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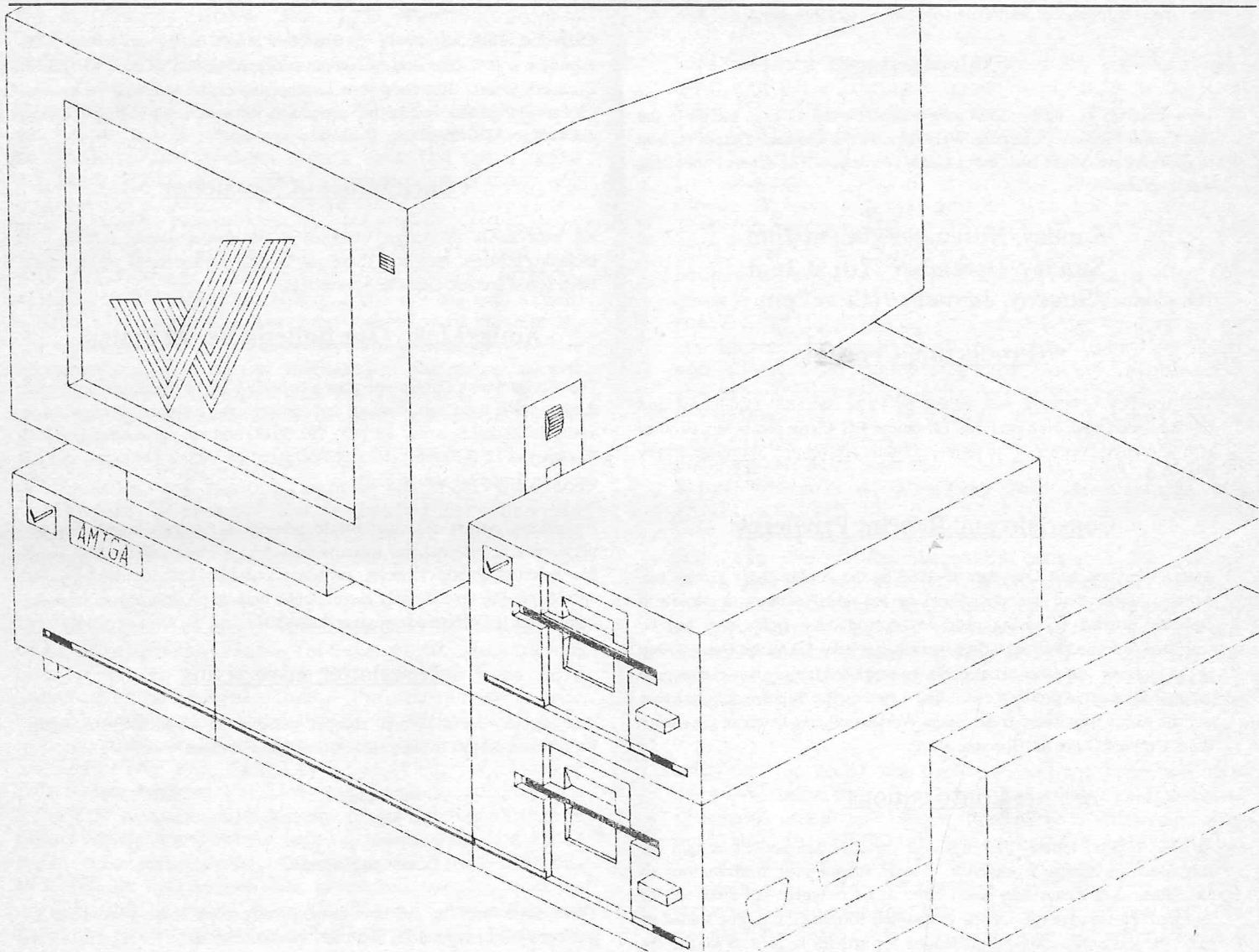
# WORKBENCH

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November 1988



## Next AUG Meeting

*Sunday, November 20th, 1988 at 2pm*

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

AUG meetings are held in the Rotunda at Monash University  
Wellington Road, Clayton Melways map 70 reference F10 and map 84A

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

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

## Who Are We?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. With over 1000 members, we are the largest independent association of Amiga users in Australia.

## Club Meetings

Club meetings are held at 2pm on the third Sunday of each month in the Rotunda at Monash University, Wellington Road, Clayton. Details on how to get there are on the back cover of this newsletter. The dates of upcoming meetings are:

**Sunday, November 20th at 2pm**  
**Sunday, December ??th at 2pm**  
**Sunday, January ??th at 2pm**

## Production Credits

This month's newsletter was edited by Peter Jetson. Equipment and software used was: Non-descript Taiwanese PC Clone computer, Brother HR-40 printer, Brother HL-8 printer, Gemini 10x printer, Wordstar, Fancy Font and Grabbit.

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## Contributions

Articles, papers, letters, drawings and cartoons are actively sought for publication in Amiga Workbench. Please submit your contributions on disk, since that means they don't have to be re-typed! All disks will be returned! Please save your article in **text-only** format (If it can be loaded by ED, it is text-only). **Absolute** deadline for articles is 16 days before the meeting date. Contributions can be sent to: The Editor, AUG, PO Box 48, Boronia, 3155.

## Membership and Subscriptions

Membership of the Amiga Users Group is available for an annual fee of \$20. To become a member of AUG, fill in the membership form in this issue (or a photocopy of it), and send it with a cheque for \$20 to:

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## Public Domain Software

Disks from our public domain library are available on quality 3.5" disks for \$8 each including postage on AUG supplied disks, or \$2 each on your own disks. The group currently holds over 200 volumes, mostly sourced from the USA, with more on the way each month. Details of latest releases are printed in this newsletter, and a catalog disk is available.

## Member's Discounts

The Amiga Users Group negotiates discounts for its members on hardware, software and books.

Currently, **Technical Books** in Swanston Street in the city offers AUG members a 10% discount on computer related books, as does McGills in Elizabeth Street. Just show your membership card. Although we have no formal arrangements with other companies yet, most seem willing to offer a discount to AUG members. It always pays to ask!

## Back Issues of Newsletter

All back issues of Amiga Workbench are now available, for \$2 each including postage. Note that there may be delays while issues are reprinted. Back Issues are also available at meetings.

## AmigaLink - Our Bulletin Board System

The Amiga Users Group operates a bulletin board system devoted to the Amiga, using the Opus message and conferencing software. AmigaLink is available 24 hours a day on (03) 792 3918, and can be accessed at V21 (300bps), V22 (1200bps), V23 (1200/75bps) or V22bis (2400bps) using 8 data bits, 1 stop bit and no parity.

AmigaLink is part of a world-wide network of bulletin boards, and we participate in national and international Amiga conferences. AmigaLink has selected Public Domain software available for downloading, and encourages the uploading of useful public domain programs from its users. AmigaLink is OzNet node number 8:830/324.

## Newsletter Advertising

The Amiga Users Group accepts commercial advertising in Amiga Workbench subject to the availability of space at these rates:

|                    |       |
|--------------------|-------|
| Quarter page       | \$20  |
| Half page          | \$40  |
| Full page          | \$70  |
| Double page spread | \$120 |

These rates are for full-size camera-ready copy **only**. We have no photographic or typesetting facilities. Absolute deadline for copy is 16 days before the meeting date. Send the copy and your cheque to: The Editor, AUG, PO Box 48, Boronia, 3155, Victoria.

## Amiga Users Group Committee

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## PAL vs NTSC

OR

Why is There a Blank Band  
 Across the Bottom of My Screen?  
 by Lester McClure

One of the most frequently asked questions from people new to the Amiga is - What causes that dark unused section across the bottom of my screen on some programs and with most games? And why can't I use that area? The cause can readily be traced back to the differences between the video standards adopted by various countries around the world and in particular the PAL and NTSC systems.

When the Amiga was designed a decision was made to make the video display output compatible with television video systems. This made the Amiga quite different from many other personal computers and opened up a whole new area of low cost video productions. The problem is that the world has at least two major incompatible television standards, so which to choose? In the early A1000 models, intended mainly for the American market, the choice was simple - NTSC (The domestic American television standard). These were then followed by PAL models for the European and Australian markets. The more recent A500 and A2000 machines are more generic in nature and with appropriate software will operate with PAL or NTSC.

Before going any further, a brief tutorial on video systems is in order. The following is a grossly simplified description of the major differences between the PAL (primarily European) and NTSC (American) television systems.

All television displays are generated by sweeping a beam of electrons from left to right and top to bottom across the surface of a picture tube as a sequence of horizontal lines. The rate at which this beam is deflected and the number of lines that go to make up the completed picture are the prime factors in defining the display standard. For most television systems the line scan rate is roughly the same but because the number of complete pictures generated each second is usually related to the local mains supply frequency, the number of lines differs. NTSC (60 Hz mains) has 525 lines per display picture and PAL (50 Hz mains) has 625 lines. These figures refer to an interlaced display and not all lines are available for picture information because some are used for synchronisation and control.

