AMIGA

Workbench

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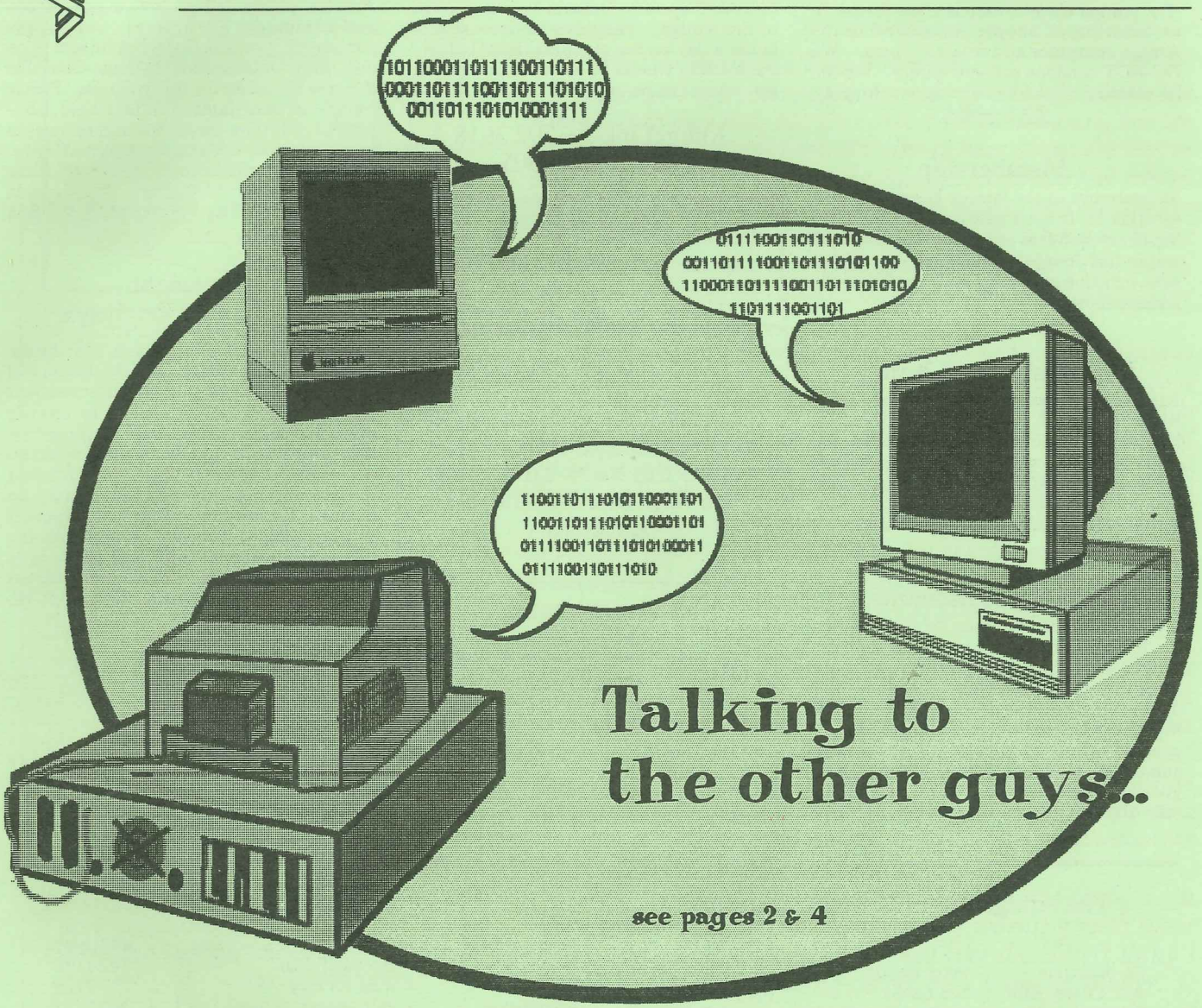

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Number 82 **April 1993**

AMIGA USERS GROUP INC.

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

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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

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For details of club events and meeting dates, check inside the back cover and the A.U.G. calendar on page 16.

An entry fee 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.

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.

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Articles, papers, letters, drawings, cartoons and comments are actively sought for publication. Contributions may be sent in on disk, paper or uploaded to 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 first week of the month preceding Publication. Contributions can be sent to: The Editor, AUG, PO Box 684E, Melbourne 3001.

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Here is a list of AUG members who have volunteered to share their knowledge/experiences with others. If you want to help and have your name listed here please contact the Editor. They are not listed in any order or priority. Please **keep contacts to reasonable hours** (6 - 9 pm unless otherwise noted) and remember the basis of this service - they are volunteers.

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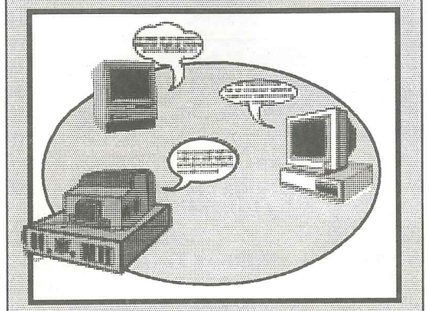
AMIGA Workbench

Number 82 April 1993



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Editorial

What do you do with your Amiga?

Members were surveyed several months ago about the Amiga setup they had, but that covered the hardware, not the software or how it was used. I'd like to hear about the uses to which people actually put their Amigas, so please feel free to write to me about what you do with yours, and the things you'd like covered in Workbench. It doesn't have to be for publication, just tell me what you want to see. (Of course, submissions are always welcome if you do want to write for the magazine.)

I suspect that some of us do things with basic Amigas that would really fly if we had a faster machine such as a 3000 or 4000, and I suspect just as much that some of us have souped up machines with an accelerator and heaps of memory and massive hard discs simply for the satisfaction of having a beast machine even if its only used for basic word processing. I see nothing wrong with that, some people spend stacks of cash of model trains or stamp collections or whatever hobby they have chosen. Spending money on a computer could be regarded as just as good a hobby as a lot of other things.

But I've confused why people have computers with what they do with them. My brother bought an A500 to play games (he is an avid gamer, most of them being the kind that you play with little stacks of cardboard squares on "maps" square metres in size and marked with several thousand little hexagonal sections. He doesn't own a joystick.) But he now also uses it for word processing, producing a newsletter for one of his play by mail games.

I on the other hand bought a computer so I could learn more about them, once I found myself working with them for a living, and AmigaDos seemed like the closest thing I could get to a real operating system on a home computer. It was a nice compromise between the user friendly interface of the Apple Lisa and the user hostile PC-dos I'd seen on IBM PCs. I've used it for spreadsheets, word processing, school work, a little DTP, and some programming among other things; two months ago, for the first time, I bought a game (having unavoidably acquired dozens of them on coverdiscs.) None of which I bought the computer for in the first place.

If you are reading this I'd guess that you already have a computer, and that it's doing what you intended for it. I have found that my Amiga can do a lot more than I originally got it for, and I hope Workbench magazine and the AUG can help you do more things with your computer, and do them with less trouble and more results.

John Rowley

by Jeff Kirkland

JUST LATELY, I seem to have run into a lot of people who tell me that they're thinking of selling their Amiga. A lot of these people are using an MS-DOS or Macintosh machine at school or at work, and feel that they need to have one at home as well. Don't believe a word of it! Most of the time there's no need to lose your trusty Amiga and move to the plain vanilla world of the PC.

The aim here is to get the work that you've done on your PC into your Amiga, edit it and then get it back to the PC. Preferably in one piece and with the minimum of fuss. There are two keys to getting this done.

The first and most important is a common disk format. This is almost always an MS-DOS 720k 3.5 inch floppy. This format seems to have become the de facto standard for file transfers between machines. On the Amiga there are several packages for reading and writing files to MS-DOS disks, but my person choice would be either CrossDOS or MultiDOS. MultiDOS is a PD program while CrossDOS is commercially available for around $65.00. As CrossDOS will be a standard part of the new Workbench 2.1 system, I feel it's probably the best choice.

Now that we can read, write and format an MS-DOS disk, it's time to look at transferring the data from one application to another.

The real trick here is to take a look at the export menu of whatever program you are using. Almost every program will allow the import and export of data in several file formats. What we need to do is find one that is common to the programs that we are using on each computer.

If you are transferring text files from one word processor to another, the most common file format will be ASCII. This format only contains the characters A-Z (upper and lower case), digits 0-9 and standard punctuation. Every machine is capable of displaying these characters so it's a great way to transfer text. When you use Ed on the Amiga, you are creating an ASCII file.

Most word processors these days are WYSIWYG and allow multiple fonts and graphics to be incorporated into the text. None of this will be transferred in your ASCII file. The easiest way around this is to write all the text first. Once the text is finished, transfer it to the word processor that you will be printing it on and then do the formatting and placing of pictures.

This article is written in much the same way. I am writing all my text in Scribble! on my Amiga 500. My article is saved as an ASCII file and sent to the Workbench committee. They then load the file into Pagestream and to do all the final formatting. If there are any graphics to go with the article they are included as separate files and added in at this stage.

I often fall into the trap of spending more time making my text look pretty than I do actually writing. Creating documents this way is a great way to avoid this.

