

WORKBENCH

Journal of Amiga Users Group., Inc. G.P.O. Box 684E Melbourne 3001 Victoria Australia
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Plus a pull out guide to the
NWAUG Expo

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

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Membership of the Amiga Users Group is available for an annual fee of \$30 plus an initial joining fee of \$5. Membership forms are available from AUG and in this Journal. Send completed form with a cheque or money order for \$30 to the address above.

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The AUG operates 2 bulletin boards devoted to the Amiga. They can be accessed 24 hours a day on the numbers listed below. Parameters should be set to 8 data bits, 1 stop bit and no parity.

Amiga Central

370 0832

Sysop: Frank Lowe

Ratz

553 0305

Sysop: Howard Alexander

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 Central or Ratz BBS's 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. Deadlines for articles is the first Wednesday of the month of Publication. Contributions can be sent to: The Editor, AUG, PO Box 684E, Melbourne 3001.

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CLUB EVENTS

For details of club events and meeting dates, check SIG Reports and the AUG calendar inside the back cover. 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 a \$2 per issue handling & postage charge. Back issues are also available at meetings. Contact the committee for pricing on bulk orders.

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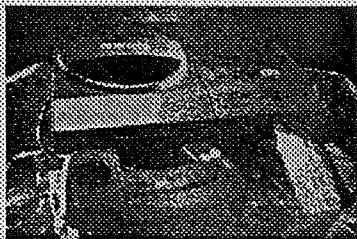
Here is a list of AUG members who have volunteered to share their knowledge/experience with others. If you want to help and have your name listed here please contact the editor. They are not listed in any order or priority. Please keep contacts to reasonable hours (6-9 pm unless otherwise noted) and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

Introduction to the Amiga / ProWrite	Rudy Kohut	- 807 3911
Amiga Basic (Advanced)	John Elston	- 375 4142
Amiga - A/C & AMOS basics	Bill Jordan	- 417 3521
C (Introductory), Professional Page	Mal Woods	- 888 8129
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C (Advanced) - Lattice, TeX	Eric Salter	- 853 8857
Amiga Art, Music (MIDI)	Norm Christian	- 798 6552
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Superbase, Bridgeboard	George Wahr	- 376 6180
Beginners Help / Amiga Art	John Barlow	- 551 4760
Public Domain	Rob Pemberton	- 571 4579
Graphic Arts - DPaint, Scult etc.	Joe Santamaria	- 383 3509

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Cover Photo: Justin Deeley

Acknowledgments

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Special thanks to

Jim Berry for the many hours and ideas he's put into Workbench in the last few years. Thanks Jim!

Editorial

Why is it that the best computer seems to be in the hands of the worst computer company? I said at an A.U.G. meeting once that I was confident Commodore had a well reasoned marketing policy, the problem being that it was impossible to deduce what that policy might be from their actions, and they certainly weren't explaining it to anyone. If there was a strategy behind the (in)actions of Commodore, I couldn't see it.

*I still think Commodore have a marketing policy, I just can't believe anymore that it's based on reason. And this exasperation is brought on by the release of a product I have no personal interest in, although it will probably have a significant part in Commodore's future.**

The product is the Commodore Amiga CD32. Its a CD based games machine, and with it Commodore have beaten Atari and Microsoft to the punch. It's been written up extensively in the English Amiga magazines (and I expect the U.S. ones), and I'm told its now available in Australia for \$699.00. This is the foundation of the integration of CD ROM technology in to the Amiga range, and is reported to be expandible with yet to be released accessories in to an Amiga 1200 + CD drive equivalent, and with any luck will bring a new generation of games players to the Amiga field.

So where can you buy this little gem? Not from your Commodore dealer, for Commodore Australia has not yet released them to their own dealers. Instead you can buy them Dick Smith stores.

I actually think selling the Amiga CD32 through Dick Smith is a good idea, so that people looking for a games machine can see them as well as the Atari and Nintendos and don't have to go to a computer shop for a games machine. I also have a good regard for the Dick Smith chain, and with any luck this will be the thin end of the wedge, driving out the Atari and clone computers from their shelves (or at least pushing them along a bit). But I can't see the logic in withholding them from Commodore's accredited dealers, and creating ill will with the people who have kept the Amiga going through Commodore's past marketing debacles.

Maybe its just that now Commodore have dropped their range of clones (did they know, they were doing something smart?), they had to supply Dick Smith with something to replace them. Or maybe I'm just ahead of Commodore and by the time you read this we will see a t.v. blitz and CD32s in all the stores, including computer dealers. We should know by next issue, and I hope to have a full hands on review (not a rewrite from o/s magazines and Internet news bulletins as has been seen in some local "professional" publications).

**I need something with the Zorro expansion slots, so maybe when the accessories are released I'll take another look.*

Homesglen Raffle

1st Prize - Mystery Prize

2nd Prize - Megadisc (worth \$18)

3rd Prize - 5 discs of PD (Worth \$10)

Tickets \$1.00

Bridging the Gap

John Rowley gives insight into an easy way to transfer multiple files between a bridgeboard and the Amiga

I mentioned that I had taken advantage of MVB's special deal a few months ago on AT Bridgeboards, and the reply was that apparently quite a few A.U.G. members had done the same, so I thought I would share a couple of scripts I wrote to provide wildcards for the aread program on the IBM side of the system.

The scripts are based somewhat on a pair of programs published a couple of years ago in *Amazing Computing*, but that article required you to have a C compiler for both the Amiga and the IBM. Working on the principle that I prefer to use scripts than to write a program, I wrote these. One is an AmigaDOS script that is started everytime I start up the Bridgeboard, and it runs continuously in the background on the Amiga. Generally this is bad programming practise as it is theoretically in what is known as a busy loop, but as the script is running most of the time in one of its several WAIT instructions, it has had little impact even on my 68000 based Amiga 2000.

The other is a batch file to be run on the bridgeboard when you want to read multiple files from the Amiga.