The final outcome, if we restrict ourselves to a standard Amiga Workbench display (non interlaced) is that with an NTSC machine the screen consists of 200 lines from top to bottom and with PAL it is 256 lines. Now we can really begin to see where the problem lies - most software written for the U.S. market assumes it will run on a machine with only 200 lines, so when you fire it up on your Amiga (which is probably PAL) the last 56 lines at the bottom are simply not being used. It seems a shame, doesn't it? Well imagine the Americans' frustration when they try to run software that has been written expecting only a PAL system - they can't even see what's happening down the bottom of their screens.

The Amiga operating system provides a solution to this problem. Correctly written software can test to

see which type of system it is running with and adjust its screen and window display sizes accordingly. The problem is that not enough programs do this check but instead, simply display 200 lines to be safe. The worst offender in this regard is 'Textcraft Plus' (a word processor program sold in Australia with PAL Amiga computers). I would like to see every Amiga owner who has purchased 'Textcraft' and cannot increase the text window size to completely fill the screen on their PAL machines, write to Commodore Australia and complain about being sold incompatible software.

Some software packages are offered in two versions, NTSC and PAL, the best example of this is Deluxe Paint II. The purchaser just buys the version to suit their machine. How do you tell if your machine is NTSC or PAL? - Simple! Reset your Amiga and load in a standard WorkBench V1.2 disk. When the initial window appears on the screen with words something like "Copyright 1985,1986 etc. ", hold down the 'CTRL' key on the keyboard and press the 'D' key a couple of times. This should produce a 'BREAK' message and leave an otherwise empty CLI window which for V1.2 will be 200 lines from top to bottom. Then try increasing the size of the window using the mouse and the sizing gadget at the bottom right-hand corner. If the window size can be increased you have a PAL machine, if it can't, try the same test a couple more times just to be sure, before deciding you have an NTSC system. Almost all A500 and A2000 Amigas and most A1000 models sold in Australia are PAL.

What are the disadvantages of owning a PAL Amiga? Extra memory is required for the additional display lines and with some large programs in a standard 512K machine, there may not be enough memory. The best approach is to specify that you will be running the software on a PAL machine. This is particularly important if you are buying software directly from overseas suppliers.

What can you do if the package you want does not come in a PAL version? For some reasonably well behaved programs, such as 'Aegis Draw Plus' which is only available in a 200 line version, there is a solution in the form of a Public Domain program, 'OVERSCAN'. This is available on Fish Disk # 133 and it has quite extensive documentation and description of its operation. Basically, what it does is to change the system calls 'OpenScreen' and 'OpenWindow', and then checks requests for 200 line (NTSC) displays. It then modifies these requests and passes on to the operating system different parameters which will result in a full size display (256 lines for standard PAL) being generated. Any windows which have sizing gadgets can then be expanded out to the full screen size, within the restrictions of the available memory.

There are several other programs that will respond to this treatment, so it is worth giving your favourite program a try. It will NOT, however, work with 'Textcraft Plus' which crashes completely if you try to expand the window size beyond 220 lines. (Have you posted that letter to CBM yet?).

The OVERSCAN patch (actually a library) can be removed without re-setting your machine if you wish but it can only be run or removed from CLI.

To install OVERSCAN, type : overscan

To remove, type : overscan delete

Obviously, application programs which do not provide sizing gadgets for windows or which have hard-coded limits to maximum sizes, cannot benefit from OVERSCAN except that it may be possible to move windows around to create a better layout or to open up additional windows, such as the 'Score Setup' with Deluxe Music.

What can you do with all those non-PAL programs, and in particular the games which use 200 line displays? If you have a 1081 or 1084 monitor, you probably know that it is not possible to adjust the 'Height' and 'Vertical Position' controls to make these pictures completely fill the screen. I even tried fitting a switch to extend the range of these controls and to provide two preset positions i.e. 200/256 lines from top to bottom. After the smoke and pungent odour cleared, I was left with a bright white line across the middle of my screen and it took me 3 weeks to fix my monitor.

I haven't been game to try this idea again. I have decided that my best approach is to buy only PAL software and if some Public Domain program leaves an unused band across the bottom of my screen, at least I'll know why.

**Problems with Jet**  
by Glen Sheppard

If you have a copy of Jet, you've probably come across bugs during your flights. If you choose the F-18 target strike in level 8, you may notice that occasionally one of the supposed destroyers is invisible, but it still shoots missiles at you. The manual on Jet says nothing about there being any submarines in the game.

Another annoying part about Jet is that when you are diving towards the ground, the screen will often flash red with the jet still diving and the action you want to undertake won't happen. If you are at low level, you will most probably crash.

How about the demo - during the F-16 combined attack, as the jet approaches the enemy base to bomb its buildings, the jet crashes. Great demo.

You can eject from the jet at fifty thousand feet and reach the ground within 1 minute and fifteen seconds. I noticed on "Just For The Record" a group of parachutists jumped from 12000 feet and after 50 seconds of free-fall they were 4000 feet from the ground, so I think Jet's jumps aren't quite accurate.

There are bugs in Jet, but it is still a good program. After reading the "Interceptor Notes" in the September Workbench, I am convinced that it is saying that Interceptor is probably not worth its price.

"I've flown Interceptor for only three hours according to my stats, and I'm already bored" is what that article says. Well, I've probably spent more time on Jet and Flight Simulator II than any other games. Jet's scenery is good enough to keep you

occupied and FS II scenery can be loaded, allowing you to fly around San Francisco and all the other scenic areas on FS II. Interceptor only has San Francisco.

Enemy Mig fighters are graphically depicted, unlike WW 1 Ace on FS II. Bugs exist during dogfights: I shot a missile within a close range of a Mig and watched it fly towards it and up through its rear jet. Ten seconds later, no more Mig.

Even with the bugs, I think Jet is worth the money. It offers a wide range of views similar to FS II, as well as additional ones. For example, a missile-eye's view when you fire it; a view immediately behind the jet and a "place tower at jet" view which puts the tower where your jet is no matter how high or how far from your base you are. All in all, an enjoyable game except from those annoying bugs.

**Insanity Fight: Game Review**  
by Glen Sheppard

If you like a straight-forward, relaxing shoot-em-up game, then Insanity Fight is what you want.

You view your ship from above as you travel ahead, and numerous formations of enemy ships fly across your path fairly slowly allowing you a fair chance of destroying them with your guns or lasers which you can acquire by passing over. Ground-based guns shoot at you regularly, but only straight ahead, making it easy to evade them. Laser strips are also stretched out along the path.

The main obstacle you come across in each stage is the huge (when compared to other ships) mother ship which slowly passes directly down the screen while shooting. You must shoot this after it fires about six or seven shots or you will lose a drastic amount of fuel. You regain your full load of fuel when you complete the level.

Each level has a different type of landscape ranging from a rough city to a forest area. The guns on the city landscape are easily seen, but in the forest, they are often hidden in the green areas.

My rating - fantastic! Graphics are great, sound is realistic with guns and a voice prior to playing telling you to get ready, and control is through a joy-stick allowing you to sit back and play this enjoyable game.

**A Letter to the Editor**  
by Soh, Kam Hung

I've been a member of AUG for about two months and in response to the editor's appeals for contributions from members, I've decided to do my bit and send in this letter and a review.

The problem that faces Workbench is not new; I was contributing to another newsletter in Malaysia called BarbeCUE for the Commodore User Exchange and the perennial problem was getting enough articles to be published every month. We were lucky for a year or

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two because we had prolific regulars but lately, the problem has arisen again. Several suggestions have been made to encourage contributions such as free issues of the newsletter and such methods of 'payment' have worked for various fanzines (fan-magazines). While I am not suggesting that we should pay contributors, we may have to face up to the fact that people want to be rewarded for their efforts. It may be necessary to decide what services the user group should provide and how much is expected from its members and if we do decide to pay for contributions to Workbench, what about the AUG organisers and Amigalink?

Luke Devlin complained about the low turnout to meetings at Monash University in October 1988 Workbench. For the time being, I cannot come to meetings because of examinations but I normally do find it impossible to get to Monash on Sunday by public transport and I am sure that there are many young members who do not have a car and have the same difficulties as I do. Perhaps a car pool could be organised or a list of members who are willing to give lifts could be published.

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#### Amiga Public Domain Software Review

By Soh, Kam Hung

#### Conquest V1.0 by Bob Shimbo. Fred Fish Disk #24

This game comes from a relatively old Fish Disk (5 May 1986). The original game first appeared in UNIX but the author was unknown, and was then ported to a CP/M system by Scott Kamin.

Conquest is a simple space empire game for one player against a computer player. Each player starts with several transport ships in a 15 x 15 universe and attempts to win either by destroying or capturing the other player's colonies. The game ends at the 100th turn or when one player overwhelms the other by sheer numbers. There are 4 movement turns where each player issues instructions to any group of starships (a task force) and then one production turn when material produced by each colony is turned into weapons or channeled into research.

During each movement turn, a player can join task forces, split a task, land transports on planets, attempt to conquer an enemy colony, blast a planet to reduce its usefulness or explore new stars. If two opposing task forces meet, there is one round of combat and then either side can decide to withdraw some or all ships. To conquer an enemy colony, a player must destroy all the colony's missile bases and must keep at least one warship in that star system to retain control of that colony.