Transferring information between databases is not quite so easy. Most professional level databases will import and export Dbase format files. On the Amiga, I use Superbase Professional 4. This means that I can edit data directly on the MS-DOS Dbase file and then take it back to the PC again.

If the database doesn't directly support the Dbase file format, then you will have to go to the trouble of importing and exporting the data. This is usually achieved with an ASCII file in a fixed format, so that each database can read the data into it's records. e.g.

```
SMITH,FRED,128 HIGH STREET,
ESSENDON,AUST
```

The database is then told that the comma delimits each field and thus knows how to import the information.

The major disadvantage of having to import/export all the records is that it can be very time consuming. It is by far easier to be able to access the original database file from both machines.

Most spreadsheets will support the Lotus 123 file format. Once more this means that the file can be altered directly on either machine without the need for importing or exporting. Once again, if you do need to import data it is usually done via an ASCII file in much the same way as a database. This will only transfer the values contained in each cell, not the formulae that are applied to them.

As a practical example I recently did a school project with a friend that involved a lot of essay writing. My friend was using Word Perfect on an IBM XT and I was using Scribble! on the Amiga. We swapped ASCII files between us until the documents were finished. Once all was ok, I took the ASCII file and transferred it into Microsoft Word on a Macintosh where I did all the final formatting and printed it on the Mac's laser printer. No problems at all.

The moral of this story is that it pays to think twice about what you actually need that MS-DOS machine to do before you abandon such a fine machine as the Amiga. After all, why settle for less? ■

Unless you have the latest version of AmigaDOS, which has CrossDOS built into the Workbench, you'll need to either buy CrossDOS (or use the version which was given away on the coverdisc of a recent British magazine) or obtain a copy of one of the public domain packages MessyDOS or MultiDos.

All will require you to make changes to your Devs:mountlist file and add files to the Devs: and L: directories. (The commercial version of CrossDOS, version 5, should have an install program to do all of this for you.)

The file you will have to add to the Devs: will be a something.device file, the name depending on which package you have, which allows the Amiga to read the physical layout of the tracks and sectors on the MS-Dos disc, which is nine sectors per track compared to the Amigas eleven sectors per track.

The file which goes in the L: directory will be something.filesystem and tells the Amiga how to interpret the file structure it gets back from the something.device you put in Devs: This is necessary as things like the links between parts of a file in different areas of a disc, check digit sums and other file content stuff is also different in the different DOSs.

You will also have to make an entry in the Devs:mountlist file to tell AmigaDos that you actually have these file available and want to use them. The exact details of the mountlist entry will depend on which system you use, but basically you have specify what name you want to call the device, (e.g. you could use MS1: for MessyDos using df1:), which filesystem in L:, which .device in Devs:, which floppy drive unit (df0: or df1:) you wish to use, how much buffer memory you want to allocate and so on. All of this will be detailed in the documentation which comes with the software.

When installed you will then have to make a small entry in the s:startup-sequence (s:user-startup for Workbench 2) telling the system to mount the device. This is nothing more than a line which reads "Mount PC1:" or whatever name you have used for it in the mountlist

You now have access to 720k MS-Dos discs on which ever device name you have used. If you put an Amiga disc in the drive you refer to it by the Amiga name, e.g. df0:. If you put an MS-Dos disc in you refer to it by the MS-Dos device you have chosen, e.g. MS0:. (MultiDos also has an option which allows you to use the SAME device name for both disc formats.) More simply you can refer to the disc by its volume name given when it was formatted on whichever system it was formatted on, and not worry about remembering the filesystem device names. The software will correctly read from and write to the disc with the correct system for that volume name. J.R.

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NEWS & VEIWS
AMIGA IS NOW AT THE CROSSROADS, AND AMIGA OWNERS MUST SUPPORT THE FORMAT OR SUFFER THE CONSEQUENCES.
AVAILABLE SOFTWARE FOR THE AMIGA (GAMES PARTICULARLY) HAS DROPPED BY 25%, AND AT LEAST 3 SOFTWARE COMPANIES HAVE DROPPED AMIGA FORMAT PROGRAMS. WHY?
PIRACY, UNLESS OWNERS START PURCHASING ORIGIONAL SOFTWARE, THERE WILL BE NO MORE AMIGA SOFTWARE DEVELOPMENT, AND THE AMIGA COMPUTER WILL SLOWLY DIE OFF AS A GENERAL PURPOSE MACHINE.
SOFTWARE IN AUSTRALIA IS AS CHEAP AS USA OR UK, BUT STILL ONLY 5% OF OWNERS BUY ORIGIONAL AMIGA SOFTWARE. IF YOU USE A PROGRAM BUY IT AND SAVE AMIGA.

An Amiga Odyssey

by Douglas Myers

IMAGINE THAT you are shipwrecked on the island of Paradise, a tropical beauty-spot just south of the equator. Amongst the flotsam which comes ashore with you is your Amiga. Luckily power is available in Paradise but you need many safegaurds to sort out the current before you can use it. These all cost money. You find this out the hard way by blowing your power transformer to pieces..

Your closest service centre is 2000 kilometres away in another country. It is only feasible to reach it by plane and then you must cross international borders, registering your cpu each time with the nice customs men.

While computers have been heard of on your island you might as well have the only Amiga in existence. There is nobody you can contact for any information. You are alone with your love. You are the President and only member of the local Amiga Users Group.

To cap it all off there is a mildew problem which affects floppy discs. They tend to DIE very quickly. At the most they last a month and sometimes it is only days before they give the inevitable "hard track error."

All that wonderful "copy protected" software which was developed for the temperate zone is useless here. The program asks for the "key disc" and it is unreadable. Another $600 down the drain. Try writing to the US for a replacement when you have work due out using that program tomorrow. It takes three weeks for a letter to get there! Perhaps you could ring their 800 toll free number but it is the middle of the night in the U.S., and there are no telephones nearby anyway.

You buy a BIG Quantum hard disk and you use it to keep everything alive. You cannot back-up on to floppy so you can either use a SCSI hard disc as a backup or go for tape. Both ways are expensive.

Essential floppies are re-copied every month. This includes Kickstart 1.3 and means buying many expensive floppies with a limited life-span. This could be compared with throwing hard-earned money down the drain!

It has been mentioned that other computer types exist in this atmosphere. The most common is the IBM clone and the most common of those is always an XT. Why? Because it is CHEEP! as the birds would say, (not to mention Nasty!)

The usual XT comes without a hard disc and uses the cheapest word processor program which can be modified to it's environment. This program is known as Wordstar. If ever there was product which was obviously DUMPED on the third world, Wordstar has to be miles ahead of DDT. It is a diabolical program to learn and use.

You are given much work to do which originates in Wordstar and must finish up back in it. To work at a professional pace you could not assume that it would be possible to use Wordstar. You must find an alternative. To the rescue- CrossDOS!

Luckily your Amiga has the A2088 XT Bridge Board installed and so you can get the Wordstar copy into ASCII and load it into WordPerfect on your Amiga or even Excellence 3.0! So far so good.

Then you get work from the Macintosh folks. You have probably heard of those funny little computers which bomb and give an ID number that nobody ever understands - mind you a child can use them. The trouble is keeping adults interested in a computer which is limited to icons in its conversation.

Luckily you have an Amiga, and so you trot out your AMAX cartridge and away you go. The ▶

Sometimes Amiga users feel like they're alone in a world of IBM computers. For Douglas Myers this is closer to the truth.

Douglas Myers is a writer and musician who lives in Bali, Indonesia, referred to in this article as Paradise.

file transfer system makes it easy to exchange files dos-to-dos and so you now have all the popular dos exchanges under control.

Your Amy is three machines in one and never seems to stop working. People still wonder why you love her. Remember they have never even heard of such a machine.

Some salient facts:

1. Our Paradise island is part of the nation of Indonesia.

2. The population of Indonesia is 180 million people. It is the world's fourth biggest nation.

3. There is an active computer market of 15 million people.

4. There are two Amiga dealers in Indonesia.

5. All Amigas sold in the country (generally the A3000 to TV Production centres) are imported from Lane Cove, Sydney, Australia, via Singapore and therefore subject to double duty, double profit rates and cost a fortune in comparison to other computers. They are not competitive. The A500 costs three times as much in Indonesia as it does anywhere else in the world.

6. Considering the Amiga's potential market as a games machine alone it is a wonder that some enterprising entrepreneur has not hit on the idea of tapping the 36 million or so members of the Indonesian middle class who would certainly be interested in such a machine.

7. The first DOS which is capable of using the Indonesian language for commands will be the leading seller in that country within a very short period.

8. If anyone in the Amiga business wants to see this market move and needs help at this end(including Comodore) my Amiga is up and working and ready to get this project underway.

--ooOOoo--

We often read how well the Amiga does in certain categories of the European market. The new workbench for the A4000 features a language choice for European buyers. Surely Indonesian would be a simple language to adapt to the new workbench structure?

This would then make the computer completely compatible with the needs of Indonesia, Malaysia and, to a lesser extent, Singapore - an extremely attractive marketing prospect. Perhaps it is time to recognise that many Asian countries hold much better prospects than have been realised. Is there anyone out there willing to try?

