 color Workbench. One set of icons is based on the icons supplied with the GEM windowing system, and the other set is modeled after the icons on a Silicon Graphics Personal Iris. A bonus set of ray traced icons is included. Author: Kenneth Jennings

WBLink

WBLink corrects a deficiency in Workbench 2.0: the inability to create links to files and directories from Workbench. WBLink puts an 'AppIcon' on the Workbench screen that makes a link to any file or directory that is dropped on it. For Workbench 2.0 or later. Version 1.00, includes source. Author: Dave Schreiber

FISH DISK # 547

EasyExpress

A compiler tool for the users of Charlie Gibbs' A68k assembler and The Software Distillery's BLINK. EasyExpress does the same job better than your batch file and is much easier to change for current use. If you use many object files, EasyExpress can make your life much easier. You can do almost everything via mouse and just watch how easily the compilation of your program happens. Binary only. Author: Juha Lindfors

FindName

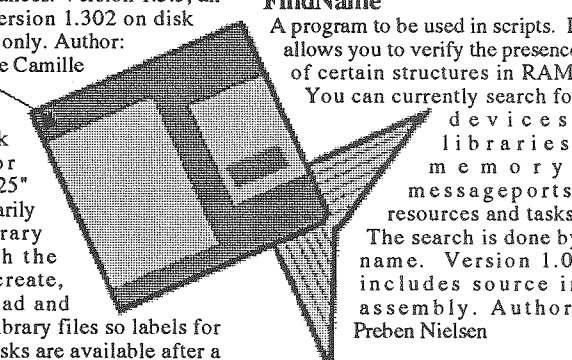
A program to be used in scripts. It allows you to verify the presence of certain structures in RAM. You can currently search for devices, libraries, memory, message ports, resources and tasks. The search is done by name. Version 1.0, includes source in assembly. Author: Preben Nielsen

MMBShift

A program that lets you use the middle mouse button (MMB) (on a three button mouse) as a SHIFT key when selecting multiple icons on the Workbench. Only uses 166 bytes of memory. Version 1.0, includes source in assembly. Author: Preben Nielsen

PowerSource

A program for creating and editing intuition gadgets and menus. Previously known as GadgetED (disk 475). Includes a palette editor, generation of either C or assembly source, and binary saving for later loading and editing. This is version 3.0, includes source. Author: Jan van den Baard



More Fish.....

RMBSHIFT

A program that lets you use the right mouse button (RMB) as a SHIFT key when selecting multiple icons on the Workbench. Only uses 174 bytes of memory. Version 1.0, includes source in assembly. Author: Preben Nielsen

VideoMaxe

A program to manage one's private video tape collection. Both program and documentation are in German; no English version at this time. Version 3.00, binary only. Author: Stephan Surken

View

A text displayer with many controls and features including searches, file requestors, jump to editor etc. This is version 1.3, an update to version 1.0 on disk 504. Includes source. Author: Jan Van Den Baard

FISH DISK # 548

FreePaint

A freely redistributable painting program, much like the popular DPaint program. Version 35z, binary only. Author: Stefan G. Boldorf

LabelMaker

Allows you to create fancy, full sized, colored labels for 3.5" floppy disks. Version 1.5, includes source. Author: Stefan G. Boldorf

MambaMove

A game with the goal of moving an apple eating snake inside four walls until an exit appears. Includes source. Author: Stefan G. Boldorf

MultiInstall

A script driven program for the installation of larger program packages. Executes CLI like script files in a simple language. Version 1.0, includes source. Author: Stefan G. Boldorf

SandGlass

A program to animate the original Workbench busy pointer. Only for Workbench/Kickstart up to version 1.3. Version 1.0, includes source. Author: Dirk Rammelt

TG

No system without a graphical user interface is complete without an "Eyes" program. Includes source. Author: Thomas Geib

FISH DISK # 549

Bugs

Another gag program. Be careful! It may destroy graphics, but nothing else! Can be stopped by pressing the firebutton of a joystick in port 1. Includes source in Modula II. Author: Robert Brandner

FFEX

Another program for fractals. Lots of features. Uses an interesting algorithm for extra speed. Source includes modules for reading/writing ILBM pictures, and for using the ARP filerequester in modula. Version 4.0. Author: Robert Brandner

FontList

Prints a list of the fonts in the FONTS: device to the printer. Prints name, available sizes and some text using the specified font. Includes source in Modula II. Author: Robert Brandner

M2Icons

New Icons for the M2Amiga System. Includes a script for easy installation. Author: Robert Brandner

MouseMagic

A little gag program. Can be stopped by closing its window. Includes source in Modula II. Author: Robert Brandner

Reversi

Version of the well known game. Features an 'intelligent' computer opponent. Includes source in Modula II. Author: Robert Brandner

VerseWise

Gospel (Matthew, Mark, Luke, & John) version 1.0 of a Bible view/output/search program. Opening a resizable window on the Workbench screen, it allows the user to jump to any specific verse, output

scripture to a disk file, or find verses containing one or more specific words. It uses the King James Version of the Bible, compressed. Binary only. Author: Bruce Geerdes