I have extensively commented the scripts themselves, but basically what happens is that you start the batch file on the IBM side with the required parameters, the batch file then produces and awrites a file which can run as a one line script to the Amiga. The script running on the Amiga checks every five seconds to see if this file exists, and if it does it executes it. (I chose five seconds as an acceptable compromise between waiting and tying up the Amiga with a script running in the background too often. You can change it if you like.) This is simply a list command with its output in a format which can be executed as a batch file on the IBM to aread each of the files that match the wildcard specification on the Amiga.

The AmigaDOS script then renames the output of the script it has just run, which the batch file on the IBM side has been trying to aread in a real busy loop on the Bridgeboard. There is some silly stuff in the IBM side script to see if the aread of this AMigaDOS file has succeeded due to the problems I still have with MS-DOS. There's probably a better way of doing it, but frankly I don't think it worth the effort of getting that much into MS-DOS. It works, and it doesn't take too much time, nothing can happen on the IBM side until the Amiga side is finished anyway.

When the list created on the Amiga is successfully read, the batch file on the IBM batch calls it as another batch file. One last thing I should mention is that I usually start the AmigaDOS script running from some other script, and have resident the if, wait, skip and lab commands to reduce disc access.

```
;Here starts the AmigaDOS script -----
.key delay                ;you can either change the default or start the script
lab one                   ;with a parameter to set the wait loop time
if exists ram:bridge.spc  ;see if IBM has awritten the file we want
protect ram:bridge.spc +s ;make it a script file
ram:bridge.spc            ; execute the file we got from the bridgeboard
skip two                 ; then go on, and wait for it to finish
endif
wait <delay$5> secs      ;if the IBM hasn't awritten the file we want, wait,
skip one back           ;then loop back to check again
; end of wait loop
lab two
if exists ram:bridge.lst  ;if the output file of bridge.spc script exists
                        ;give it the name aread is looking for
rename ram:bridge.lst ram:bridge.rdy
skip four               ;then jump to the next label
endif                   ;if it doesn't exist, then bridge.spc is still
wait <delay$5> secs      ;executing, so wait for 5 seconds, and
skip two back           ;loop back to see again if its finish yet
lab four
if exists ram:bridge.fin  ;when the IBM side is finished, it puts this file
delete ram:bridge.##?    ;here to tell the Amiga it can clean up.
;
run >nil: c:execute sys:pc/bridge.scr <Delay$5> <nil: ;because AmigaDOS 1.3
quit                     ;can't loop back past an execute command the
endif                     ;script calls another copy of itself and quits
wait <delay$5> secs      ;if the IBM hasn't told us to clean up yet, wait,
skip four back           ;then skip back again to see if we can finish yet.
;
;-----here ends the AmigaDOS script-----
```

```

rem -----and here start the IBM batch file -----
@echo off
rem %1 is the file spec and MUST contain full device and path in AmigaDOS format
rem %2 is used for aread OPTIONS /b OR /c and can safely be omitted
rem d: is the pc ram drive, change as appropriate!
del > nul d:bridge.*
echo > d:ridge.spc list to ram:bridge.lst %1 LFORMAT="aread %%S%%S %%S %2"
rem this used to read "LFORMAT="aread %%S%%S c:\janus%%S %2"
rem by leaving the path out files will be copied to the cd where msread run
awrite d:bridge.spc ram:bridge.spc
rem d: is my ms-dos ramdrive, if you want the working files to be somewhere
rem else change this. The working files are fairly small and ramdrive quick
rem
rem busy loop until file bridge.lst successfully aread
:here
rem - what's going on here? aread will create an empty (zero byte) file
rem - even if it totally fails to copy anything, so "if exists"
rem - will not work as the file always exists even when the aread fails
rem - As I can't find an errorlevel from aread, (in spite of the docs)
rem - we can't use that either. However ms-dos copy will fail to copy a
rem - zero byte file, so although it doesn't set an errorlevel, we can
rem - use an if exists on the file it tries to copy TO, if it exists
rem - the source file must not be zero bytes
rem - implying that the aread succeeded.
aread > nul ram:bridge.rdy d:bridge.bat
copy > nul d:ridge.bat d:ridge.chk
if not exist d:bridge.chk goto here
rem
rem execute the batchfile created on the Amiga side
rem echo on to let us see the files as copied
@echo on
call d:ridge
@echo off
rem awrite a file to the amiga - fileName is what matters
rem to signal that we are finished on this side
awrite d:ridge.spc ram:bridge.fin
rem cleanup
del d:ridge.*
rem-----the end of the MS-DOS batch file-----

```

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FONTS, Printers AND All That THE BARE BONES

by Rudy Kohut

Most people want to get good quality paper copies of what they create on a computer screen. Unfortunately, achieving this simple objective is not as simple as connecting a printer to the computer and turning on the power. Here is everything you wanted to know about Amiga fonts - and then some!

Word Processors and DTP programs should make the process of transferring characters and symbols from screen to paper quite painless, as they come with "default" configurations which suit average user needs. However, in my experience, I am never in the "average user" category and I suspect that few people are!

One of the potential areas of confusion relates to fonts and how these in turn relate to the capabilities of different printers. The following few facts may help disperse some of the confusion and suggest further areas for investigation.

The distinction between "font" and "typeface" is an important starting point.

A "Typeface" is a particular design or style of letters, numbers and symbols. For example, "Topaz" is the default Amiga system typeface. "Helvetica" is another typeface.

A "Font" is a the actual set of letters, etc. in a specific size. For example, "Topaz 11" is a font; "Topaz 9" is a different font.

So, as you can see, any particular "typeface" can be expressed as one or more "fonts".

There are "bitmap" fonts (also called "screen" fonts) that have a font file for each point size of font. If you do a listing of the "FONTS:" directory of your Amiga, you will see files for bitmapped fonts ending in ".font" eg. "Topaz.font". These files contain a list of the available point sizes for the font. You will also see a corresponding subdirectory which has the actual files for each individual point size of the font.