Note: the Author uses an original A1000 (the greatest Amiga ever made) with a Phoenix board adding one meg of memory. This machine is completely reliant on floppies.

As well the Author uses a B2000 with an A2088 board, an Amax Plus Card, an A2091 controller with a 100 Meg Quantum hard disk and a separate A500-HD+ Quantum hard drive which is connected through SCSI. This allows for backup and at the same time gives about 80 megs of storage for Macintosh files and 2 megs for MS-DOS files. The rest is allocated to Amiga.

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Getting to know AmigaDOS

by Jeff Kirkland

LAST TIME around I listed an example startup-sequence. There were quite a few new commands in there, so let's take a look at them one by one as they appeared.

Part 6

FAILAT 21

A program that encounters a problem when executing can return a code number to AmigaDOS to represent the seriousness of the failure. The FAILAT command tells the AmigaDOS script language at what level to stop running and give the user a 'program failed' message of some sort. Most programs will return an error level of 20 to indicate that they have fallen over and not done whatever it was they were supposed to do. By setting the error level to 21 with the FAILAT command we ensure that if a program in the Startup-Sequence doesn't work as planned, the script will continue to the next command.

SETPATCH >NIL:

This is more a program than an AmigaDOS command. This is supplied by Commodore and is run to help combat any bugs that may exist in your current version of Workbench. One thing that is important in this line however is the ">NIL:" part. We've already seen that we can re-direct our output to the printer using type <filename> to PRT:. NIL: is another AmigaDOS device. As the name suggests, it is a 'nothing' device. Anything that is sent to NIL: simply goes nowhere. The > (less than sign) tells AmigaDOS to send the programs output to the NIL: device. Using our example of the TYPE command, we can use 'TYPE <filename> >PRT:' to send a file to the printer rather than the TO option. 'TYPE <filename> >NIL:' would result in all the text going to the NIL: device (i.e. you wouldn't see anything).

When SETPATCH is run, it outputs its version number and a list of the routines that are patched. Here we don't want to see the list so we send it to NIL: in order to make our start-up look a little tidier. You'll notice that most of the commands in my startup-sequence have >NIL: in them. They don't actually need them, but I was having problems with IPREFS not resetting Workbench properly and this seems to have cured it. I'll leave the redirection part out of the rest of the commands unless it has some role to play in the command's operation.

COPY envarc: ram:env ALL QUIET NOREQ

We've already seen the COPY command and this line uses most of its options. In this case we are copying the contents of the directory ENVARC: to the directory RAM:ENV. ENVARC: is an ASSIGNED directory that contains a permanent record of AmigaDOS environment variables. These variables can contain such information as the current Kickstart and Workbench version or information on a program's current configuration. Many programs will store their config files in ENVARC: knowing that its contents will be copied to RAM: and so be available to the program even if the disk it was started from is no longer in the machine.

ASSIGN ENV: RAM:ENV

This is simply assigning the directory ENV: to RAM:ENV so that AmigaDOS knows where to look.

MAKEDIR RAM:T

The MAKEDIR command allows us to create new directories on the disk. It's format is MAKEDIR <pathname>. This command does not create an icon to go with the directory, so the drawer is not normally visible to Workbench. To give the new drawer an icon, simply copy another drawers icon. e.g.

COPY sys:wbstartup.info TO <MyNewDir>.info.

Startup-sequence

```
;---------- SET UP ----------
failat 21
SetPatch > NIL:
;--------- SYSTEM STUFF ------
copy >nil: ENVARC: ram:env all quiet noreq
assign >nil: ENV: ram:env
makedir ram:t
assign >nil: t: ram:t
Iprefs
;---------- MY STUFF ---------
Assign >nil: APPS: WORK:Apps
Assign >nil: MAIL: work:apps/mail
path sys:system sys:rexxc sys:prefs
;-------- FINISH UP ----------
LoadWB
endcli
```


ASSIGN T: RAM:T

AmigaDOS uses the T: directory to store its temporary files. By creating the directory in RAM: and assigning T: to it, we have a scratch area that is always available to the DOS. Leaving these lines out won't make much difference to hard drive users but they can save floppy only users a whole heap of disk swaps.

IPREFS

IPREFS is a 2.x system command that installs the users workbench preferences. IPREFS needs to be run before the LOADWB command and also before any programs that open windows on the screen. If there are any open windows when IPREFS is run, you will get a requester asking you to close them before IPREFS can proceed.

The next two assign commands just set up some directories so that I can get to them easily. It's much faster to get to my documents directory by typing

CD DOCS:

than it is to type

CD WORK:data/docs/text

As we've seen in earlier articles some programs also require certain volume names to be assigned before they can operate. It also means that if I move my documents somewhere else, I only have to reassign the DOCS: volume to the new location, instead of learning the new path name.

PATH sys:system sys:rexxc sys:prefs

The PATH command allows us to add extra command search paths. When we type an AmigaDOS command, it first looks for it in the current directory. If it's not there then it looks in the C: directory. PATH tells AmigaDOS where to look next. In this case after the C: directory it will take a look in the sys:system drawer followed by sys:rexxc and sys:prefs. You can add as many paths as you like but the more paths there are the longer it takes for DOS to decide it can't find a command. I usually limit it to no more than five or six.

Other options for the PATH command are:

PATH <dir> <dir2>....etc.. ADD
- adds paths to the list

PATH <dir> <dir2>...etc.. REMOVE
- deletes directories from the path list.

The ADD keyword is optional.

LOADWB

This command loads and runs the Workbench interface that we all know and love.

ENDCLI >NIL:

ENDCLI tells DOS to close the initial CLI window that was created to run the startup-sequence script.

;----COMMENT ----

The ; (semicolon) is used in a script file to add comments. Anything after the semicolon in a line is ignored. This is a good way to add notes to a script file or to temporarily remove a command from a script.

e.g.

```
path mystuff
;loadwb
;endcli > nil:
```

Both the LOADWB and ENDCLI commands won't be executed because they are now considered to be comment lines and so are ignored by DOS.

That's it for a quick run through a startup-sequence. Next time the last few major DOS commands and a look at programming your own script files. See you then.

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Where there's Smoke...

by John Rowley

I HAD A SCARE THE other day. I switched on my computer, and after about five minutes noticed something strange. An odd smell. The smell of something burning. After sniffing the VCR, the T.V. and the microwave, and everything else I could think of, I had a moment of panic when the thought hit me that it might be my computer !

Closer investigation revealed that yes, it was the computer. Not a pleasing discovery. The first thing to do was switch it off. If there was something hot in there, I didn't want to let it get any hotter and spread the damage. The second thing was to unplug everything, move the cpu box out to the workbench and take the cover off. I'm not a hardware expert, and I wouldn't take a soldering iron to a pc board these days. I can still recognise a charred transistor.

I don't know how many of you have seen the inside of an Amiga 2000, but it's mostly open space (mine anyway) and widely spaced boards and components. Except for the power supply, which has lots of little components closely spaced and enclosed in a metal cage. It's an almost ideal dust trap, and all the dust which passes through the computer is drawn through the power supply by the cooling fan. My Amiga normally stands on end (in a pseudo-tower form, raised only a couple of inches off the floor, with the floppy drives and mouse ports at the top end). It's been running like this with no trouble for about a year and a half now, undisturbed. So when I opened up my computer I didn't see any charred components, in fact I didn't see much of anything until I blew out that 1½ years of dust. Then I gingerly switched on again, and still I could smell something nasty. So out comes the hard disc card, (after switching it off again of course), and a close look in to the power supply revealed more dust under the cage. I couldn't get the cage off the power supply, so after some good deep breaths a few hard exhalations I could see most of the components in there, and nothing I could see looked burned. Again to power up, if I could still smell something at least I could be reassured that it wasn't the hard drive. But this time, there was no unpleasant smell from any part of the beast, and my heart sank, because with the current market It would be much cheaper to replace the Amiga than the hardcard. So with a sense of doom, back in goes the hardcard, and on goes the power again. Very close, careful sniffing around the disc and the Amiga, and I couldn't smell anything. By this stage there was only one thing I could think of to do, so I had a cup of coffee. Five minutes later and I still couldn't smell anything wrong, so off goes the power, on goes the case, in go the keyboard and monitor plugs, and back on with the power. I had an idea that maybe the cover would restrict the air flow and what ever the problem was would come back, but it didn't, and 2 weeks later I haven't had any more trouble with odd smells. So I've decided it was the dust that was burning. After standing on the floor for about 18 months undisturbed I'm surprised I didn't find a spider's nest in there.

But it reminded me that not all problems are major disasters and even when panic seems justified - my computer was smoking! - things are not necessarily as bad as they seem. But I will certainly be cleaning it out more often in future. ■

HOLMESGLEN REPORT

Sunday 21st March

Those of you who missed it will be disappointed when I tell you what was there!

First and most prominent was a Virtual Reality Machine. About fifty tickets were sold with people queueing to play for five minutes on the latest in mind-blowing entertainment. Eventually I put the gear on and became a virtual reality warrior. Away I went into a large platform like playing field.