FISH DISK # 550

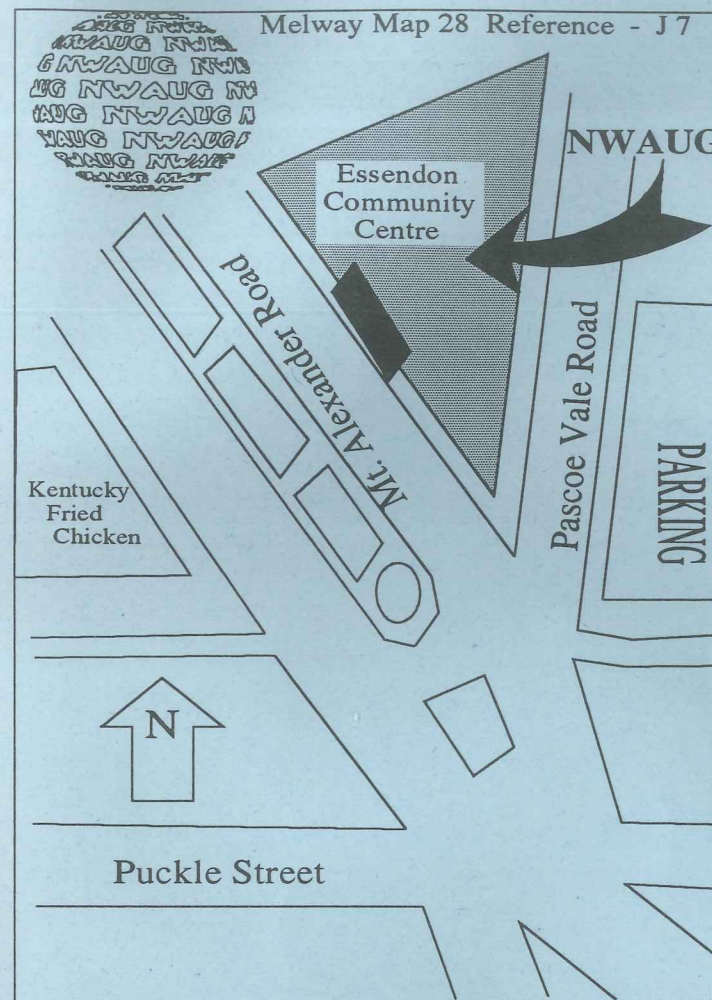
BeBopDemo

A demonstration version of the commercial game BeBop 'N Drop. BeBop 'N Drop is a real time graphical arcade puzzle game, a greatly enhanced version of the popular shareware game Obsess-O-Matic. The object is to fit the falling pieces together in such a way as to form complete horizontal rows, which will then disappear off of the board. BeBop 'N Drop contains 77 different levels of play, each with a different shape board. The game contains over 800 different playing pieces, more than 450K of digitized sound, and many interesting visual effects. Binary only. Author: Wayne Phillips

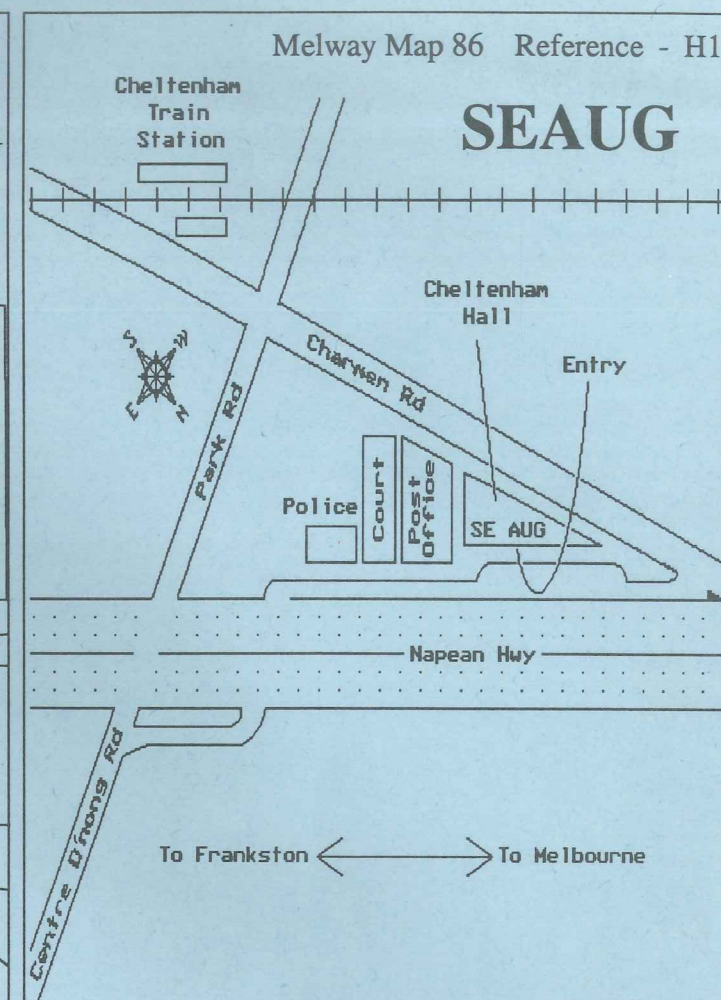
ICalc

An expression calculator with many powerful features, including user defined functions and variables, many built in functions, script files, and special looping constructs. Handles expressions involving both real and complex numbers. This is version 1.1, an update to version 1.0 on disk 472. Includes source. Author: Martin Scott

Illustrations by Jim Berry.