In a production turn, colonies can increase production capacity, build starships or missile bases. They can also contribute to weapons, speed or range research and when enough money has been invested, the capabilities of ALL currently existing ships and weapons are increased. The maximum number of production units a planet can have is twice the number of colonists it has, and it is not possible to transfer production units from one world to another. This means a sparsely populated world can do little other than increase its factories or build missile

bases for self protection. Each planet can support a different number of people and it is possible to have slightly more people than the limit.

Starships have different capabilities:

Scouts - no weapons, infinite range.  
 Transports - no weapons, able to carry colonists.  
 Cruisers - cheap, useful for normal protection.  
 Battleships - expensive, useful for conquest!

Each colony can build normal missile bases for protection or invest in more powerful and costly advanced missile bases.

As hinted a few paragraphs above, this game is not very realistic, especially how advances in technology are available immediately. It does lead to interesting tactic of sending a task force to conquer an enemy colony just before production, and suddenly improving weapons technology to give a player an advantage! Despite its primitive graphics, this game is very addictive because it can be finished in about half an hour and the computer player can be quite unpredictable. It works well on the Amiga's multitasking environment and I normally play it while waiting for a file to be downloaded.

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#### Another Letter To The Editor

Greetings to AUG Members.

The Author: Lou (Luigi) Cavallo  
 Occupation: Perennial PhD Student, in Physics, at La Trobe University.

I'm no different than the rest of the AUG members. I can take a hint (Ed!) as well as anyone. Our Club and newsletter need me (err mmm). At least they need an article from me. What can I say? I am an ordinary guy that likes computing, loved the Amiga and ran for my wallet when Commodore offered a \$300 cash back offer. The rest is history, or at least it will be if I can ever finish this Ph.D. I am doing that I refer to above. To produce that article that I have in me (and I am sure so do the rest of you), I am digging deep down into my vast experience and expertise with all things Amiga.

That means you're stuck with Terminal Emulator Views (I haven't been systematic enough for review status). Much of my use of my Amiga 1000 (standard PAL set) has been as a VT100/TEKTRONIX graphics terminal at La Trobe for my own study purposes. In my 6 months or so of usage I have used only PD terminal emulators. These were:

- o Variants of Dave Wecker's VT100 emulator (versions 2.2, 2.4, 2.6, 2.7 and 2.65 (132 character VT100 mode version)
- o Two versions of the HANDSHAKE emulator
- o The TEKTRONIX TEK4010/4014 variants of the above (version numbers ??)
- o A TEK4010 graphics terminal program VT-TEK I copied from a La Trobe PD collection (it has no file transfer options, but it very good for TEK4010

graphics and is low on RAM resources)

- o The WOMBAT terminal emulator
- o The COMM terminal emulator (with the option to print screen text to an attached printer)
- o numerous others that weren't very useful to me

I have not used modem communications at all with the Amiga, rather I connect via a terminal server (through EtherNet) or other direct line communication to our La Trobe VAX computer system. These emulators are representative then of terminal programs that worked well as emulators on the VAX computers I have used. I have only tried them on a Data General computer otherwise and they all performed in a mediocre fashion in that case as Data General computers have a different view of how terminals should behave in comparison to VAX computers.

I have only a few (but lengthy) recommendations to make regarding the above range of programs (so if they are not interesting to you please skip to past the GRIPE section)

- o the generation of Dave Wecker emulators are good however I have had problems with versions 2.2 and 2.7.

I had an incident while on the Data General where I corrupted several disks in a row using v2.2. I was using script files to transfer large files (1 Meg Byte types). I suspect the program because each disk was out of the same box of Verbatim disks (usually reliable), and I was performing the same transfers on another Amiga using v 2.4 of VT100 and no problems occurred (using the same box of disks).

I use v2.7 occasionally but not often, as I have lost data using the KERMIT file transfer option on some occasions. I obtained this version off Fish Disk (???) where 2 versions are supplied. One is a bug fix of the other 2.7 version. I had the data loss with the bug fix and so my confidence is not high with either. Instead I recommend v 2.65 as it has most of the same options (plus 132 char mode) and is about as fast at file transfer. Any comments from other AUG members?

- o I quite often need a terminal emulator that can display 132 characters at once on the screen. All recent versions of HANDSHAKE (a good program) and v2.65 of VT100 can do this. I prefer VT100(2.65) as it has a more readable font for this purpose and this is IMPORTANT for long work sessions. However HANDSHAKE has more options and can be configured. Additionally the latest version has all the file transfer protocols that the VT100 emulators have.
- o If file transfers are to be made without manual control, than I would recommend the VT100 emulators (esp latest) as they have a good script language with a useful programming language for transfer control. A review and tutorial would be best here, but as I have only a month left and I am writing my PhD up now (and he ducks the jibes thrown his way...)
- o The best performing TEK4010 graphics emulation is easily VT-TEK and the advantage of a small

executable size (about 90K I think) is great for my cramped 512K Amiga. The TEK40xx versions of VT100 have file transfer options if you need them also. The latter version is the one I recommend as it has a faster file transfer for the same baud rate and has better/more menu options.

- o COMM is about the only program that does printing of the screen data by copying it out to the printer. As a terminal emulator it is poor if you need VT100 features (it has almost none), but as I often require listings on the fly of my programs this is the only way I have found to perform this. The naive (and unsuccessful) means of using text capture options of the other emulators and redirecting to the printer device fails (I know).
- o WOMBAT is an interesting emulator (similar to HANDSHAKE) and has its own unique feature - the mouse is usable in that it can send a sequence of screen cursor positioning info to any mainframe application you use e.g. a screen editor. You just point and click in theory and the screen cursor changes. However it can be flaky at times and start an unending series of beeps that will beg for the 3 finger salute...

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All of the above programs are useful in their own way and I would recommend the latest versions except perhaps VT100(2.7). However they are all obviously "made in the USA" and by this I mean they use only 640 cols x 200 rows of a PAL Amiga's screen. I don't have a C compiler or I might try changing this so that the full screen is used. Thus it is the feature I most wish for. I have not sent mail/criticisms to the authors re this so I know I deserve to "suffer" until I do ... but I have to remark that a great deal of the PD s/w from the states is like this. Should I apologise for my feelings in all these cases?

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If you have read through to here, you may be excused for thinking I only use terminal emulators, but I have used my Amiga for other purposes as well. Really! I am a fairly numbers-oriented sort of person so I used Amiga Basic for some of my PhD number crunching.

NOTE: I'd love to see some articles on Maths coprocessors for the Amigas, as well as accelerator boards, the IEEE maths libraries... (any SIG group interests? If so please reply to WORKBENCH - I don't have a phone.)

I also use it for (shucks, this is embarrassing ...) playing games and impressing my friends and family! Wow, what a radical approach to computer usage. But I do get a warm glow from it for some reason. (Amiga-itis maybe).

FINALLY to rap up this journalistic gem, I'd like to leave the AUG readership (Oh ... and the WORKBENCH team as well) with an idea to try out for size.

(Please take this idea in the spirit of trying to suggest a way to liven up interest in our User Group).

I would like to suggest that if our group has any spare funds that it could buy software/hardware with a view to reviewing it for the Newsletter or for providing some needed function for our Newsletter production etc. I further propose that after some suitable period of time the hardware/software could be raffled off at an AUG meeting with the funds raised used to pay off the original purchase price and perhaps to fund future such purchasing. As I view the idea it has merit for two reasons:

- 1) Interesting and important products can be reviewed for the whole membership to share in the information, or at least we can help the Newsletter staff to obtain some needed hardware. As an example it seems to me that our membership of about 1000 x \$3 could obtain a cheap laser printer. Who wouldn't want to win that in a raffle?
- 2) Following on from the example, it would be bound to attract attendance to our user group meetings.

This raises some questions:

- Q1) Is this a legal possibility? Can AUG buy software and transfer the package on to the raffle ticket holder?
- Q2) Who would do the reviews? Who would be the most qualified? Perhaps the special SIG groups could help (for example, programming SIGs review any language tools, etc)
- Q3) Is this type of scheme within the spirit of the user group structure? That is, does anyone object that this is just buying membership interest?

Please don't bite my head off with criticisms for those of you who may have them. I have just noted that the sun has risen outside (about 6:00 am) so I am off home for a "sleep". Chances are I never wrote this letter to the WORKBENCH and I merely dreamed it all. I guess I'll just have to wait till I get this issue to see if it really was all just a dream.

#### Yet Another Letter To The Editor

By Rudy Kohut

I was so moved by the editor's plea for material for the newsletter that I have decided to take the plunge, turn on the machine, load up my LPD Writer software and hey presto! As I am a new member, I have more questions to ask than advice to give. If anyone can help me with a few of these problems, I would be grateful.

First, why does my "CAPS LOCK" key repeatedly flash after booting (or re-booting the machine (an AMIGA 500)? This sometimes happens after using some public domain programmes such as "OverScan", which patches intuition, if I don't remove the programme before closing down. It also happens sometimes (not all the time) after using some games. Because it does not appear consistently, I suspect that something is happening to intuition, and that at boot, the startup is finding an inconsistency - although not enough to stop the boot. The machine works even with the key

flashing! However, a "soft boot" usually clears all. Do I have to be worried about this behaviour?