My world consisted of a few platforms with many stairs, columns and objects to hide behind and manuoevre around. The sole objective was the basic "kill or be killed". If only it was that simple. Movement and perspective are much more difficult than normal games on the Amiga with only a simple 2D plane of movement. Here it is 3D. I turn my head and the whole scene changes perspective, just like real life. The graphics were great as well as the sound.

Unfortunately I was hopeless! I died many times. I would walk along and nearly fall down the stairs because I forgot to look down. I also had to contend with someone else trying to shoot at me! It proved to me that I should stick to chess.

If that was not enough I got to play the second game. This in my opinion was better. After a great intro scene I was in a castle. This reminded me of many castle like games like "Dungeon Master". It was great moving along the ▶ corridors and then turning my head to see around. I would look up and the stairs would be twenty feet up. All due to the V/R. But the hack and slash were great as well. All I had to remember was to use my sword instead of my hands. After much trial and error I found a sword was more effective. The mad swinging of my arms provided some amusement to the onlookers as I continued to hack and slash. I kept telling myself they are laughing "with me, with me.." not at me. This game had much more satisfaction as I would get a detailed view of the monsters and nasties as well as blood when they were terminated. The more confined and closed off environment gave a much better feeling of perspective.

Eventually the game ended I was back in the real world. Believe it or not this was all done with an Amiga. It was actually an Amiga 3000 with special video cards and other assorted hardware. Anyway thanks to the "Melbourne Virtual Reality Centre" for such great entertainment. (We will be endeavouring to get them back in the future!) If you have any further enquiries you can contact them on 03-401-2440.

In the main meeting room there were other impressive things going on as well. Greg Rowbury was demonstrating an Amiga 500 with the A570 CD-Rom drive. We were shown a documentary on NASA space flights which was very interesting. This was excellent. Not only did it have great sound but live video playback going through the Amiga! It achieved this by having a small section in the middle of the screen. It was a ham image that was updated rapidly to produce an effect of live video. What was noticable was the decreased frame rate. However the combination of great sound and video-like play back made it facinating to watch. Thanks Greg.

Also at the meeeting were the regular Amos SIG, the P.D. disc library and the book library, as well as the dealers' stands. Well there you have it, if you missed it I am sure you will now feel disappointed.

Next Meeting - April 18th.

For this meeting I will have the program that helps make the Amiga such a creative gem. Many people would argue that this is one of the best software packages to date. What is it? Monopoly, ed, Speechtoy...

Yes all milestones but real answer is DPaint 4. So now you know I hope to see you all there.

- Ward Horsfall

Amiga Expo '93

by Ward Horsfall

What a wonderful suprise! Initially I was expecting a small turnout, but it was packed.

Enthusiasm abounded and there was a lot of energy in the air. Just walking into the large room and seeing the degree of support for the Amiga was astounding. I was pleased to encounter Lester McClure's smiling face handing out Amiga User Group information at the door when. The room was layed out with many stands and displays.

With hardware, the biggest presence was made by Opal Vision and the latest range of GVP products. The main stage was the highlight with many demonstrations of OpalVision being done to a small audience.

I saw many products demonstrated such as the IV24, GVP's genlock. Most hardware products that were on show were of video nature. One item that particularly interested me as well as many others was a Stop-Frame video controller. This hardware and software combination would allow the user to lay down animations one frame at a time to video tape, controlled by the Amiga! This would be great for animators. The only catch: videos capable of doing this are over $3000. Oh well, it's something to dream about. The demo showed how the single frame capability really made the Amiga graphics shine as many apparent limitations diminish.

Many stands had crowds around them. I had to push my way through to see, and once I got there had to wait my turn before I began the barrage of technical questions. It pleased me to note that those at the show had a good technical understanding of what they were seeing. (This in my experience seems to the opposite of the case at general computer shows).

I saw many people buzzing with interest around the AUG display. I only hope some of them will sign up as members.

As well as the many products being shown, the major Amiga suppliers were there in force: Maxwells, MVB and Computa Magic to name a few. It seemed to be worthwhile for them as I saw many sales made. Judging by its popularity I expect there will be another Amiga Expo next year.

So let's hope next time we can get a "World of Commodore" show at Melbourne! ■

The Last Resort

The help page doesn't appear this month. Apparently the Amiga is such a user friendly machine that no-one has had any problems! At least, they haven't sent them in for publication.

If you are having problems, the first choice (after reading the instruction manual) would be to contact the appropriate person from the AUG Help Network listed inside the front cover. If that is not convenient or if you'd simply prefer to send it in writing, (sometimes its easier to get things straight on paper than trying to explain them over the phone), problems can be sent to:-

Frank Lowe
Help Page c/- NWAUG P.O. Box 25
Coburg Vic. 3058

Please give as much information as possible about your system and how the problem occurred, and be sure to give a contact address, and a phone number and contact times if you can. (If we don't know who you are, you'd have to wait until the solution is published.

Frank will contact the neccessary experts and get back to you with the solution as soon as its known. Then we can share the knowledge through the pages of Workbench - your problem could lead to someone else's solution too. ■

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THE FIRST two Art SIG meetings for the year were held on Tuesday 16th February and Tuesday 16th March. Attendance was down a bit from last year, but I suppose that being the first meetings and occurring before the Workbench Magazine was distributed and the Holmesglen AUG meeting, many people would have forgotten. Next month the meeting will be after the Holmesglen AUG, so hopefully there will be more people in attendance.

Main topics of conversation were Vista Terrain Animation, Deluxe Paint Animation and the Moorabbin Art show.

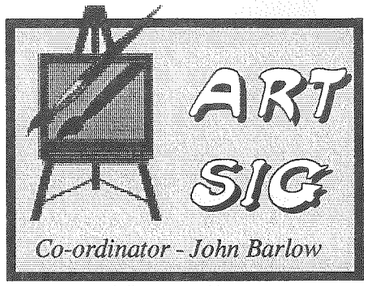
Len Heightman had produced several animations using Vista. The original sources for these animations were from NASA pictures of Venus and Landsat data from around Washington. From a single image Len produced the terrain information. Instead of just asking Vista to produce one image from a particular view point as has been discussed here before, a path was placed along the terrain and the program was told to hold a certain altitude and to bank when turning. Len produced the animation on his Amiga 3000.

Because the animations were larger than would fit onto a single floppy disk, individual frames were saved onto several floppies. At the meeting these frames were loaded into Deluxe Paint. Unfortunately the animations took up more than the 5 meg of memory available on the first machine tried. The second machine tried had more than 8 meg and still there was not enough memory. However it was possible to view most of each animation in one go. The effect was terrific. About 100 to 200 frames per animation were possible and it really did look like a fairly low level flight through a very mountainous environment. Not recommended for those who easily become air sick, especially when the animation was played in reverse or ping pong (backwards and forwards) mode.

Len had experimented with the banking feature of the animation program. The animations without banking looked a little strange, but the ones with banking were just like being in an aeroplane.

As usual Gwen Wood had plenty of animations to show and several techniques to demonstrate. Gwen has a great knowledge of many Deluxe Paint techniques as well as a real artistic flair. She does not just use the computer as a drawing tablet and page flipper, but uses such advanced techniques as Perspective Fills and Anim Brushes.

I always find it amusing when I meet someone who says they are from the generation who did not



grow up with computers, and therefore cannot possibly understand them, or make them work. Several people from the AUG immediately spring to mind on such occasions. Gwen Wood, Len Heightman and Norm Christian are just some of the many examples I like to give these people. One of the best things to come out of the Art SIG is the attitude that you don't know what you can do until you give it a go. By discussing different techniques and giving them a go both at the meeting and separately at home, it is amazing what can be acheived and how many different applications for various techniques can be found. Many "artistic" effects can be achieved by people who do not believe they can draw or do not believe they can use a computer. The great thing about the Amiga is its ease of use and friendly operating system. Beginners are not as intimidated and can start producing output they can be proud of, before they lose interest or get scared off. At the Moorabbin Art Show the Amiga Users Group put on a display which hopefully dazzled a few people, but will also encourage a few people who have been a bit scared or intimidated by computers, to give it a go. Norm Christian should be congratulated for the work he did towards this show. I hope that the display at the show might get a few more people into computer art and in particular Amiga art. We may even get a few new AUG members out of it.

The next Art SIG will be held at Aspendale on Tuesday 20th April starting at 7.30 pm. Anyone interested in attending, or finding out more about the Art SIG should contact John Barlow at the next Holmesglen AUG meeting or call on 5514760. ■

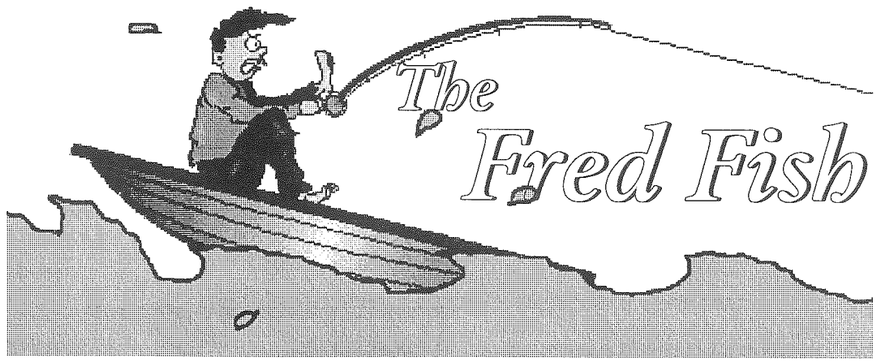
The NW Raffle got off to a good start on Sunday 21st at the AUG meeting. The Raffle will be drawn at the NWAUG meeting on the 31st May 1993. The first prize is a Vidi Amiga 12, (ROMBO 12 bit colour video digitiser through our friends at ComputaMagic), and second prize will be PC-Task, (run IBM software without extra hardware, from Chris Hames).