Bitmap fonts are created using an organized matrix of dots and hence require high quality printers (giving a high density of dots) to achieve good quality output. Since no calculation is needed to display or print, they are fast. However, they cannot be scaled or stretched without severe distortion, and print quality is poor by comparison with structured fonts.

"Structured" or "outline" fonts do not have separate files for each point size but are mathematically generated as required (hence they should really be referred to as "typefaces"). They are "device independent", meaning that they will reproduce smoothly on any output device. Such fonts can be stretched and scaled without loss of quality.

This advantage is slightly offset by the time it takes to calculate the characters for display and printing. Faster processors, a hard drive and more memory are the answer!

The Amiga supports the use of Agfa Compugraphic "Intellifont" structured typefaces. In the "FONTS:" directory, you will see not only a ".font" file but also a corresponding ".otag" file. There are

also two special subdirectories needed for these fonts: "_bullet" and "_bullet_outlines". The latter subdirectory contains further files for each font with a ".type" extension. The ".font" files are in fact empty and are not used unless bitmapped versions of the font are created using the "Fountain" program that comes with Workbench 2.0/2.1 ("Intellifont" in Workbench 3.0).

Postscript fonts can be considered as structured fonts (or typefaces). Such fonts often have their own special files which contain the calculation information needed by the Postscript language. The names for these files usually match the ".font" file name but with a different extension.

For example, Professional Page and ProWrite both use the same Postscript file naming system, with the files ending in ".metric" eg. "Times.metric". The PostscriptPS program in Workbench 2.1/3.0 allows programs that don't directly support Postscript to print to a Postscript printer - the font information is actually contained in the "Postscript" printer driver in the "Devs/Printers" directory.

My Epson dot-matrix printer has at least two fonts in its own memory: "pica 11" and "elite 10" (most printers have at least these fonts). The printer knows how to print "pica 11" font - the actual instructions on width, height etc of each character is in the printer's memory. However, it knows nothing about "typefaces". So, if I were to ask the printer for "pica 22", I would not get a response unless specific font instructions for the pica 22 font are given to the printer.

If the font descriptions are in the printer's memory, then the printing will occur faster than if the printing information has to be given by the computer to the printer first.

For example, to use the "Helvetica"

typeface, my word processing program has to give detailed instructions to the printer as to how to construct the page which uses the Helvetica fonts (the printer is actually being given information about the placement of dots on the page [the bitmapped image] which could represent either text or pictures). The print time is slower than using a built-in font.

New printers, and laser printers especially, usually have many built-in "fonts" (ie. font descriptions in ROM) or, as is the case for "Postscript" printers, many built-in "typefaces". If the printer has a enough memory (RAM), font information can be "downloaded" from the computer to the printer, with an increase in print speed.

Some laser printers allow for the connection of hard disk drives (usually SCSI devices) or "hard cards" on which font information can be stored for the printer to use, again with an increase in printing speed.

At the moment there is no Amiga-specific utility for enabling downloading of fonts to a printer's memory.

Most laser printers use either the Postscript language or the Hewlett Packard (HP) "Printer Control Language" (PCL). Both are used to establish the rules for placing text and graphics on a printed page.

The HP PCL works with specific "font" information and only two scalable graphics primitives ie. horizontal and vertical rule. The Postscript language works with "typefaces" which means infinite "font" possibilities for each typeface and it has a rich array of graphics primitives including lines, arcs, and bezier curves that allow for rotating and scaling graphic images. Postscript also has better quality pattern fill capability.

The built-in fonts in HP printers cannot be easily accessed from Amiga computers as there is no

direct system support for them. Software support is limited to "WordPerfect", which is no longer supported on the Amiga. However, the introduction of support for Agfa Compugraphic outline fonts (typefaces) in version 2.0 of the operating system means that high quality output is not dependent on built-in printer fonts. On the Macintosh and MSDOS/Windows platforms, "True Type" structured typefaces are now well supported and it may be only a matter of time before they, like the Compugraphic format, also migrate to the Amiga.

Postscript, on the other hand, is being supported more and more extensively on the Amiga, not only through typefaces supplied and used by third party software but also by Amiga Preferences in version 2.1 (and above) of the operating system. Making Adobe Postscript fonts directly available for the Amiga would be the next step.

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The new committee for North West Amiga Users Group as elected on Wednesday 15th Sept. 1993 is:-

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Secretary	- Gary Cassidy
Treasurer/Membershp	- Gregg Rowbury
General committee members	- Leon Wood
	- Enzo Tommasi
	- Michael Chamberlain
	- George Wahr

Yes, we finally had our elections. See you at the next meeting. Remember to keep Sunday 31st of October free in your diary, for the Amiga Expo.

Frank Lowe
Coordinator NWAUG

Ratz BBS

Since Amiga Central has been getting a lot of publicity lately, I asked Howard Alexander, sysop of one of the A.U.G.'s other BBSs, if he would write a short piece for Workbench on RATZ!

Basically, RatZ! is a one line BBS that is available to all AUG members.

It is running Star-Net software (soon to be upgraded to MEBBSnet) on an Amiga 2000 with 250meg hard drive space. I also offer one thing that Amiga Central does not, and that is the ability to "Point" from RatZ!

Pointing is like running a mini-bbs, in that you pick up mail and files for reading offline. This has the advantage that you have an address that other people can write to, and you can file request (select files for download) at the same time. This means no logging on, wading through menus, marking files and then finally downloading, as all this is done before you call.

Mail is a lot easier, as you can reply at your leisure, and only pick up mail in the areas you want.

If any AUG member is interested in becoming a point, just logon and leave feedback, and I will be only too happy to help.

RATZ! also, has a file section for "Windows Files". This area contains a few windows files I have collected over the past few months. I (like many Amiga users) am forced to use a clone at work, and thus am interested in any utilities that make the clone more amigalike!! These could also be of interest to Bridgeboard owners.