Second, I have found "Dmouse" an excellent public domain programme. It is a mouse blanker, screen blanker, CLI "pop screen" all rolled into one. However, one small bit of advice. DON'T use it with any paint programme that uses the mouse for drawing! With my "Graphics Studio" software, I get very strange results! In fact, the programme gets very confused and will crash - especially when trying to change screen resolutions. So be warned.

Third, my children use LOGO at school and I have obtained the version available through the public domain - a port of the Apple version. However, I find that there is enough inconsistency with the Apple version that using Apple based books is difficult for the kids. Is there a better version available for the Amiga? Any books based on the Amiga version?

Fourth, I'm in love with AmigaBasic, and the Abacus books, "AmigaBasic Inside and Out" and "Amiga Tips and Tricks", are well worth getting hold of. Can anyone tell me if Microsoft/Commodore are going to release an upgrade of AmigaBasic? How can I find out (easily, that is!)?

Fifth, can anyone recommend a typing tutor for children aged 7-11? I have one called "Keyboard Cadet" which is very good for adults, but a bit too fast for children of that age. I don't want to teach touch typing, just good keyboard skills.

Last, some general comments. I'm very aware of the problem of trying to run a club that tries to please beginners, like myself, and the more "advanced" user. But the problem only becomes serious if the material for the advanced user is written in computer-ese. All communication is made better if we try to keep jargon to the minimum. For example, in my first query above I used the word "boot". It is so easy to forget that others may not know that this means "to start the machine"! It may take a bit longer to write out a phrase than a word, but then we can all participate in the discussion. Unless you know your audience, write as if you were trying to explain your ideas to a complete dunce! I'll bet we will find it hard to do!

I was interested in the debate about producing the club newsletter on an Amiga. My opinion is that the editors comments are serious enough to bring to the attention of Commodore/Amiga. Surely, if we can't use the Amiga efficiently for our purposes with the software available, then Commodore should be very concerned. Let's put the situation to them and see what they suggest. I concur that the person doing the work should have the proper tools - and the newsletter is an excellent production as it is. But let's see if Commodore can come to the rescue. Worth a try?

Finally, as a Macintosh user at work, I appreciate the appeal of a machine that combines power with ease of use. That's why I bought this Amiga (price being a key factor as well!). So software that makes maximum use of both qualities is very important. Using the CLI is very interesting and a great extension of the user's ability to use the machine.

However, all that power should also be available through the Workbench environment. The key reason that the Mac is so successful in my workplace is that it is very powerful to use and no CLI-type commands are necessary. Here's hoping that version 1.3 improves things.

Thanks for your attention.

#### Still Another Letter To The Editor

From John Nelson

Dear Sir,

Re: Viruses

This letter is submitted for inclusion in Workbench in the hope that:

- (1) A reader may be able to submit an article comprising simple and brief details on the Amiga viruses; details such as their existence, how they are transmitted, what precautions should be taken, what programs are available (including from AUG Public Domain library) for identification and elimination purposes, what the effects are of each known virus, what wording in the bootblock area identifies each particular virus, special considerations for certain programs (eg the need to possibly save copies of bootblocks, how to do it, the identity of all programs known to require special treatment, etc) etc etc.
- (2) Each subsequent edition of Workbench would include an update on the subject; such as details of any new viruses, new or updated programs to identify/eliminate viruses, etc. This subject could be a standing agenda item at monthly meetings, as a source of information for providing this update.
- (3) The AUG Committee may adopt the suggestion that all new members of AUG are given an up to date copy of that article (loosely inserted in their first copy of Workbench?).

Why do I propose such action?

Over the last few months I have encountered new Amiga owners not aware of the existence of viruses. They had not been informed by their dealers (who don't want to frighten off prospective customers?), and took some convincing that there are such things as computer viruses.

The number of viruses in existence appears to be growing, and they are even popping-up when their recipients believe they are safe because of their clean living habits. For example, I have received viruses from two different dealers - on Public Domain software from one, and on two new games from another dealer!

Yes, that's right; on new disks from a dealer!

One could easily believe it happening with Public Domain software as many dealers are kind enough to make their disks available to all and sundry, with

the aim of generating more business, and as such if you know about viruses, you can be prepared to take precautions. However, how many people would expect to have to check brand new software for a nastie?

In my case I bought two games from the one dealer who took the boxes from his shelf and immediately wrapped them. Upon opening the package at home I noticed that the original factory or distributor sealing on both boxes had been broken and resealed in a rough manner with cello tape.

That made me slightly suspicious, but then I noticed that one of the disks had quite a few wear marks on the metal slide. That made me very suspicious. Using a virus checker sitting on my Workbench disc (known to be clean, and tested after booting-up), I checked both discs. Both of them were carrying the SCA virus!!!

As you can imagine, I was b....y annoyed; and I don't normally swear! What did the dealer have to say?

- The discs must have picked up the virus from a dirty machine on their shop floor;
- The virus could have got into memory from a customer's disc used for any number of reasons: for Public Domain, resolution of a problem, for demonstration purposes, etc etc.
- They test all software to make sure it works before it leaves the shop (testing done before placing it on the shelf).
- They let customers test drive software, if they request such, before purchasing.

We can add to this list of possible sources and causes of infection, and when you do, the picture becomes more frightening, particularly if you consider newcomers to our Amiga environment.

That is why I have written this plea for assistance. Can you help?

Ed - 2

by John Pocock

Don't, repeat, don't believe everything you read! I am referring specifically to my script file 'DD'. It doesn't work! It's quite OK on hard disk, and the reason being that the 'workbench' is always available to reset the command. Due to my ignorance, I had no reason to suspect that it would not work using 'flopies', and had never checked it out. The source of this information is COMPUTE! AMIGADOS REFERENCE GUIDE, an otherwise excellent and very user-friendly publication. Perhaps someone knows the answer to this problem and will pass it on to the rest of us.

I can vouch for the format program called 'FF'. Type ed s/ff and enter:-

```
failat 100
k df0:c/f ram:
k df0:c/x ram:
cd ram:
f drive df1: name o noicons
x df0:s/ff
```

Using the letter 'o' as a name conveys the

information that it is a data disk and ready for use as such, and because Amiga verifies as it goes, it confirms that the disk is OK.

Another useful file, because of the prevalence of computer viruses, is the install script file. As 'i' is used for info, 'ii' is used for install:-

ii drive df1:

To access preferences easier than with the 'mouse', I type 'x p'. The file contains only the word 'preferences', and if you have the Public Domain program 'PopCli', preferences can be called up at any time.

These batch files really pay off when you have a harddisk mounted. For instance, instead of chasing up a particular program through various drawers and windows, it is more expedient to type a very simple command. For example, my 'x a' is the simplest. It calls up Aegis Animator (ani) from a directory called 'pix', and also calls up the maximum amount of ram that the system will allow. It looks like this:-

```
cd w:pix/ani
ani -m328000
```

The figure I found by experiment, actually the maximum is about 175000k, but this is much better than the usual 100000k.

Co-ordinator's Report  
by Bob Scarfe

Although Monash has very good facilities and makes the job of organising meetings relatively easy, AUG has been far from happy during the last 10 months that we have been at this venue. First we tried meeting on Saturdays, but there were many critics of this; so we moved back to Sundays. Then we found that if we wanted to have traders present we had to pay commercial rates, which would have made meetings unaffordable. Then we found that numbers were dropping off anyway and if it kept going at that rate soon no-one would be attending.

So the committee thought long and hard about all these problems and we finally came to the conclusion that Monash, although very good, was obviously too far away for most of our members, so we should start looking for a new venue. Different members searched in different directions, but it was looking hopeless. Then someone decided to have another look at Burwood (ie Victoria College) again.

We shifted from there last December because they were proposing to double the rates for groups using their facilities. But when we enquired, we found that this was not implemented, so we have decided to return there again.

Our Amiga Expo

Because bookings have to be made well in advance, we are not able to shift back to Victoria College Burwood till December. Also, in November, because of exams, we are only able to hire three rooms at Monash, so we have decided to change the format of

the meeting this month, for our last meeting at Monash, and have a Mini Expo. Instead of our usual line-up of talent, we have invited many people to give demos of the latest equipment and programs. AmigaLink, our Bulletin Board will be there and we will be showing what the Bulletin Board actually is and how it works by demonstrating it in operation. Several dealers will be there showing their wares. SIGs have been invited to give demonstrations of the types of programs that pertain to their special interests. NWAUG will have special demos in operation, and all members are invited to bring their machines and programs to show other members what exciting things they are up to. Our library will be in operation, as well as other mystery attractions, so all in all it should be a memorable and unusual day and a fitting occasion for our last meeting at Monash.

Lost: One Editor

After well over two years, Peter Jetson has decided that there are other things to do with his spare time besides knocking out this newsletter, so he has decided to put the lid on his Milliners Solution and have a look at what else can be done on his Amiga. This means that we have to find a replacement for him. Although we have had a couple of offers, what we require is a person who is prepared to do ALL the tasks that Peter has had to do to get each issue out on time. So far all the offers have only covered part of the required work and we think this would only make the job harder to accomplish. To make things slightly easier, the Committee has changed our modus operandi, but we still require an enthusiastic editor who is prepared to take this exciting job on. Peter has kindly consented to edit this issue, and would be prepared to help the new editor gain his/her feet. So all you aspiring desktop publishers out there, here is a chance to make your dreams a reality.