The ARexx/Rexx course is finished. Both days were well worth attending, as much insight was given into this powerful, yet simple language which has become such an integral part of the Amiga operating system. A big thankyou to Michael Tanzer for conducting the course for AUG members.

The current NW meeting dates can be found at the back of Workbench, so please keep an eye on it.

If you are unemployed or a bit tight on cash and are not a member (yet), you can still come along and participate in the meetings, just bring yourself, $2, and rock up about 7.30pm at the Community Center. Meet Amiga people, get the latest PD Fish disks, ask questions, sell a few things, have some tea or coffee and biscuits, and enjoy yourself.

See you at the next meeting,
Frank Lowe
Ass. Coordinator NWAUG ■



FISH DISK #801

Convert
A program that provides the means to easily convert numerical values between international, Imperial and US systems of measurement. It does this in twelve fields of measurement, including area, capacity, density, energy, fuel consumption, length, power, pressure, speed (velocity), temperature, volume and weight. It has a flexible, easy to use GUI and works under OS 1.3 and 2.xx. The registered version also has an ARexx port. Version 2.0, shareware, binary only.
Author: Mike Fuller

CyberCron
A cron utility for AmigaDOS 2.0. Uses the new, more flexible, AmigaDOS 2.0 technique for running programs. Offers an ex- tended set of options that may be specified for any given event. Version 1.5, an update to version 1.3 on disk 682, and includes various bug fixes, code tweaks, four new ARexx commands, document- ation in AmigaGuide format, and more. Includes source.
Author: Christopher Wichura

CyberX10
A program that can be used to control the CP290 home computer interface for use with the X10 home automation system. It requires KickStart 2.04+ and supports localization under Work- Bench 2.1+. Includes documentation in AmigaGuide format. Includes source.
Author: Christopher Wichura

Luna
A small program that will display the time and date of the phases of the moon for a month in any year from 1900 to 3000 AD. If a lunar eclipse occurs in that month, its time and date will also be displayed. It has an easy to use GUI and works under OS 1.3 and 2.xx. Version 1.0, freeware, binary only.
Author: Mike Fuller

PowerData
Patches AmigaDOS, enabling all programs to read and write files packed with PowerPacker in way that is completely transparent to them- selves and the system. Programs will read powerpacked datafiles directly, and will also magically start compressing their own datafiles, as they create or update them. This is version 38.105, the official successor of another program by this author, Powerpacker Patcher. Partially localized for use with Workbench 2.1. Requires Workbench 2.04+. Share- ware, binary only.
Author: Michael Berg

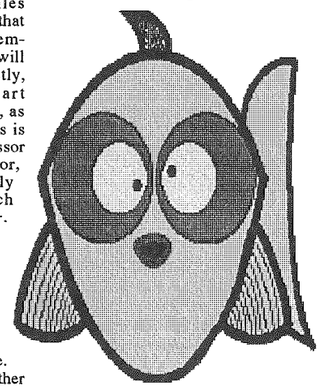
TWC
Two Way Chat & Send enables you to make use of your modem's full duplex feature. With TWC you can connect to another Amiga running TWC, then you may transmit files AND chat at the same time, in both directions. GUI-driven, needs KickStart 2.04 or higher. Version 2.03, freeware, binary only.
Author: Lutz Vieweg

FISH DISK #802

AppISizer
An AppIcon utility to get the size of disks, directories or files. Gives the size in bytes, blocks and the actual size occupied. Requires KickStart 37.175 or higher. Version 0.41, an update to vers. 0.20 on disk #787. Binary only.
Author: Girard Cornu.

FastLife
A fast life program featuring an Intuition interface, 33 generations/ second on Amiga 3000/25, 19 gener- ations/second on Amiga 2000/ 500/1000, and 200+ patterns in text file format. Runs with Kickstart 2.04 and later, and uses ReqTools requester package (included). An update to version 1.1 on disk 608. Changes include support for all screen modes, screens as large as memory allows, run for a specified number of generations, stop at a specific generation, CLI and ToolTypes support for file name filter and "ON" character within Picture files. Version 2.2, binary only.
Author: Ron Charlton

Fd2AsmInc
This little program creates assembler include files from ".fd" files (I.E. the original Commodore .fd-files). There are several ways to format the output file. Version 1.0a, OS 2.xx only, freeware, includes source in assembly.
Author: Hanns Holger Rutz



QMouse
An unusually small, feature-packed "mouse utility". Inspired by, but not derived from, the original QMouse by Lyman Epp. Features incl. automatic window activation (like WindX), top- line blanking for A3000/A2320 users, system-friendly mouse blanking/ acceleration /threshold, "PopCLI", click-to-front/back, "SunMouse", "NoClick", "WildStar", Northgate key remapping, & more. Requires Kickstart 2.0, but is not a commodity. Only 3K. Vers. 2.30, an update to vers. 2.21 on disk 789. Public domain, assembly source included.
Author: Dan Babcock

FISH DISK #803

Hackdisk
A complete replacement for trackdisk.device featuring a verify option and better performance. Hackdisk is supplied as an OS module that may be RamKick'ed or placed directly in the Kick start ROM. This is version 2.00, an update to version 1.12 on disk number 783. Now includes support for 150RPM HD floppy drives and untested support for 5.25 inch drives. Free for non-commercial use, assembly source included.
Author: Dan Babcock

HyperANSI
The ultimate in ANSI editors. Allows you to edit up to 999 pages at a time, with a unique 'transparency' mode which allows you to 'see through' the pages (and save as a single page). Other features include; Copy, Move, Fill, Replace, Text alignment & justification, line drawing, character painting (colors and/or text), half character painting, and keyboard remapping for all 255 IBM characters, plus more. Shareware, version 1.02, binary only.
Author: Mike D. Nelson

MiniPac
A very tiny PacMan clone, only about 8K. Binary only.
Author: Philippe Banwarth

SCAN8800
A specialized database program to store frequencies and sta- tion names for shortwave transmitters. It can also control a receiver for scanning frequency ranges. Version 2.27, binary only.
Author: Rainer Redweik

FISH DISK #804

AmigaWorld
A database program that contains information about every country on Earth. It enables you to have a look at the data of one country, or to compare several countries. It is easy to handle, and you can use it with your favourite colors, font, and even language (at the moment there are English and German data files). Requires 1MB of memory. This is freeware version 1.0, Modula-2 source is available by the author.
Author: Wolfgang Lug

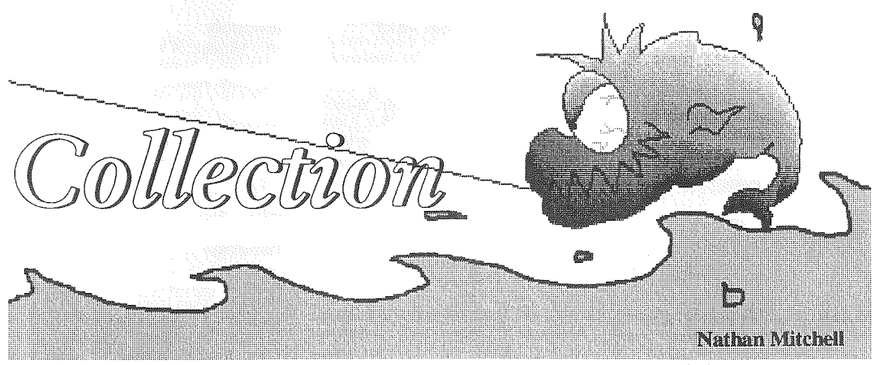
DiskMate
A disk utility with multidrive disk copier (either DOS or non- DOS disks), disk formatter, disk eraser, disk installer, and floppy disk checker. Version 3.0, binary only.
Author: Malcolm Harvey

Euphorion
A scrolling "shoot'em up" action- game, which contains eight different levels, bonus-stages and a highscore table. This is version 1.1, binary only.
Author: Carsten Magerkurth

Password
A program to password protect an AutoBooting HD based system. Supports a list of authorized users and their passwords. Vers. 1.0, binary only.
Author: Malcolm Harvey

PubChange
PubChange is a commodity for AmigaDos 2.04. It isn't a public screen manager, but it is useful when used in conjunction with one. It is de- signed to make public screens easier to use. Whenever a new screen is brought to the front, this screen is examined. If it is a public screen, it is made into the default automatically without having to explicitly do it from within a public screen manager. Thus, the current de- fault public screen is always the one which you have most recently brought to the front, and applications which use the default public screen will appear there. Vers. 1.2, an update to vers. 1.0 on disk 771. Fixes two serious bugs and adds minor features. Binary only.
Author: Steve Koren