Howard Alexander
Sysop - Ratz BBS

BBS Report

Hi this is the Sysop of Amiga Central writing to you from beyond the screen. I hope to be able to make a BBS report each month to keep those of you who are modem-less upto date as to what's happening.

The main thing that has been happening with Central is that there is a new Sysop, me. If the name looks familiar and you ask yourself "Is that the same person who is AUG Treasurer and NWAUG Coordinator?" Well, yes it is. With the change comes a new phone number for Central, which is (03)370-0832. At the moment there is only a single line. This and other things will be looked into after the Amiga Expo.

Central has been officially up and running since 26th of September, under my care. Apart from learning how Xenolink works, I have been busy putting a CDROM on line. Xenolink is the bulletin board software that Central runs. The available CDROMs are AMINET and GIFS GALORE, with more to come. Since we only have one CDROM drive, the CDs will time cycle. The CDROM being used is actually a CDTV with Parnet making the connection to Central.

To find out more about the BBS, just log on and read the bulletins. Any questions, just YELL.

Frank Lowe
Amiga Central SysOp.

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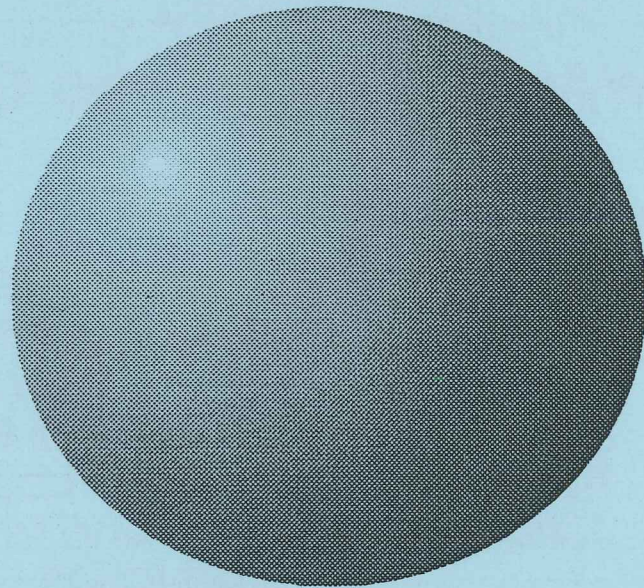
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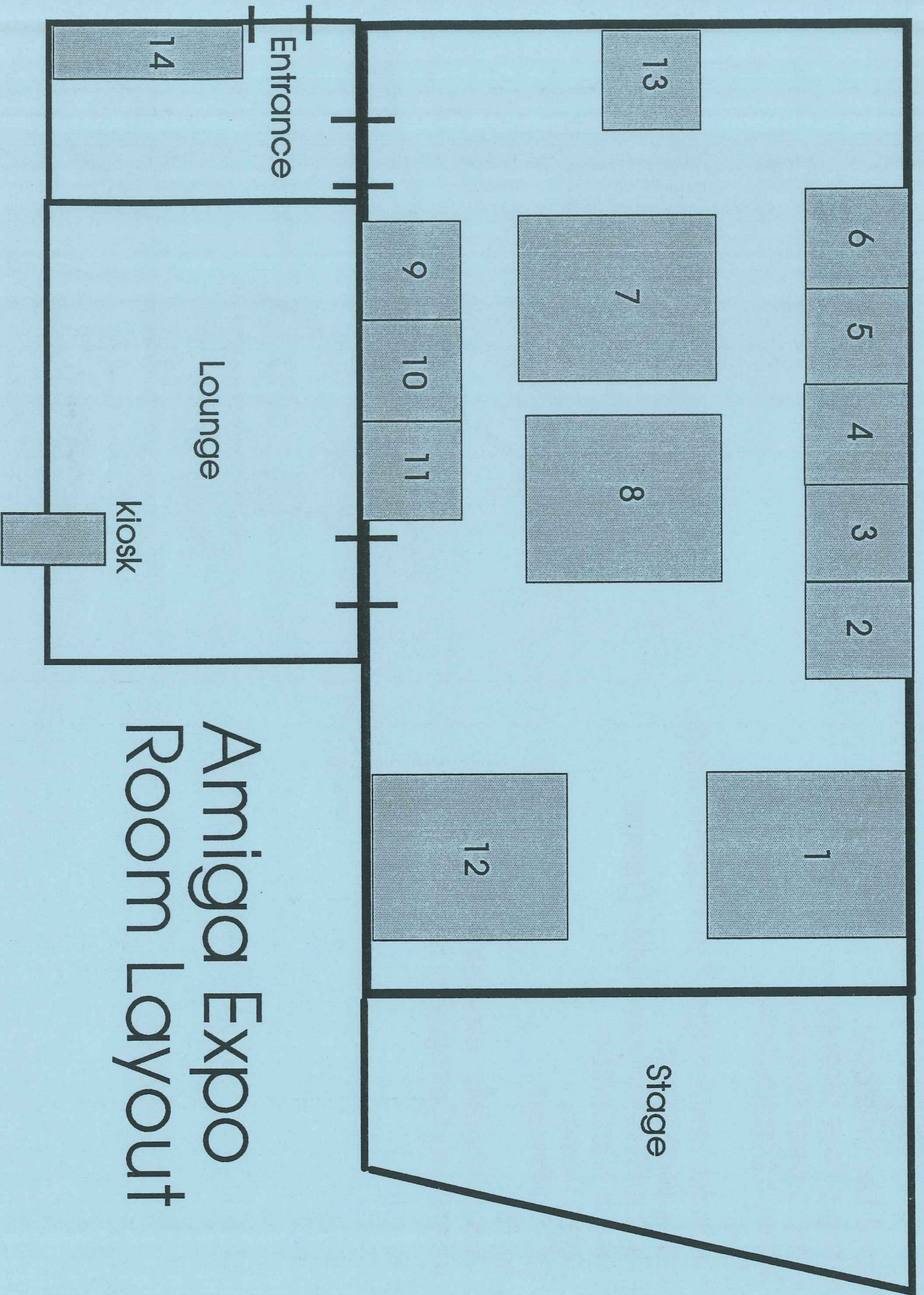
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DirWork version 2.
Jeff Kirkland - Amiga and Beginners.
Hugh Leslie - DeskTop Publishing.
John Rowe - Amiga and animation
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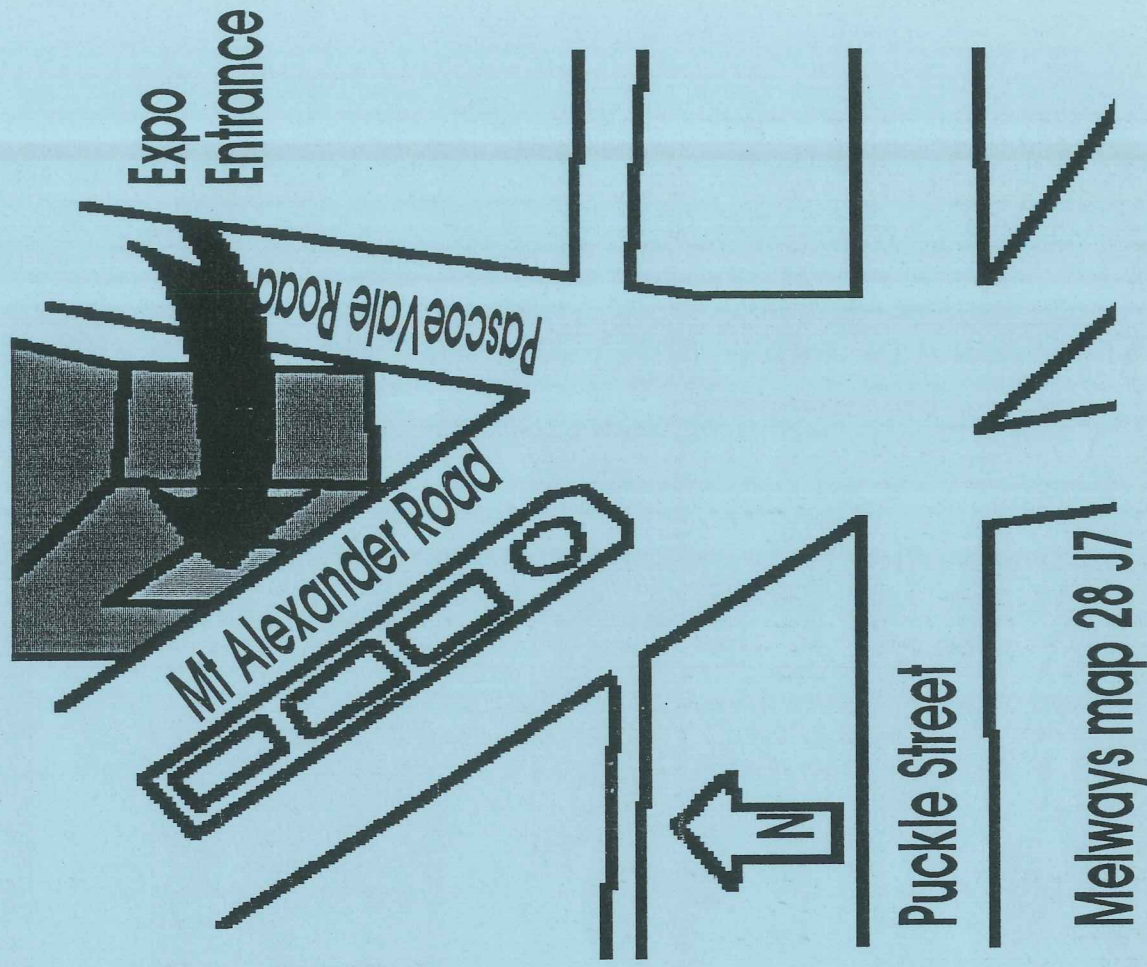