See you at our Expo!

The C-64 Emulator II  
from READYSOFT

Review and Schematic by  
Darren King

For those of you who have owned a C-64 know that you might just want to see how the AMIGA goes at handling the 64's programs via some sort of emulator. The first 64 emulator for the AMIGA was GO-64!. Well, it went... After a few weeks release a major bug was found which rendered it totally useless in emulating 1541 capabilities. It also had the keymap of a 64, so many of the keys on the AMIGA never matched up to what was being typed on the screen. All in all it was a mess!

Now Readysoft have released their version of the now defunct GO-64. It is called the 64 EMULATOR II. Retailing for around the \$150 mark it offers us AMIGA users the opportunity to emulate a C-64. Not very well, but it just makes it. Granted, it will emulate full graphics and sprites very well (except when too many sprites are on the screen, because they start to flash). But the sound leaves a lot to be desired.

Complex tunes (like all the ones done by Rob Hubbard or Martin Galway) are totally lost, and even simple tunes are no good, either. This not only sounds shocking, but I believe this is the reason why the emulation is so slow anyway. If only Readysoft included an option to turn off all sound routines ...

They did include an option to make a color screen green screen, so that the emulation could be a little faster. However, there is no apparent difference between a color screen and a green screen emulation speed.

The colors come up right, all 16 of them, and is nice and sharp because of the Amiga's monitor. It even looks better than a C-64 itself.

Emulation of certain 64 products are supported. The 256K ram expansion pack is supported by partitioning the Amiga's memory, however not many programs for the 64 use this yet. Paddles are also emulated, as well as the 64's mouse. Your AMIGA 1010 drive is emulated as a 1541 drive. However, this emulation is done by having a disk formatted in Amiga standard, and then copying the files from a C-64 disk to the Amiga's drive via a proper 1541 drive and the special serial lead which connects between your parallel port and the serial DIN port on the back of your 1541.

By converting your 64 disks to Amiga format, you also get a few bonuses. These include something like 2500 blocks free per disk and your disks being automatically double-sided. This means that you no longer have to turn a disk over for info on the other side. The only disadvantage is that no attempt was made to speed up the drive access time. Even when software has been converted to an Amiga disk, it is still the same loading speed as the 64! For those of you who don't know what this is like, let me assure you it is an eternity!

You also have the provision to use the C-64 printer range via the serial cable. However, if you don't want to do this, yet another option has been included to use your own Amiga printer connected to the parallel port. The only drawback is that unless you have a printer switch, you must decide whether to have your printer connected or the serial lead, as this uses the parallel port too!

As mentioned before, speed is a real problem with this emulator. At best, it runs most text-only software close to normal speed, but BASIC software and games are very slow. I'd say at a guess, it would be close to 40% normal speed. This is ok if the game happens to be rather fast on a 64, but most games are spoilt. This is certainly due to the lack of an option to turn sound off. Maybe Readysoft will make an updated version and include these extras next time.

Here is a summary of what I did and didn't like about the emulator:

What I Did Like

- \* The provision to use the Amiga drive as a pseudo 1541
- \* The provision for emulating the RAM expansion and paddles

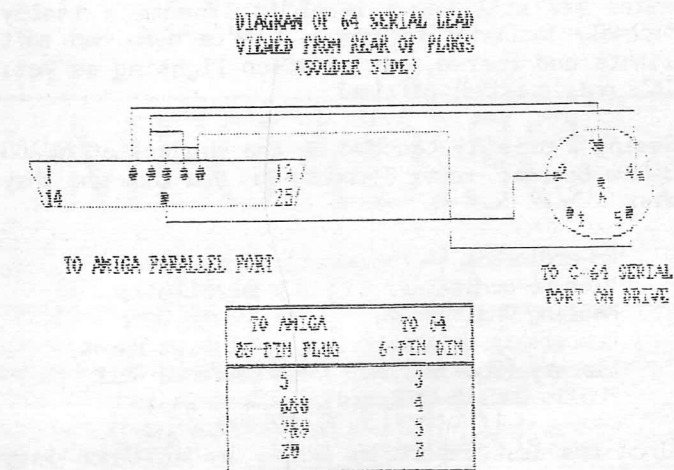
- \* The keyboard layout being the same as an Amiga's
- \* The emulation of all 16 colors and nearly all sprites perfectly
- \* The OPTIONS MENU (selected by holding down 2 hot keys). This menu has all emulation settings (color on/off, ram on/off, etc) and can be accessed and changes made while a program is running.
- \* The ability to emulate a C-64 almost perfectly (screen colors, exact 40-column text in 64 fonts) and the ability to emulate at least 85% of all software.

What I Didn't Like

- \* The lack of a provision to turn sound off, therefore increasing emulation speed.
- \* The fact that turning color off did not increase emulation speed at all.
- \* No attempt was made to increase loading speed. Even though programs were on an Amiga 1010 drive, it was still the speed of a 1541.
- \* The BREAK (and RUN/STOP) keys never work all the time, due to emulation speed. The slower the emulation, the slower for the scanning of the keyboard too.

All in all, a fair attempt by Readysoft. They at least had a great idea on trying to make an emulator work. They certainly did that except for emulation speed. I think software companies (and Commodore) are now starting to realise just what a complex machine the C-64 is. I think it will be quite a long while off until we see an emulator for the 64 which runs at least 90% of a 64.

I have included a schematic of the serial lead for you. I suggest you don't let the shops sting you another \$30 or so for this lead! Make one yourself. I have one made from this circuit and it works OK on an Amiga 1000 (I am sure it will work OK on A500 and 2000 as well). It will only cost you about \$7 - \$10 to make. NOTE: You still need the emulator to use this lead!



**NWAUG - A SIG of Significant Difference**

by John Nelson

Herewith the miscellaneous ramblings of a "happy little Amigabyte" from NWAUG:

If you don't know of the NWAUG please read on, and if you do, please read on but feel free to zoom through the rest of this paragraph. 'NWAUG' stands for North West Amiga Users Group, which is a SIG (ie a Special Interest Group) of AUG. In fact, NWAUG is a SIG of rather significant difference to the other SIGs that specialise in some operational aspect of our Amiga eg 'C'Programming, Music, Desk Top Publishing (DTP), Games, etc. In the case of NWAUG, the group's speciality is catering for AUG members who live on the side of town opposite to that where the main AUG meetings are held.

Accordingly, NWAUG meeting agendas are usually a finely tuned masterpiece of pre-planned happenings designed to appeal to lots of people of different needs, interests and abilities. In short, the meetings are great. I'd even dare to say that if all NWAUG Office Bearers were unable to attend a meeting then that meeting would still be a great success; not because of a lack of formal direction but because those Office Bearers have been able to mold the group into a very friendly one where the members are willing to participate, whether it be software demos, assisting newcomers, interchange of information, etc. Apparently this is just what members, both old and new alike, are looking for because at recent meetings 'standing room only' has been experienced, until extra chairs had been rescued from adjacent rooms.

Meeting attendances are now averaging approx 60, with most members attending two meetings for less travelling time and cost than that that would be associated with travelling to Monash just once!

If NWAUG did not exist, then an inability to attend an AUG meeting could leave you with what could be described as a great void in your life whilst waiting for the next meeting to come round in a month's time. With NWAUG, you have to wait only two weeks until the next meeting, and if you're really desperate to be brought up to date with club happenings there will most likely be a member in your own neighbourhood only too willingly to assist in that most vital matter.

Another great plus for the NWAUG is that meeting sizes are still at a level to promote a really friendly intimate atmosphere. We've even had soft lights and stereo, but no disco lighting as yet. It's only a matter of time!

Seeing I briefly touched on the subject of NWAUG Office Bearers, maybe I should let you know who they are:

Co-ordinator (& Treasurer): Simon Shead  
 Vice Co-ordinator : Hugh Leslie  
 Meeting Chairperson : George Wahr  
 Membership Officer : Margaret Hurst  
 Library (Book & Disc) : Lawrence Hill  
 Public Domain Software : Gary Gajic

Since the last report on NWAUG, in Workbench last June, there have been so many happenings at NWAUG

meetings I couldn't possibly remember them all, or list in chronological sequence those events I can remember as having taken place. However, to add to your knowledge, at the expense of my ageing grey matter, I offer the following summary of doings:

- Most informative talk from Eric Salter, on the A2000.
- Two quizzes, quite popular and informing.
- Demo disks presented by Lawrence, impressive stereo sound on his portable speakers.
- Animation demos by Hugh who used D/Paint cycling and Fantavision.
- Various hardware demos including 14MHz A1000 from Mike Dayton, and all sorts of add-ons to Lester McClure's machine.
- Video/Digitising demos by Simon Shead - it's amazing what his "little" A500 will do.
- Public domain disc comprising various virus detectors/killers made available to members.
- Party celebrating (6) months of NWAUG, good night had by all, can vaguely remember quiz paper in one hand and champagne in the other.
- Auction held 20th July, fantastic success, approx \$1560 total receipts (includes a little on commission basis), large range of goodies auctioned, including blank discs, disc boxes, new software, books, IC's, printers, disk drives, VIC20 computer (used), ribbons, etc.