TrueEd
A shareware editor. Version 5.5, and update to version 3.40 on disk 630. No documentation, binary only.
Author: Jurgen Klein



FISH DISK #805

CDTV-Player
A little utility for all those people, who'd like to play Audio-CD's, while multitasking on workbench. It's an emula- tion of CDTV's remote control, but is a little more sophis- ticated. Version 1.5, an update to version 1.0 on disk 759. Public domain, binary only.
Author: Daniel Amor

Cleo
Implementation of a new experimental Pascal like language. Besides the normal data types, includes 2D and 3D data types, and an RGB color data type. Includes a compiler and inter- preter, example programs, and documentation. Version 1.0, includes full source in C to compiler, interpreter, and examples.
Author: DIALLO Barrou

Clouds
A program which creates randomly clouds on your screen. You may save them as IFF files and use them as background for Workbench. Uses new AGA-feature (5-bitplane-hires-screen). Version 2.0, public domain. Includes complete source in KICK- PASCAL.
Author: Daniel Amor

RussianFonts
This is a scalable vector font. It's the Russian equivalent of Times Roman. It comes in two versions, ADOBE TYPE 1 (pbf-file) and PAGE-STREAM FONT (dmf-file). This Font is shareware. Designed with FontDesigner.
Author: Daniel Amor

Sizer
A small and pure shell utility that gives the size in bytes, blocks and the actual size occupied by a directory, device, file or 'assign'. Accepts mult- iple arguments. Version 0.81, an update to version 0.36 on disk 777. Now requires KickStart 37.175 or higher. Binary only.
Author: Girard Cornu

FISH DISK #806

HDFixer
Some of the newer A3000's have high density floppy drives. In the 37.175 version of Kickstart, HD disks are not completely supported in HD mode. This program patches the system so that Kickstart V37.175 owners are able to use 1.71 MB HD disks. This very user friendly, totally new programmed version, comes as a Commodity and supports the new OS2.x functions like Public Screens, scaleable fonts, shortcut gadget activation and so on. Requires Workbench 2.04. This is version 2.00, an update to version 1.10 on disk 690. Binary only.
Author: Peter-Iver Edert

Icons
Some icons which can be used in the ToolManager dock window (ToolManager by S.Becker) for instance. There are also a few tips for ToolManager users in the doc file.
Author: Andre Weissflog

MXReq
Creates a customizable mutual exclude requester from a shell or AREXX script. The user can select one out of up to eight entries, each of them writes an own value to an environment variable. Including executable, sources, docs, examples and a small bonus tool. Version: 1.20
Author: Andre Weissflog

XSearch
A program to search files and directories on any Amiga device. Opt- ions to search for files or directories matching a given name pattern, length, date of last change, IFF type, com- ment, internal strings, and protection bits. Supports Amiga clipboard. Uses AmigaDOS 2.0 style interface. Ger- man and English versions. Version, 1.1, an update to version 1.0 on disk 724. Includes source in KICKPascal.
Author: Stefan Pivchinger

FISH DISK #807

RoachMotel
A game where the object is to collect all the spray cans to complete the level. If you touch any creatures you will lose one life, except when stomping on a roach or hitting a roach or boyd with your head while wearing the toupee. Written in AMOS, binary only.
Author: Ryan Scott

VCLI
Voice Command Line Interface allows you to execute CLI or ARexx commands, or ARexx scripts, by voice command through your Perfect Sound 3, Sound Master (Sound Magic), or Generic audio digitizer. VCLI is completely multitasking and will run continuously in the background, waiting to execute your voice command even while other programs may be running. With VCLI you can launch multiple applications or control any program with ARexx capability completely by spoken voice command. VCLI is compatible with both NTSC and PAL. Version 5.2, an update to version 5 on disk number 751. New features include the capability to load alternate vocabulary files by spoken voice command, a choice of Amiga hardware timers to reduce interference with other programs, and immunity of the display to changes in system fonts. Binary only, requires AmigaDOS 2.0.
Author: Richard Horne

VoiceCode
This file contains complete documentation for voice.library (Ver 6.4), the public domain Amiga library of voice recogni- tion functions for the Perfect Sound 3, Sound Master (Sound Magic) and Generic audio digitizers. Included are descrip- tions of the functions that will allow your program to learn and recognize spoken words through your 8 bit audio digitizer. Also included are code examples in C and assembly language.
Author: Richard Horne and David Benn

XTrash
A constant trashcan implemented as an application icon. Can erase anything; files, directories, trashcans and disks. Disk formatting requires an external formatter. Conforms closely to the AMIGA Style Guide. Requires AMIGA OS 2. Version 1.01, includes source in KICKPascal.
Author: Stefan Pivchinger

FISH DISK #808

KingFisher
A specialized database tool providing maintenance and search capabilities for the descriptions of disks in the format used by this library. KingFisher's database can span multiple (floppy) disk volumes, can be edited by text editors that support long text lines, can add disks directly from unedited email or usenet announce- ments, can remove disks, rebuild a damaged index, find next or previous software versions, print or export (parts of) the database, and more. Includes a data- base of disks 1-800. This is version 1.15, an update to version 1.11 on disk 783. Binary only.
Author: Udo Schuermann

Look
A powerful program for creating and showing disk magazines. Supports IFF pictures, IFF brushes, ANSI, fonts, PowerPacker, and many more features. Programmed in assembly language to be small and fast. German language only. Version 1.5, an update to version 1.2 on disk 743. Now runs on NTSC machines in interlace mode and includes many new features. Shareware, binary only.
Author: Andri Voget.

FISH DISK #809

CPK
A program to render a space filling representation of atoms in molecules. This is the type of representation one would find in the plastic 'CPK' (Corey, Pauling, Kendrew) models often used in organic chemistry. There are no hard coded constraints on the number of atoms it can process, it cor- rectly handles intersecting 3- dimensional spheres by using the Bresenham circle algorithm in 3D, and computes using the the current display screen resolution for simplicity and speed. Version 1.0, binary only.
Author: Eric G. Suchanek

EPU
A program like Stacker or XPK that allows applications to access compressed data from AmigaDOS devices without knowing that the data is compressed, and automatically compresses new data. The file size is not limited by memory and the settings of the handler can be changed at any time. Version 1.0, shareware, binary only.
Author: Jaroslav Mechacek

GetString
A small utility that puts up a string requester and stores the result in an environment variable (either local or global) that can be used in Shell scripts. Requires OS 2.04+ and ReqTools.library. Written in E, source included.
Author: Diego Caravana

SmallMath
"Drop-in" replacements for the Commodore IEEE math libraries for users with a math coprocessor. Since these libraries do not contain the coprocessor-emulation code normally present, they are 60%-90% smaller than the usual libraries. For the same reason, however, they cannot be used without a coproces- sor. Version 1.2, an update to version 1.1 on disk 718, fixes a bug in the cmp() function. Public domain, partial source included.
Author: Laz Marhenke

More Fish.....

FISH DISK #810

Amiga_E
An Amiga specific E compiler. E is a powerful and flexible procedural programming language and Amiga E a very fast compiler for it, with features such as compilation speed of 20000 lines/minute on a 7 Mz Amiga, inline assembler and linker integrated into compiler, large set of integrated functions, module concept with 2.04 includes as modules, flexible type-system, quoted expressions, immediate and typed lists, low level polymorph-ism, exception handling and much, more. Written in Assembly and E. Version 2.1, public domain, includes partial sources.
Author: Wouter van Oortmerssen

MakeDMake
An automated DMake file generator. You give it the names of all the C-files used to produce your executable (except #include'd .c or .h files), and it will automatically scan them to find all dependencies, and produce a ready to use (in many cases) DMakeFile calling DCC with options you will need for normal compilation and linking. Version 0.19, an update to version 0.15 on disk 789. Includes source.
Author: Piotr Obminski, from original code by Tim McGrath

PrintManager
A printer spooler for AmigaDOS 2.0 or later. Works with all programs, whether they use the parallel or serial device, use PRT: or the printer device directly, are printing text or gra- phics, and has an Intuition interface. Version 1.0, binary only.
Author: Nicola Salmoria

Snake
An updated version of the old computer game which lives in a Workbench window. You control a "snake" which grows by eating "frogs" and avoiding obstacles. Requires AmigaDOS 2.0. C source included.
Author: Michael Warner

StarClock
StarClock displays time, date and stardate of the popular TV series Star Trek in a small window on the right hand side of the workbench screen. StarClock is a commodity. Requires OS 2.0 or greater. Version 1.01, binary only.
Author: Michael Laurent, Volker Goehrke

TimeKeeper
A program that restores system time after resets. This is accomplished by storing the current time in a resident structure at regular intervals and restoring it at reboot. Useful for Amigas without battery backed up clock. Requires KickStart 2.0 or higher. Version 1.0, incl. source in C.
Author: Mattias Moltkesson