Amiga Expo Room Layout

Layout Discriptions.

1. Opal Technology.
2. Amiga User Group.
3. Amiga User Group.
4. Quasar Distributions.
5. T.B.A
6. Australasian Amiga Developers Assc.
7. ComputaMagic.
8. AnotherWorld Computer Centre.
9. Dennis Nicholson.
10. John Rowe.
11. HC Software.
12. MVB.
13. Virtual Reality machine.
14. Interacta Computer Systems .

Directions on how to get there.



Fish Disks

891-900

Fish Disk 891

AskEnv

A requester construction tool for use with DOS-scripts, AREXX and any other language that can start an external program. System and file requesters may be called by command line args, and config files allow construction of complex requesters containing almost any type of gadtools gadgets. Extended gadget types can call file requesters and start programs. Results are stored in environment variables. Requires OS 2.04, Version 2.5, binary only.

Author: Bengt Giger

DiskSalv2

A disk repair, salvage, and undelete utility for all standard disk devices and file system types. Has a full Intuition interface and runs from Workbench or Shell. It can fix most problems in-place, and can reverse a partial or QUICK format. It can copy out from disks that can't be fixed due to physical damage, with a destination going to any AmigaDOS disk device or pipe (eg, TAPE:). In English, locale catalogs included for Danish, French, German, Italian, Norwegian, Finnish, and Swedish, short manuals in English and Swedish. Extensive update to DiskSalv 1.42 on disk 251. Requires AmigaOS 2.04 or later. Uncrippled Shareware, binary only, V11.27.

Author: Dave Haynie

HDClick

A Harddisk-Menu and Workbench-Tool. Easily start programs, batchfiles or AREXX-scripts simply by clicking on a gadget. Opens its own screen or only a small window on the Workbench. Includes an AppWindow/AppIcon to view pictures, listen to samples, print texts or even decrunch archives by just drag-ging an Icon on the AppObject. Gadgets can

have their own fonts and colors. Unlimited number of sub-menus. Easily configurable, with Online-Help. Requires OS 2.04. Version 2.53, an update to V2.0 on disk 605. Binary only, shareware. Author: Claude Muller

ROMTagMem

Adds non-autoconfig memory as early as possible to the memory list. In situations where you have only CHIP memory and non- autoconfig memory, your system will run faster and have more CHIP memory available if as many system structures as possible are not in CHIP memory. Binary only.