This money has been put to good use - books and magazines for the library, prizes for competitions, blank disc stocks, incidentals in setting-up BBS, misc Group projects, etc.

Various trade organisations including the following made donations for the auction:

Technical Book Co  
 West End Computers  
 St Albans Home Entertainment Centre  
 Nashua  
 Megadisc  
 Down Under Software

Thanks fellas

- Library has been expanded by injection of approx \$400 for the purchase of recommended books and magazine subscriptions. Now hold Megadisc magazines on disk - this excellent local product deserves your support, keep it in production by buying a subscription. Also hold video tapes for loan to members.
- Animation contest, as previously mentioned in July Workbench, closed on 28th September, with a total of (14) entries being submitted. At the October 12th meeting all entries were viewed from a video tape very neatly packaged by Simon (3 copies into Library). Oodles of different programs were used by contestants for their creations, some of which included sound accompaniment. Commercial programs used included Pageflipper, Aegis Animator, Deluxe Paint, Videospace 3D, Fantavision and Deluxe Video, whilst two members used down-to-earth programming languages like Basic (was used by John Elston for a fish animation) and "C" (by Hugh Leslie for an animated pointer).

Animation contest winners were:

MacBuster by Patrick Carmody  
 Robo-Movie by Simon Shead  
 Pussy by Steve Mathers

The judges found it extremely difficult to separate first, second and third places hence decided to award first prize to all three of these gentlemen who scored \$60 each for their efforts. A special encouragement award of \$10 went to 10 year old Tim Hurst (Margaret's son) for his animation titled 'Fish'.

In recognition of their efforts, all entrants received a fancy little certificate.

To supplement the above burblings, the following items of great interest relate to just one NWAUG meeting, the one held on 12th October, the last meeting held before I started chasing these flaming characters all over the screen. Hopefully they will give you a rough idea of the contents of one meeting:

- As is normal practice, the meeting Chairman, George, and Committee Members brought the meeting body up-to-date with the latest gossip etc., and the usual informative 'question and answer' session took place.
- The animation contest entries were shown on video (twice through the night), with the winners being announced. Three copies of the video were provided for NWAUG members to borrow through the library.
- We intend to have more contests in the future, in addition to the odd games competition or quiz; could possibly be icon design and/or NWAUG logo design contests.
- A large number of members have shown a keen interest in the NWAUG buying its own Audio Digitiser for use by NWAUG members.
- Should soon have our own Bulletin Board Service, the hardware being donated by AUG.
- Motion to send Peter Jetson, retiring Editor of AUG Workbench, a letter of thanks and a bottle of something stronger than lemonade, was overwhelmingly carried. No matter what our main interest is in our Amiga we all look forward to receiving our Workbench which is practically mandatory reading material before dinner on the day of receipt. Thank you Peter for a job well done.
- NWAUG now mentioned in APC User Group Listing.
- Mike Newsome presented a hands-on review of Organise, thus enlightening members to the finer points of this data base program.
- Members were advised of a source of supply for new 5 1/4 inch external disk drives with full warranty and capable of running both 40 and 80 track configurations, ie MS DOS and Amiga DOS - ideal for running Transformer &/ or using those floppier and cheaper disks.
- Rohan Safstrom presented a comprehensive demo of that easy-to-use, clever little Shareware program Diskman 2.0 which is a directory type utility with disk management features that simplify the application of CLI commands. It is available on PD disk Amigan 11.
- Lawrence showed a few more demos - animations with music.
- Virus update: Believe that there could now be something like 11 different virus types in existence: SCA, Byte Bandit, LSD, DASA, North Star, AEK, CCW, Revenge, ABC, Obelisk, Byte Warrior.
- The usual friendly coffee break took place, with

bikkies, the cost of which is covered by the entrance fee.

Seeing I just mentioned that word 'fee', this might be the appropriate time to provide a few details on NWAUG fees. As previously stated, the NWAUG is a SIG of AUG, however because of its purpose in life, it has to bear costs not normally associated with the other SIGs. Accordingly, there is a meeting entrance fee of \$1 for AUG members, and \$2 for visitors to cover the cost of room hire, coffee/biscuits and other incidentals that contribute towards a smoothly run meeting packed full of interesting and meaningful content. In addition, there is a \$5 annual donation adopted by the general membership to be an annual service fee to cover the costs of maintaining an up to date library and public domain software. Oh, before I forget, public domain costs \$1 per disk, on your disk.

Going by the cost of 'Amiga' magazines, NWAUG's fees pale to insignificance; when you consider the great depth of knowledge that can be gained from meetings, member contacts, library books/disks and the public domain goodies.

To finish off this advertisement ... errr ... update of NWAUG happenings, we offer the following details of when and where NWAUG meetings take place:

Every 2nd Wednesday  
 Commencing at 7.30 pm  
 in Rooms 19/20, First floor  
 Essendon Community Centre  
 Cnr Mt Alexander & Pascoe Vale Rds  
 Moonee Ponds 3039

Future meeting dates: 09 Nov 88  
 23 Nov 88  
 07 Dec 88  
 21 Dec 88

How about treating yourself to a different night out? Come along to an NWAUG meeting and enjoy yourself.

Happy computing.

## AUG's AmigaLink BBS

(03) 792 3918

# MEGADISC

for the *AMIGA*  
 INFORMATION &  
 ENTERTAINMENT

**A Mono Audio Digitiser For The Amiga**

Original Circuit by Robert Dooge, CCUG, QLD

Modifications and Adaptions for A500 and A2000  
by Darren King

Here is an audio digitiser for all of you who would like to dabble in sound digitising without the high costs for a commercial audio digitiser. This is only a MONO digitiser only, NOT STEREO. But why use stereo, anyway? It virtually takes up TWICE the memory and most CLI sound players are mono, anyway.

This digitiser offers clean, crisp digitising for only a modest cost, and the end result is an audio digitiser which can be mistaken for a Digi-View - it is that small!

The digitiser is compatible with ALL sound programs on the AMIGA, including AUDIOMASTER, PERFECT SOUND, STUDIO MAGIC, PROSOUND and others.

Being only a left-channel digitiser, you can use one of the stereo programs, such as PERFECT SOUND, and patch the sample to the other channel. So you see, "stereo" is still possible even with mono digitisers, as long as you do all the necessary patching (which is only assigning the sample to the right channel anyway).

The main component in the circuit is an Analogue to Digital converter chip. This takes the incoming analogue signal (your music) and splits it into 8 digital data bits. This is fed into the parallel

(printer) port of your AMIGA and is read and decoded by the software, to store the music in memory. You can then use your software to echo, reverse, or change the speed of your music, and more, depending on the software.

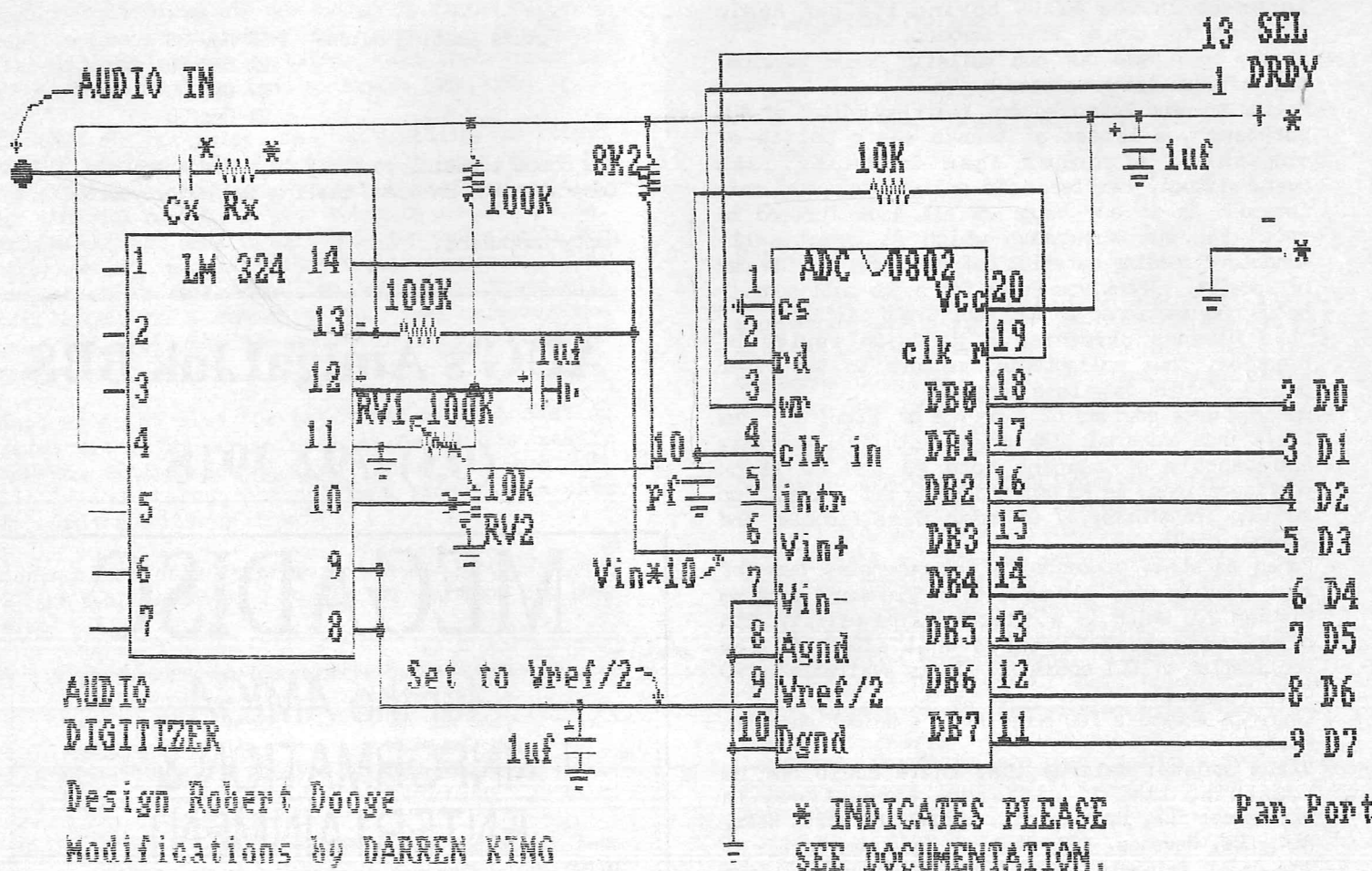
This digitiser records ONLY to the left channel, however you can modify the circuit to record into the right channel by just altering one pin on the 25-pin plug to go to the parallel port. Pin 13 is changed to pin 12 - BUT you will lose the option of using the AudioMaster program, as it is only a left-channel digitising program - it will just not work at all.