FISH DISK #811

bsh
A powerful advanced shell and interpretive programming language. Runs on AmigaDOS 1.2 - AmigaDOS 2.1. Major features include command history, command line editing, command substitution, redirection and piping, redirection of standard error file, concurrent piping for external commands, here documents, aliases, file name completion using wildcards ('*', '?'), pattern permutations, variables, array variables, local and environment variables, variable exporting, C-like expression evaluation, conditionals, looping, more than 50 builtin commands, more than 40 builtin functions, script programming, workbench startup via newbsh, directory aliases, shell window manipulation and command search by CLI path, by bsh path variable, command hashing and resident command loading. Version 0.98, shareware, binary only.
Author: Gary Brant

MagicNoises
A MED module package including: Happy Hour, Magic Voices, Takeit slow, Terminator II.
Author: Lars Rv_iger

WhiteLion
A new Othello (Reversi) playing program. Strong and fast, it explains the rules and plays different strategies depending on the selected level. Supports interLaced resolutions. Version 1.2_FD, english and german executables. ShareWare, C sources and special version available when registering.
Author: Martin Grote

FISH DISK #812

PPMC
The Powerpacker Mini Clone. This is powerpacker.library meeting gadtools.library: A small utility, useful for compres sing any text or data file. This is version 1.2b, an update to version 1.1 on disk 751. Many new enhancements, including a complete Shell interface, hypertext documentation, a brand new look, localization, Danish, Dutch, and French catalogs, etc. Includes 68030 and 68040 versions, plus source for SAS C.
Author: Reza Elghazi

SCAN8800
A specialized database program to store frequencies and sta tion names for shortwave transmitters. It can also control a receiver for scanning frequency ranges. Version 2.28, an update to version 2.27 on FISH DISK #803. Now works on NTSC Amigas. Binary only.
Author: Rainer Redweik

FISH DISK #813

AmigaBase
A hierachical, programmable, in-core database that runs under OS 1.3 and OS 2.0. Has a full intuition interface. Features include two display methods, filter datasets, search datasets, print datasets, and much more. Nearly everything can be real ized by programming AmigaBase. Datatypes can be Integer, Real, Boolean, String, Memo (Text), Date and Time. Number of data sets is only limited by available memory. Also included in the package are some example projects. Version 1.21, an up date to version 1.20 on disk 792. Shareware, binary only.
Author: Steffen Gutmann

GIFdatatype
This program is a datatype that understands the GIF file for mat. Once installed, it allows any datatype-aware programs (such as MultiView) to read GIF files as if they were IFF. You can also use them as screen backdrops. Datatypes only exist at WB3.0 and greater. Version 39.2, binary only.
Author: Steve Goddard

MinedOut
A remake of the BASIC program of the same name for the Sinclair Spektrum, by Ian Andrews. Mined Out is a strategy game, like Mine on disk 725 or AMines on disk 707. The object of the game is to find a way from the bottom of the minefield to the top, to escape a computer enemy. Version 1.0, share ware, binary only.
Author: Dieter Seidel

FISH DISK #814

BootJob
The BootBlock Utility. Includes functions to store, install, view, or execute any disk bootblock. Also self-made boot blocks can be installed to disk. The most powerful function is to save any bootblock as an executable CLI-File. Now you can start every boot-util, viruschecker, game, or loader from the CLI. Also included is a drawer with 46 different boot blocks. BootJob requires Amiga OS2.x. This is version 1.30, an update to version 1.00 on disk 760. Shareware, binary only.
Author: Michael Bialas

FIM
The Fast-Intro-Maker. Use this little IntroMaker to create your own Intros in a few minutes. Includes functions to insert selfmade IFF-Pictures, Color-Screentexts, Music and more. Final created Intros will run on OS1.2/ 1.3/2.x (WB/Cli). F.I.M. requires Amiga OS2.x. This is version 2.2, an update to version 1.0 on disk 760. Shareware, binary only.
Author: Michael Bialas

MemBar
A simple program to display the free memory using a window with bars for chip and fast memory. Version 1.0, public domain, includes source.
Author: Benjamin (Pink) Stegemann

Monopoly
Demo version of a Monopoly game written in C. Version 1.0, shareware, binary only. Author: Ken Gilmer

NoteEdit
NoteEdit is a utility to write and save crypted notes. The ability of an auto-matic diary is included as well. Vers-ion 1.0, freeware, includes source.
Author: Benjamin (Pink) Stegemann

TreeGrow
TreeGrow is a program which generates quasifractal trees or plants. The idea is taken from "Spectrum der Wissenschaft", the german release of "Scientific American". Version 1.0, freeware, includes source.
Author: Benjamin (Pink) Stegemann

FISH DISK #815

AntiCicloVir
A link virus detector that detects 27 different such viruses. Checks your disk and memory for known link viruses, and can also detect known bootblock viruses in memory. Version 1.7, an update to version 1.6a on disk 767. Shareware, binary only.
Author: Matthias Gutt

InspireDemo
Demo version of a new, easy to use, AmigaDOS 2.0 text editor. The demo is the same as the registered version, except that save and print are disabled in the demo. Inspire uses the new features of AmigaDOS 2.0 extensively, including using the ASL requester for font and file selection, and the gadtools library for standardized gadgets. The display database is used so you may open any type of screen that your computer is capable of. Features include an ARexx port, undo, find and replace, bookmarks, text centering, word wrap, case conversions, clipboard support, auto indenting, and more. Version 1.2, binary only.
Author: Josh Van Abrahams

ShuffleRun
A game for two players. Try to collect more points than the other player. A level editor is implemented. 300 levels are included, 100 can be edited. Version 1.0, freeware, includes source.
Author: Benjamin (Pink) Stegemann

FISH DISK #816

Egypt
A small game for one or two players. Find three chests of gold in a computer generated maze. Version 1.0, freeware, includes source.
Author: Benjamin (Pink) Stegemann

Look
A powerful program for creating and showing disk magazines. Supports IFF pictures, IFF brushes, ANSI, fonts, PowerPacker, and many more features. Programmed in assembly language to be small and fast. German language only. Version 1.6, an update to version 1.5 on FISH DISK #808. Shareware, binary only.
Author: Andri Voget.

Revenge
Revenge of the Blob, an animated interpretation using Bill Watterson's original cartoon strip character "Calvin". Tells the story of Calvin's encounter with his mother's food, and how the dreaded tapioca monster gets back at Calvin for turning his nose up at it. Version 1.0.
Author: David Wiles

FISH DISK #817

A pair of programs for use with Sys1.3 and Sys2. CTimer will measure the execution time of any section of code from a complete program down to a single line. Freeware, includes source.
Author: Chas A. Wyndham

EditKeys
A keymap editor. Supports editing of string, dead and modi fiable keys, as well as control of repeatable and capsable status of each key. Runs equally well under AmigaDOS 1.3 or 2.0. This is version 1.3, an update to version 1.2 on disk 642. Binary only.
Author: David Kinder

Hextract
A complete header file reference. Definitions, structures, structure members and offsets, flag values, library contents, function definitions, registers, library offsets, prototypes, and pragmas. The data from a set of V2.x Amiga and Lattice header files is included and packed for immediate reference by Hextract. Version 1.3, an update to version 1.2 on disk 726. Freeware, includes partial source.
Author: Chas A. Wyndham

Install
A replacement for the AmigaDOS Install command, with an Intuition front end. This is version 1.2, an update to version 1.1 on disk 643. Includes source in assembly.
Author: David Kinder

S-Text
Turns texts into completely self-contained, self-displaying compressed files callable from Workbench or a CLI. S-Texts will save disk space and can be transferred from disk to disk without having to think about reader and decompression compati bility. Version 1.2, an update to version 1.1 on disk 760. Freeware, binary only.
Author: Chas A. Wyndham

FISH DISK #818

LoadLibrary
Another LoadLib program, but this version runs in it's own task, and uses the reqtools.library for multiselection and other user friendly file handling. All installed LoadLib libraries can also be removed from the system. Supports the locale.library and Amiga-Guide. Version 2.52 an update to version 2.52 on disk 743. Freeware, binary only.
Author: Nils 'Jon' Gvrs

TankHunter
A simple action game for two players. Destroy the tank of your opponent. 50 levels are included. You can choose between sound effects or a background song. Version 1.0, freeware, includes source.
Author: Benjamin (Pink) Stegemann

UUCoderWindow
An intuition user interface for the CLI commands UUEncodeX and UUDecodeX, written by Michel Bekke. Requires AmigaDOS 2.x. Version 1.0, freeware, binary only.
Author: Nils 'Jon' Gvrs

WatchStack
A program that monitors the stack of any selected task or process 50 (PAL)/60 (NTSC) times per second and reports the allocated stack, maximum stack usage and current stack used. This program is a clone to StackWatch, disk 494, but improved a little bit. Requires AmigaOS 2.0. Version 2.02, binary only.
Author: Brian Ipsen

FISH DISK #819

JukeBox
A program to play compact digitial audio discs by emulating a graphical user interface similar to common CD players. It provides a command line oriented, fully programmable ARexx user interface, as well. Version 1.2522, shareware, binary only.
Author: Franz-Josef Reichert

MemoMaster
A program that warns you about events (like birthdays and anniversaries) as they approach. Version 2, includes source.
Author: Jeff Flynn