Author: John Matthews

Skew

Skeleton Writer is a tool for generating C code for various Intuition based applications. You click the mouse and the code gets written. Similar to PowerSource and GadToolsBox, but with slightly different functionality. Version 1.28, an update to version 1.2 on disk 746. Includes source.

Author: Piotr Obminski

Fish Disk 892

DviHp

A printer driver for HP LaserJet (trademark of the Hewlett Packard Company) and compatible printers. It translates DVI files, usually generated by TeX, to a code understood by HP-LJ (PCL - printer control language). DviHp supports down- loading fonts, which gives you extremely fast output. It allows you to include IFF ILBM files into your documents. Version 1.0, binary only.

Author: Ales Pecnik

Gemini10X

All-new printer driver for Star Gemini-10X and 15X printers. Features graphics resolutions twice as high as the Commodore provided "EpsonXOld" driver. Version

35.1, binary only.

Author: Michael Bohnisch
Indent

A C source code formatter/indenter. Especially useful for cleaning up inconsistently indented code. Version 1.8, an update to version 1.7 on disk 821. Includes source.

Author: Various, Amiga port by Carsten Steger

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 1.9, an update to version 1.6 on disk 816. Shareware, binary only.

Author: Andre Voget

MouseAideDEMO

DEMO version of a "Mouse" utility which has all the standard functions: Mouse Acceleration with threshold, window and screen manipulation by mouse and keyboard, mouse and screen blanking, SUN (auto-activation) mouse, user definable "hot key" command, Keyboard "String" macros, etc... But also has functions other "Mouse" programs do NOT, such as: Shell- Cycling, Key Clicking, KeyClosing, Multi-Icon-Select with Mouse, Middle Mouse Button Windowing, EZ-Date generation, Mouse Port switching, Workbench to the front function, Ez- Dragging, Freezing Mouse & Keyboard of all input, etc... Now features an easy to use Pop-Up 2.xx style intuition interface and the ability to function correctly in all the new screen modes! Written in assembly for efficiency in size and CPU usage. Version v9.69a, an update to version v7.12a on disk 788, Binary only.

Author: Thomas J. Czamecki

TeXPrt

A front-end for DVI printer drivers with a (nice?) GUI. It is highly configurable and can be used with various DVI printer drivers. Configuration files for Georg Hessmann's DVIPrint (PasTeX), DVILJP (AmigaTeX) and DVILJ2P

(Gustaf Neumann) are included. TeXPrt has an AREXX port and interprets 18 AREXX commands. TeXPrt runs on an AppWindow and supports an (optional) AppIcon for selecting DVI files. Needs at least Kickstart 2.04. This is Version 2.0, freeware, includes source in C. Author: Richard A. Bodi

Fish Disk 893

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 ones. Among other things it displays location, capital, area, population, languages, currency and the flag of each country. AmigaWorld is very easy to handle, and you can use it with your favourite font, screen mode and colors. You can also choose between English, German, Swedish and Dutch output. It works on every Amiga that has one MByte of memory and Kickstart 1.2 or later. Freeware version 2.0, an update to version 1.1 on Disk number 851. New features include flag display and information about religions and international organizations. Modula-2 source is available from the author.

Author: Wolfgang Lug

BadLinks

A utility which tests the links in newly written amigaguide documents. Rather than manually clicking on every button in your amigaguide document to ensure each will link up with a valid node, just run BadLinks. Will work on documents which reference nodes in other amigaguide documents too. Version 1.17, binary only.

Author: Roger E. Nedel

Clouds

A program which creates random cloud scenery. You may save the pictures as IFF-files and use them as background for your workbench. Uses new AGA-features. Operational on

needs at least 2.1 to gain access to all features. Version 2.9, an update to version 2.0 on disk number 805. Public domain, includes complete source in KICK-PASCAL.

Author: Daniel Amor

Fish Disk 894

AntiRascism

Some texts, pictures and programs dealing with the problem of violence & rascism. Sources included. Version 1.0. Author: Daniel Amor and others

CDTV-Player

A utility for all those people, who'd like to play Audio-CD's, while multitasking on workbench. It's an emulation of CDTV's remote control, but is a little more sophisticated. Access to the archive even without a CD-ROM-Drive (i.e. AMIGA 500- 4000), although you can't play a CD. PROGRAM & KARAOKE (live on-screen) included. Recognizes CDs automatically. AREXX-Port for usage in other programs. Version 2.05, an update to version 2.0 on disk 868. Docs in English, French & German. Supports CDTV-Drives & XETEC-Drives. FISH-WARE, binary only.

Author: Daniel Amor

GreekFont

This is a scalable vector font. It's the Greek equivalent of the Times Roman font. It includes the Greek typewriter setmap and is available as ADOBE TYPE 1, PAGESTREAM FONT (dmf-file), PROPAGE FONT & INTELLIFONT. This Font is shareware. Designed with FontDesigner.

Author: Daniel Amor

LazyBench

LazyBench is a utility for lazy people with a hard disk crammed full of goodies which are difficult to reach because they are buried away in drawers inside drawers inside drawers... Supports tools and projects and both OS 1.3 and OS 2.xx versions are supplied with this distribution. LazyBench for the OS 1.3 opens a little window on the Workbench screen and

delivers a fully configurable menu which brings up to 30 applications at your fingertips. LazyBench for the OS 2.xx adds an item under the Workbench "Tools" menu, installs itself as a Commodity and waits in the background. Use its hot key combination to pop up its window and then select an application to be launched. Versions 1.01 (OS 1.3) and 1.10 (OS 2.xx), an update to the versions on disk number 860. Binary only. Author: Werther 'Mircko' Pirani

Resize

A font-sensitive utility to change the dimensions of the shell window. Offers two options: Reporting the current dimensions of the shell window and setting new ones. Includes source.