Now for some differences:

Commodore didn't make life easy for us Amigans. They insisted on giving us different pinouts and connections with the parallel ports on different machines.

The AMIGA 1000 has a male parallel port (looking at it, you would see 25 pins sticking out from the port.) It has +5V on pin 23, and GND (or 0V) on pin 14. Data lines are pins 2 - 9.

The AMIGA 2000/500 has a female parallel port (if you look at the port, you will see 25 small holes in it). It has +5V on pin 14 and GND on pin 23 (reversed from A1000). Data pins are the same. Also, some versions of the A500 do not supply +5v from pin 14, and others have a current-limiting resistor inside the machine, and the slightest load will drop the voltage. Some A500's are OK, and supply a fully regulated 5v supply.



So you see, Commodore didn't do well in Amiga compatibility. Unfortunately, there is no easy way of checking which version of A500 you have. But if you know your version will not handle a direct load on the port, you will need a suitable plugpack supplying 5V (or 6V).

You can substitute the ADC 0802 chip with other versions. They are pin-for-pin compatible and no changes to the circuit has to be made. The chips you CAN use are ADC 8002, ADC 0803 or ADC 0804. But you can NOT use ADC 0800. My version uses an ADC 0804 with no problems.

The original circuit was designed for use with only a speaker input, and not line (from your CD player, and most cassette decks). This problem can be overcome by just changing two parts, shown as Rx and Cx on the circuit. For use with only SPEAKER (or headphone) input only, use a .22uF greencap capacitor for Cx, and a 10K resistor for Rx. For use with LINE input, use a .22uF greencap capacitor for Cx and a 47K resistor for Rx.

For construction, you can use a strip of Veroboard, or make your own PC board. But keep all leads VERY SHORT or else you will get a very annoying hash in your samples. Use shielded cable for all audio leads to the digitiser, including those from the AUDIO IN socket to the .22uF capacitor inside the digitiser, too.

The 1uF capacitors are all rated at 16 volts maximum, and can be tantalum or electrolytic types. All resistors are 1/4 watt types.

Once everything has been finished, CAREFULLY double-check all wiring and then plug the digitiser into the AMIGA. With a Multimeter, check for 5 volts on pin 20 of the ADC chip. Connect the multimeter to pin 9 of the ADC chip, and adjust RV2 to give 1 volt.

Now by using the PERFECT SOUND software, select "monitor signal levels". You should see two sets of three digit numbers. The last set (RIGHT CHANNEL) should read 255. The first set (LEFT CHANNEL) should read between 000 and 150. Now adjust RV1 to get these first set of digits reading 127.

You are now all ready to go! Hook up your music source and DIGITISE!

**Paint Programs in Tandem**  
by Norm Christian

I am a fairly new AUG member and a recently converted Atari user. The latter was my first computer so I can be forgiven for not knowing better, but after about 10 months a friend showed me an Amiga and I didn't take much convincing! Up to that time I had been struggling simply to understand the basics of computers, then had to go back to square one ... and I'm still in a fog.

So perhaps I am the last person to be writing an article, except that (a) the Editor keeps pleading and (b) it could be a way of getting the help I need. On the Atari I had some limited success with a paint program called N-Vision, and was therefore delighted

to get my hands on Graphics Studio, which is virtually the same program but much better in many respects ... twice as many colours for a start.

Didn't waste too much time with it however, as I was told Deluxe Paint was better, so spent many hours studying the latter and had to agree that it wins hands down in most departments.

Now I'm just starting to realise that the two complement each other and I'm more and more using them in tandem - swapping pictures between them to achieve whatever one program does better than the other. DPaint cycles colours in up to 4 ranges (groups of colours) and each range can independently have its own speed and direction. Graphic Studio uses an entirely different system - it creates a number of successive screens, each of which can last for a specified number of "ticks", and they run like the frames of a movie, with overall control of the speed (but not separate speeds for individual colour groups).

The big advantage is that you can specify different colours for all or part of the palette in each frame and you can have as many frames as you like (there may be a theoretical limit but I have run as many as 100). When you realise that every frame can have an entirely different palette - the 32 colours in lo-res can ALL be different in EACH frame - you can make an extremely long and complex cycle which may take quite a while to repeat. This is obviously quite impossible in DPaint; in fact its cycling, whilst very effective, is crude in comparison.

Another trick in Graphics Studio is the ability to rotate colours, which is different from cycling. You can specify a range of adjacent colours up to any number, and with "rotate colours" set, most of the drawing tools will lay down one colour after another within that range. For example, freehand lines drawn with any size or shape brush will appear as brush units each a different colour in the range, so that when that range is cycled, the line looks like a crawling snake. Many dazzling effects are possible using this facility.

Unfortunately, Graphics Studio won't save brushes (N-Vision used to), but it has both pattern files and cycling files. Because complex cycles sometimes take a lot of time and effort, it is useful to be able to save them and then load them to try out on other pictures. Patterns can be created in sets of 24, each 16 pixels square, and saved to disc. By this method a large stock of different floodfills are quickly available. On the other hand, DPaint is not constrained to 16 pixel size; floodfill units can be any size or proportion, but can only be saved as individual brushes, so the system is much slower.

Taking the two programs feature by feature, in almost every case one or the other excels, so that by using them in tandem you can produce work which is quite impossible using either one alone. I have only mentioned a few examples here to illustrate the point. I would very much like to get in touch with fellow members who have had experience with either or both of these programs, to exchange information.

SLIDE SHOWS: I have adapted a slide show taken from a VAUG disc, using the script file as a model, and



would like to know a bit more about using the commands. It works quite well and is an impressive way to show pictures, but unfortunately I have found that it does not appear to fully support the DPaint cycling. Most of my pictures use all four cycling ranges, but the slide show ignores some of them for no readily apparent reason. Sometimes all four cycle, sometimes one or two, occasionally none! This is very frustrating - can anybody help? As far as Graphics Studio is concerned, when you load one of its pictures into DPaint, the latter ignores the cycling information, so you have to create a new lot, which is usually inferior ... and then the slide show degrades it further.

Graphics Studio has its own slide show, which fully supports all the complicated cycling, but does not have scrolling or fading commands, so that the pictures just flash up in succession (apparently loaded into RAM) and this is not as impressive. Does anybody know of a slideshow with all these features? I'll try anything once.

The only point of real incompatibility is that each program ignores the other's cycling information, which is not surprising considering the vast difference in them. Apart from this, they dovetail together beautifully and (competing with my first love - music) are rapidly becoming my favourites discs. I look forward to hearing from fellow "Amiganuts" - you can phone me on 580-3756.

PS: Yes, I know, Photon Paint is supposed to be the daddy of them all, but I've been too busy to more than glance at it. Does it have colour cycling, though? If not, it will have to wait till I solve this present problem.

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#### BATTLE CHESS - A Review

by J. Rowsell

Have you ever found that the game of chess a bit dull and boring? Well, Battle Chess will soon fix that. If the sight of seeing your bishop fried to a skeleton or your queen being eaten by a castle sounds interesting, then read on.

Battle Chess has excellent graphics and sound; the thought that the creators of the game have put into it is of a very high standard.

The game has 10 different levels of difficulty, ranging from novice to level 9. The novice level is just that, where Battle Chess plays one move at a time. At the other end of the scale level 9, according to the documentation that comes with the game, will take 21 mins 20 secs per move.