OctaMEDPlayer
Standalone player program for playing songs made with OctaMED. Can load sng+samples-format and MMD0/MMD1-modules made with MED V2.10 or later, or any version of OctaMED. Can play stan dard four channel Amiga songs, MIDI songs, 5 to 8 channel OctaMED songs, and multi-modules. Has a nice 2.0 look and works fine under 2.0 as well as 1.3. Version 4.04, an update to version 3.00 on disk 688. Binary only.
Author: Teijo Kinnunen and AMIGANUTS UNITED

FISH DISK #820

Databench
Databench is a new low-cost Database with some nice features like fast search, filter, password, import/export and more. Includes both English and German versions. Demo version only, binary only.
Author: Eric Hambuch / APC&TCP Vertrieb

QuickFile
A flexible, fast and easy to use flat file database using ran dom access with intelligent buffering to minimise disk access, multiple indexes for fast access to records, form and list style screens and reports, and fast sorting and searching. Files are quickly and easily defined, and fields can be added, changed, or deleted at any time. Version 1.2, shareware, binary only
Author: Alan Wigginton

SysInfo
A program which reports interesting information about the configuration of your machine, including some speed comparisons with other configurations, versions of the OS software, etc. Lots of new enhancements including information on devices, resources and ports, and graphical speed comparisons. This is version 3.11, an update to version 3.01 on disk 758. Binary only.
Author: Nic Wilson

VirusZ
A virus detector that recognizes over 500 bootblocks (200 boot viruses) and over 95 file viruses. The filechecker can also decrunch files for testing. The memory checker removes all known viruses from memory without 'Guru Meditation' and checks memory for viruses regularly. VirusZ has easy to use intuitionized menus including keycuts for both beginners and experienced users. VirusZ performs a self-test on every startup to prevent link virus infection. Written entirely in assembly language and operates with Kickstart 1.2/1.3, OS 2.0 and OS 3.0. Version 3.00, an update to version 2.27 on disk 786. Shareware, binary only.
Author: Georg Hvrmann

Our fish was drawn by Elissa Rao

PUBLIC DOMAIN SOFTWARE ORDER FORM

Mail to: Amiga Users Group, PO Box 684E, Melbourne 3001, Victoria

Disk Numbers									

Dont forget to specify collection name i.e., FISH, AMIGAN, AMICUS etc.

Disks supplied by the Amiga Users Group @ $4 each		$
Disks supplied by member @ $2 each		$
Club Use Only:	*Total:*	$
Member's Name:	*Membership#*	
Address:		
	Postcode:	

AMIGA Calendar

Tuesday	Apr 13	SEAUG Meeting
Sunday	Apr 18	Holmesglen Meeting
Monday	Apr 19	NWAUG Meeting
Tuesday	Apr 20	Art SIG Meeting
Monday	May 3	NWAUG Meeting
Friday	May 7	Deadline for Copy, June *Workbench*
Tuesday	May 11	SEAUG Meeting
Sunday	May 16	Holmesglen Meeting
Monday	May 17	NWAUG Meeting
Monday	May 17	Music SIG Meeting
Tuesday	May 18	Art SIG Meeting
Monday	Jun 7	NWAUG Meeting

Holmesglen AUG meetings are held on the the third Sunday of each month at 2.00 p.m. Doors open at 1.00 p.m. The venue is the Conference centre at Holmesglen T.A.F.E. College on the corner of Warrigal Road and Batesford Road, Holmesglen (Melways Map 69 reference F1).

North West AUG meetings are held every second Monday from 7.30 p.m. on the first floor of the Essendon community Centre, corner of Mt.Alexander Road and Pascoe Vale Road, Essendon (Melways Map 28 reference J7).

South East AUG meetings are held on the 2nd Tuesday of each month from 7.00 p.m. in the Cheltenham Hall, corner of Nepean Highway and Charman Road, Cheltenham (Melways Map 86 reference H1).

Art SIG meetings are held on the 3rd Tuesday of each month (N.B. this is NOT always the Tuesday following the Holmesglen meeting!! The venue may vary, so check the Art SIG report in this issue for the location of the next meeting.

If you are arranging (or know of any) forthcoming meetings, demonstrations, lectures or other events that would interest readers, please let us have the details so that we can publicise them here. Country members unable to attend Metropolitan meetings are encouraged to use this calendar for local events.

Writing for Workbench?

Unsolicited submissions are welcome, but if you are writing, or thinking of writing for the Workbench, we'd appreciate if you contact us to discuss what you would like to write. We may be able to help you with source materials, or assist with the writing, graphics or other aspects of putting together an article for the magazine.

We also find from time to time that we receive articles that can't be used because they repeat material recently published, or scheduled for upcoming issues. With our lead time of up to two months (at the moment) you could find your efforts wasted when you open the next issue to find just what you were about to submit already there!

Next Month in Workbench

In preparation for next month's issue :

A review of the Calcomp Drawing tablet by Ian Lloyd

Eric Fillisch looks at SoftLogik's new structured drawing program Art Expressions

A comparison of the new Amiga 1200 with the Macintosh LC range by Rudy Kohut

The next installment of our Amigados series by Jeff Kirkland

... and more if we can fit it in.

Music SIG Saved!!!

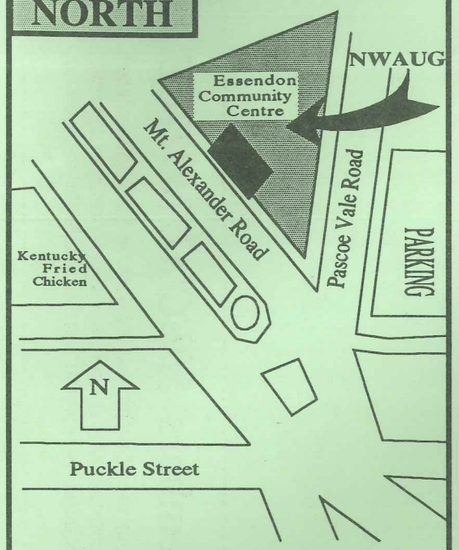
Allan Mallows has volunteered to take over the Co-ordinator's job for the month's of May, June and July. Next SIG Monday 17th May, 7.30 p.m. Phone 822 2761 please for directions if you will be attending.

Moorabbin Art Show

Thank You!!!

Norm Christian would like to thank the people who assisted him with the AUG display at the Moorabbin Art Show. Their help was very much appreciated.

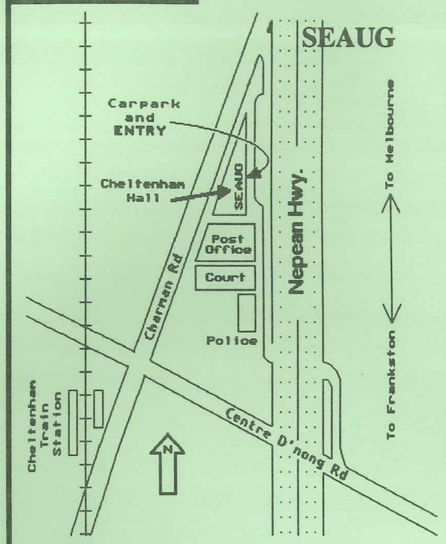
NORTH



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

Melway Map 28 Reference - J 7

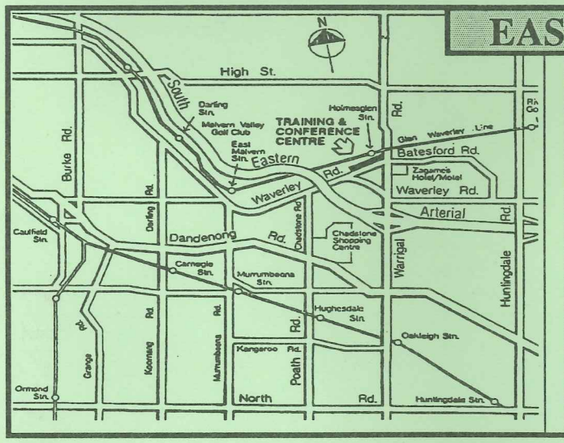
SOUTH

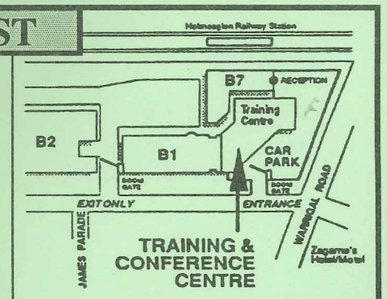


South East AUG meets at the Cheltenham Hall on the 2nd Tuesday of each month from 7.00 pm.

Melway Map 86 Reference - H1

EAST





The Amiga Users Group meets at Holmesglen Conference Centre on the 3rd Sunday at 1pm.

Where To Find Us...

APPLICATION FOR MEMBERSHIP OF THE AMIGA USERS GROUP INC.

Membership Is $30 per year.

Send your cheque to: Amiga Users Group Inc., PO Box 684E, Melbourne 3001

Surname: _____

First Name: _____

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_____ Postcode: _____

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Where did you hear about AUG: _____

Signed: _____ Date: _____

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

Details on this side are optional

Year of birth: _____ Which Model Amiga _____

Occupation: _____

Interests: _____

_____

_____

Which group do you attend Mostly _____
eg., Holmesglen , NWAUG, SEAUG.

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