Author: Bernd Raschke

Fish Disk 895

FMsynth

A program to create sounds with FM synthesis. It has six operators, a realtime LFO and a free editable algorithm. The sound can be played on the Amiga keyboard and saved in IFF- 8SVX format. Version 1.1, giftware, includes source in Oberon-2.

Author: Christian Stiens

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 0.22, an update to version 0.19 on disk 810. Includes source.

Author: Piotr Obminski, from original code by Tim McGrath

MuchMore

Another program like "more", "less", "pg", etc. This one uses its own screen to show the text using a slow scroll. Includes built-in help, commands to search for text, and commands to print the text. Supports 4

color text in bold, italic, underlined, or inverse fonts. Can load xpk-crunched files, has a display mode requester and is now localized (german catalog included). Version 3.3, an update to version 3.0 on disk number 560. Includes source in Oberon-2.

Author: Fridtjof Siebert, Christian Stiens

StAid2

Demo of the multi-purpose educational UTILITY called "Student Aid II". This utility allows you to create, load, edit, practice and print TRUE/FALSE, MULTIPLE CHOICE and FILL IN THE BLANK tests or quizzes on any subject you desire. It will also save grades to monitor progress. This demo contains some sample tests on various subjects, and has all features enabled except for SAVE TEST. Works on WB1.3 to 3.x, NTSC & PAL. (May not work with FastROM). Ver 0.8, binary only. DEMO is freely distributable.

Author: Rick Rojas

Fish Disk 896

AnsiView

A utility to view IBM ansi pics on the AMIGA. Supports the 16 color IBM Ansi standard fully. Works on any AMIGA running any version of AmigaDos. Version 1.0, binary only with source available from the author.

Author: Marcus Trisdale

DA

"Digital Aesthetics". A program that provides you with a soothing audio environment in which to work, similar to the cd's/tapes available of rainstorms, ocean surfs, rivers, etc. The sounds are contained in modules called "EMods", short for Environment MODules. With DA, you can control various aspects of these EMods, and link EMods together in a list to be played in sequence. Two short EMods are provided, with more available when you purchase the registered version. Version 2.5, OS2.x required, binary only.

Author: Greg Grove

Riff

A little riff reader written in modula-2, M2amiga. Version 1.1, includes source.

Author: Marcel Timmermans

SamPull

A utility which will allow you to manipulate and save the samples of a music module, (just Noise/Sound/Protracker MOD format for now), to disk in a quick and user-friendly graphic environment. As an added bonus, SamPull features sub-programs which will scan for MODs in memory or on any format of disk. Version 2.0, OS2.x required, binary only.

Author: Greg Grove

ScriptTool

A small Workbench-utility which lets you to run commonly used commands and scripts from Workbench's Tools-menu. Version 1.02 and needs DOS2.0 (V36). Freeware, includes source.

Author: Jan Hagqvist

WBStart

WBStart is a package to emulate the WorkBench startup procedure, by loading a program, creating a process for it, and then sending it a WB startup message. Includes a handler process which does the starting of the processes for you and then waits for the startup reply messages. Version 1.3, an update to version 1.2 on disk number 757. Includes source.

Author: Stefan Becker

Fish Disk 897

DNet

A link protocol that provides essentially an unlimited number of reliable connections between processes on two machines, where each end of the link can be either an Amiga or a Unix (BSD4.3) machine. Works on the Amiga with any EXEC device that looks like the serial.device. Works on UNIX with tty and socket devices. Achieves better than 95% average throughput on file transfers. This is version 2.32, an update to version 2.10 on disk number 294. Includes sources for both the Amiga

EPP

E Preprocessor. Simple, easy-to-use macro preprocessor intended for use with Wouter van Oortmerssen's E language compiler. Allows E programmer's to "include" (similar to C) E source code modules, thus adding modularity to the E language. Should work on any OS version. Update to V1.0, improved speed; bug fixes; new OPT TURBO directive for turning on Turbo mode for single modules; CtrlC made reliable. Version 1.1, includes source.

Author: Barry Wills.

PrtSc

Have you ever noticed that there is a PrtSc-key on the numeric keypad? If you press it you'll find that nothing happens, but here's the solution. So if you've ever wanted to have a working PrtSc-key, try this. Requires OS2.0 (V36). Version 1.08, freeware, includes source in assembler.

Author: Jan Hagqvist

VerCheck

A little script utility especially for 2.04 users with 1.3 Rom sharer/KickDisk. This helps you to boot under the right system when using an alien Kickstart. Version 2.00, now includes CPU/FPU checking too. Freeware, includes source in assembler.

Author: Jan Hagqvist

Fish Disk 898

AniMan

The final version (5.2) of AniMan, the voice recognition program that allows you to converse with an animated talking head to execute any ARexx or CLI command. AniMan appears as a full color animation in a miniature window on the 3.0 Workbench screen. AniMan is fully multitasking and runs in the foreground or background, listening for your voice commands even while other programs may be running. Many improvements requested by users are now included. Menu operations have been improved. Documentation is provided in AmigaGuide format. Audio digitizer support

has been expanded to include Perfect Sound 3, Sound Magic (Sound Master), DSS 8, and Generic digitizers. AniMan 5.2 requires AmigaDOS 3.0. An update to version 5.0 on Disk #841. Binary only.

Author: Richard Horne

NarTest

A little tool that lets you to play with the new features of V37 narrator.device. Also ideal for designing the speech for your own programs. Version 1.01, needs DOS2.04 (V37). Freeware, includes source in assembler.

Author: Jan Hagqvist

Sci-Fi_Demo

A demo of Sci-Fi Type: 14 3d fonts for Imagine and other rendering programs. Includes: Ultra (a full sample fonts), A short doc file with ordering info, and an iff (hi res 16 color) image depicting the rest of the set.