North West AUG meets on the first floor of the Essendon Community Centre every second Wednesday from 7.30 pm.



South East AUG meets at the Cheltenham Hall on the 2nd & 4th Tuesday each month from 7.00 pm.

An open letter to the committee

In response to a remark made at the last Burwood Meeting, I attended a meeting of the apple users group. While I was there for approximately 1 hour, I recieved the impression of a very well conducted and organized meeting and came away with some ideas to improve our own.

The agenda for the meeting to be published in the newsletter prior to the meeting. This was done in our last newsletter so this point is well in hand.

Starting times for the main meeting and the SIGS to be adhered to. This is I think to a large extent forced on the Apple group as they have a number of SIGS for the different computers as well as general ones, so they need fixed starting and stopping times to allow their members to change sessions. While the same degree of necessity is not present in our group, I think it would be of advantage to the persons taking the various sessions to know how long they should plan them to take.

Closing the foyer enterances to the theatrettes at the start of the sessions with the latecomers still being able to enter by the rear doors. While this would have to be policed for a couple of months, it would remove the distraction caused to the members already seated and show some courtesy to the person conducting the session.

A "rouges gallery" of photos in the foyer of not only the committee but also the Helpline people etc. to enable members, especially new ones, to get to know them.

A more general but probably more important suggestion. More assistance to the committee and the various people running the groups and activities. It appeared at the Apple group, that they had many more helpers with the PD and Book libraries to cope with the heavy demand between the sessions and to let some of them get away and attend some of the sessions rather than be stuck in the foyer all the time. Also rember with the main committee that THEY don't know what WE want unless WE tell THEM and the more WE can assist THEM and lighten THEIR load the better THEY can run the club for our MUTUAL benifit.

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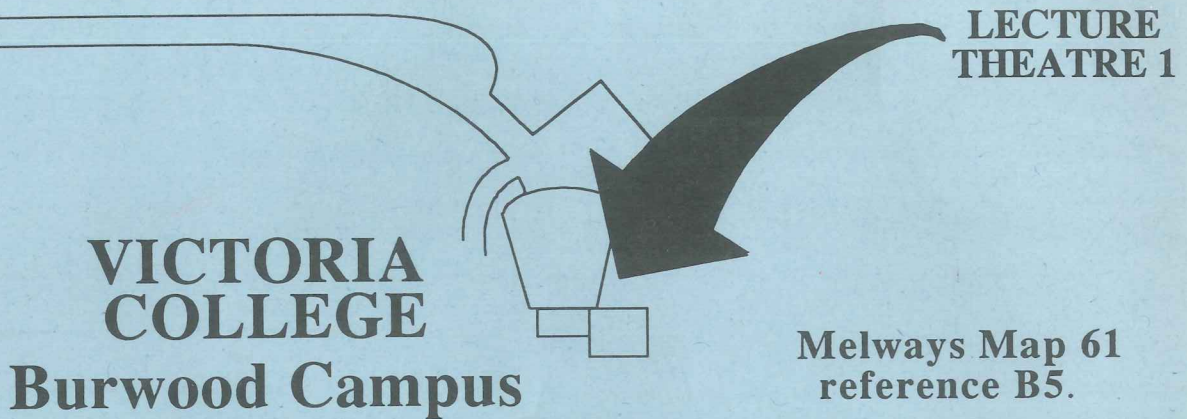
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Disks supplied by member @ \$2 each								\$	
Club Use Only:								Total: \$	
Member's Name:								Membership #	
Address:									
Postcode:									

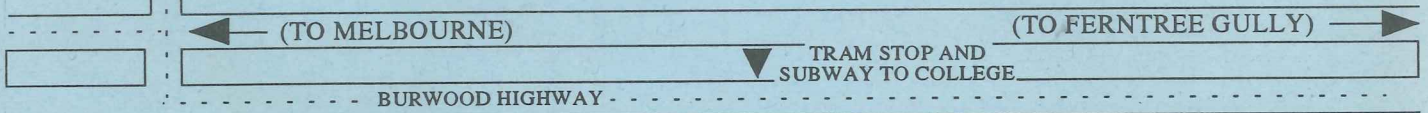
AUG Burwood meets on the third Sunday of each month



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 you'll find Lecture Theatre 1. The meeting entrance fee is only \$1.00.



\$25 a year gives access to AUG Burwood, North West, South East and all AUG services

APPLICATION FOR MEMBERSHIP OF THE AMIGA USERS GROUP INC.

Membership Is \$25 per year. Send your cheque to: Amiga Users Group Inc., PO Box 684E, Melbourne 3001

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: _____

Which group do you attend Mostly _____
i.e., Burwood, NWAUG etc., _____

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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