Author: Doug Brooks

VCLI

The final version (7.0) of Voice Command Line Interface (VCLI) which will execute CLI commands, ARexx commands, or ARexx Scripts by voice command. VCLI allows you to launch multiple applications or control any program with an ARexx capability entirely by spoken voice command. Many improvements requested by users are now included. VCLI now has its own ARexx port so that its internal options and functions can be controlled by ARexx command. Menu operations have been improved. Documentation is provided in AmigaGuide format. Audio digitizer support has been expanded to include Perfect Sound 3, Sound Magic (Sound Master), DSS 8, and Generic digitizers. This is the fastest version of VCLI yet, and it runs well under either AmigaDOS 2.0 or 3.0. An update to version 5.2 on disk number 807. Binary only.

Author: Richard Horne

Fish Disk 899

ARoach

Based on Xroach for X-Windows, displays disgusting cockroaches on

your screen. These creepy crawlies scamper around until they find a window to hide under. Whenever you move or resize a window, the exposed orthopteras again scamper for cover. Version 1.0, requires at least AmigaDOS Release 2, includes source.

Author: Stefan Winterstein

GoodDouble

Some sample source using a couple of functions that make for MUCH EASIER handling of double clicks with ALL buttons. Works perfectly! (at least with DICE...). Version 0.3

Author: Piotr Obminski

SmartPlay

A quite small, and really fast multiformat moduleplayer for OS2.0+. Supports most moduleformats around, and will play all modules with the _right_ replayroutines. The CPU usage of this player is also really low, so it will run fine even on a 7MHz Amiga, while doing some highspeed serial transfers. 100% coded in assembler. Version 3.1, binary only.

Author: Peter Hjelt

Targis

A fast-paced action game. It offers 200 pre-defined levels and the ability to design your own levels and characters. Binary only.

Author: David Ashley

Fish Disk 900

Columns

A GUI-based "paper-saving" utility. Allows you to print text in columns and use various compression modes (up to 160 characters per line and 180 lines per standard DIN A4 page). 5.6 times more characters than in usual modes, but still readable. Written completely in assembly. Kickstart 2.0 and 3.0 compatible, Kickstart 2.0 look, Keyboard controls and saveable settings. Version 2.5, binary only.

Author: Martin Mares, Tomas Zikmund

Popper

Replaces Intuition menus with popup menus which appear under the mouse pointer instead of in the top of the screen. You

can also "rip" menus from the menu-bar and keep them on the screen as a window all the time (or close them with the close gadget, of course).

Version 1.1, binary only.

Author: Pierre Dak Baillargeon

Robouldix

Playable demo of a game based on BoulderDash. Uses 32 colour graphics, senses and adapts to PAL and NTSC. Over 500 different objects in the registered version. (About 40 in the demo version). Requires at least one megabyte of memory. Binary only.

Author: Svante Berglund, Patrik Grip-Jansson

Touch

Amiga version of the Unix utility with the same name. Touch changes the date and time stamp of all specified files to the current date and time. Workbench 2.0 wildcards are supported. Requires OS2.0, includes source.

Author: Dave Schreiber

Stop Press

The PD Library
now carries

"MegaDisc"

Australia's No. 1 disk
based magazine is now
available to AUG
members at the special
price of

\$16.00
(\$2 off RRP)

New PD Pricing!

On your own Disk
\$1.00

On Our Disk
\$2.00

Calendar

Tuesday	Oct 12	SEAUG Meeting
Sunday	Oct 17	Holmesglen Meeting
Monday	Oct 18	Music SIG
Tuesday	Oct 19	Art SIG
Wednesday	Oct 20	NWAUG Meeting
Sunday	Oct 31	NWAUG Amiga Expo
Wednesday	Nov 3	NWAUG Meeting
Friday	Nov 5	Deadline for Articles, December Workbench
Tuesday	Nov 9	SEAUG Meeting
Wednesday	Nov 17	NWAUG Meeting
Sunday	Nov 21	Holmesglen Meeting
Monday	Nov 22	Music SIG
Wednesday	Dec 1	NWAUG Meeting
Wednesday	Dec 15	NWAUG Meeting
Sunday	Dec 19	Holmesglen Meeting

What's on at Homesglen

- AMOS Sig
- Major Prize Raffle
- PD Snippets
- NWAUG Expo Information
- Hands on CD32 demo

Do you have a favourite PD or shareware utility? Why not let us all know about it by sending us a review of the program. Or how about a description of custom improvements you've made to your workbench? We'd love to hear from you, and we'll even give 5 disks of your choice from the PD library to anyone whose article we publish.

Please direct all articles to "The Editor".

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 on the first and third Wednesday 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).

Music SIG meets at varying locations on the day after the Holmesglen meetings. Contact the SIG Convenor at the number given in SIG reports for details.

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 reports 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 are encouraged to use this calendar for local events.

Event Organisers!

The dates in the calendar are based on information provided to us. If the dates are incorrect or changed, please advise the editor as early as possible to ensure updating of the calendar.

NORTH

Essendon Community Centre

Mt. Alexander Road

Pascoe Vale Road

PARKING

Kentucky Fried Chicken

Puckle Street

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

Cheltenham Hall

Cheltenham Train Station

Post Office

Court

Police

Nepean Hwy.

Centre Drivng Rd

To Frankston

To Melbourne

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

Holmesglen Railway Station

High St.

Waverley Rd

Warrigal Rd

Huntingdale Rd

TRAINING & CONFERENCE CENTRE

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

Details on this side are optional

Surname: _____

Year of birth: _____ Which Model Amiga _____

First Name: _____

Occupation: _____

Address: _____

Interests: _____

Postcode: _____

Phone Number _____ STD Code: _____

Where did you hear about AUG: _____

Signed: _____ Date: _____

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

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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AMIGA Workbench

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If Undeliverable, return to
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P.O. Box 684E Melbourne, 3001
Victoria, Australia

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MELBOURNE VIC 3001

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would be appreciated. A renewal form is inside the back cover.

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