There is one other level that allows you to type in the amount of time that you wish Battle Chess to think on a move. I am not so sure of its ability to tell when its time is up on this level, as the 1 minute time limit I set seemed to stretch into 2 or 3 minutes on some occasions!

The documentation that comes with Battle Chess is also of an excellent standard. The manual explains how all the pieces move on the chess board and serves as an introduction to chess for any beginner. This

does not mean it will tell you how to win, but at least it gives you a fighting chance.

In the appendix, there are 20 games listed from both past and present chess masters. These games serve two purposes - they give the beginner some ideas and Battle Chess requires you to type in a move from one of these games before you can access the game - "copy protection" of sorts.

A small booklet also comes with the game; this explains each of the menu options and other general information about Battle Chess.

Because of the amount of graphics involved, Battle Chess has to do a lot of disk accessing to load the different sequences, therefore there is an option to load Battle Chess to your hard disk - but only if your hard disk drive is known as DHO: . I have tried this option and find the game plays a lot faster.

The inevitable comparison between Battle Chess and Chessmaster 2000 will of course happen - Chessmaster 2000 is by far the stronger of the two games and has more features like being able to rotate the board so that you can have a side view or play black from the bottom of the screen. There are more levels of play available in Chessmaster 2000; both games have a suggest move option (which I still doubt in both of them offers the best available move).

Both games have an extensive opening library built into them, though Chessmaster 2000 allows this option to be turned off. Chessmaster 2000 also has a teach mode which shows you how to play the game as you go.

The following is a summary of some of the other features that Chessmaster 2000 has: - an easy mode (very helpful if you are losing), newcomer style, and 3 other styles of play, normal, coffee house, and best move. There are numerous options on how the board can be set up by the player. One feature which I do like about Chessmaster 2000 is the option to display what Chessmaster 2000 is thinking.

Battle Chess has one feature that Chessmaster 2000 does not have, and that is you can play the game over a modem. The one drawback of this is that the speed is pre-defined at 300 baud. With faster modems available nowadays, I think 1200 baud would have been more realistic.

Personally I cannot choose between Battle Chess or Chessmaster 2000 as to which is the best, therefore when I want a serious game of chess I play Chessmaster 2000, but when I want some fun and am playing for sheer enjoyment then I play Battle Chess.

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#### SubLOGIC Scenery Disks - A Review

by Grant Stewart

Tired of flying in circles? Do exotic lands call you? Do you yearn for the thrill of distant skies? Then you need a SubLOGIC Scenery Disk.

These wonderful little packages are for those people not put out by the tedium of realistic flying. As you may have discovered, the Flight Simulator's

realism is not for those who enjoy fast arcade action. The scenery disks extend the world that you can fly, in your Cessna, Learjet or F-16. You will not fly any faster or find an enemy to blast out of the sky. You will find "scenery" to look at and fly through. (Bridges are made to be flown under.)

To start with the disk comes in a nice thin package. They cost around forty five to sixty dollars depending where you can get them. This may seem a might expensive to some people, especially as they are really expansions for a program and also considering they retail at around seventeen US dollars in America.

If you can get past the price barrier you will find when you open the package, a disk plus the usual plethora of warranty cards, extra offers etc. There may also be instructions for upgrading your Flight Simulator disk, (you will need a back-up copy to do this.) You also get some pages which have descriptions of all the airports and VOR stations. These along with the maps, (which are similar to the maps in your original FS package.) all fit into a ring binder which you are offered for hardly any extra cost!?

Loading the scenery is quite easy. There is a default airport or you can type in coordinates yourself. All the instruments work except none of the airports in my disks have got radio communication. The scenery disks I have are No.11, (Detroit, Lake Huron area in North America) and the "Western Europe Tour", (Southern United Kingdom, Northern France and Southern West Germany). Disk No.7 (Washington to Miami) is also available for the Amiga.

The scenery is similar to what is on the FS disk itself, except there is more of it. As well as lots of different airports there are a good numbers of cities with prominent landmarks, (buildings, parks, etc.). The landscapes will have some mountains to crash into and rivers to follow. There are a lot vast flat areas with only a green texture. Unfortunately the limitations of our computers do not allow for every little farmhouse to be duplicated, so you will have to use your imaginations some of the time. (Gasp!! Are we allowed to do that?) A good way to do this is to use a map like those that come in the National Geographic magazine. They are also a good help with navigation.

Disk no.11 has a couple of gliders to find and a hot-air balloon. Niagara falls is the most visually interesting detail on the disk. You can actually fly up the river canyon below the rim, right up to the face of the falls. See if you can do this in the jet. The West Europe disk covers quite a large area and has a good number of cities, all with some landmarks. Also in England there are the chalk figures dotted around the landscape. You also get to fly to Moscow (via Helsinki in the cessna), and can land in Red Square or for fun try landing in the Kremlin. It is a good idea to learn to use the autopilot for this trip. It is quite a simple matter to exchange scenery disks in the middle of a flight so for instance you could fly from Chicago to New York then on to Miami with FS.II, scenery disk no.11 and no.7.

I have flown many hours with the SubLOGIC Flight Simulator and the Scenery Disks. The scenery disks certainly open out the FS so you can get the most out of this program. So if you are not bored by your FS but do feel limited in its "space", I can recommend getting at least one scenery disk.

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#### Torch 2081 - A "QUIX" Style Game

by Darren King

QUIX is an old game, where you have to enclose a squiggly, mindless enemy inside a playing field. You would also get bonus points for the amount of time left over on completion of a level. Torch 2081 is similar, but with a few new features.

As a young pilot in the World Military Service, your main concern was once the defense of your planet against the warriors of Craylon. Your new mission has become one of even greater challenge and difficulty. Remnants of planets that were destroyed during the third interplanetary nuclear war, now only blazing fireballs, are bombarding the planet's surface and destroying its inhabitants. Being both young and bold, you must try to the best of your ability to protect the surface of Torch. The only available instrument for this task is an old 2042 S.D.G. (surface defense glider). It was designed for defense of the planet against the firepower of the Craylon race, but you must use it to construct metallic panels ten miles above the planet surface increasing the structure of the candar shield. Preservation of the species is up to you and may only be ensured by defending the surface against as many waves as possible until either the fireball fades or you perish.

Wave after wave, you must attempt to limit the flight area of the huge fireball by flying from panel to panel and edge to edge of your territory constructing new panels. This task is not easy and the main fireball is not the only enemy you must face. Aside from the fireball and its deadly spitfires, there are ever so fierce perimeter patrollers who trace the edge of new and old panels alike, in a berserk rage, seeking to destroy even you.

The object of the game is to shield a required percentage of your territory in order to advance to the next level. This is done by creating panels while avoiding the fireball, the spitfires, and the perimeter patrollers. The player is capable of moving around the perimeter of the playfield and all the created panels at will, but must construct these protective panels to survive. The player cannot travel along the edges shared by panels. Another constraint on the player is the limit on flight time, which is displayed by a fuel gauge.

#### Enemies

**FIREBALL** - The player's main opponent in the game. It is capable of travelling at many speeds and in many directions in an unpredictable fashion. It is known to purposely change direction or speed to elude the player. The player is safe from this enemy while on the border, but is fair game during construction of the panels. Any contact between the fireball and the player or the player's construction line results

in the loss of a glider.

SPITFIRE - An additional hazard created by the fireball. During the flight of the fireball, occasionally a spitfire is released from the core of the fireball. Seemingly with a mind of its own, the spitfire follows a straight path toward the player. In the early levels, death only results from direct contact with the player, but the spitfires later become more destructive.

PERIMETER PATROLLERS - Once protectors of the candor shield, there seemingly innocent crystals patrol all of the perimeters of the shield seeking to destroy any and all life. Including you.

Scoring

The player receives points for shielding areas of the playfield. A required percentage of the playfield must be covered before advancing to the next level. Bonus points are awarded to the player for covering more than the required area of the playfield.

Points are also awarded for each unit of fuel remaining at the completion of a level.

Bonus Level

Every fifth level is a bonus level in which two identical fireballs appear. The player must either separate the fireballs and increase the bonus multiplier, or capture both the fireballs and be awarded a new glider as well as receive bonus points. However, no multiplier will be awarded in this instance. Additional bonus points are awarded here for each percent of the screen covered while attempting to complete the level. Rather than being awarded bonus points for the amount over threshold, points are awarded for all covered territories if the fireballs are separated.

All in all, a really great variation on the old game QUIX. The game is fast moving and the graphics and sound are above average.

This game is well worth considering if you enjoyed QUIX on the C-64 or A\*\*\*I 2600 games machine.

Latest Public Domain Disks

This month we have two new Fred Fish disks, when there should be eight. We send money to Fred, and he sends disks when they are available. Unfortunately, our money ran out, so only two disks were sent. By the time you read this, Fred will have more of our cash, and the other six disks will probably be on their way.

We still haven't managed to catalog the FAUG and TBAG disks, but when we have, you'll read about them here!

Fish Disk #155

AsmExamples A couple of assembly code examples. Executables are not extremely useful but the code might be of considerable benefit to beginning assembly language programmers.

- Bison A replacement for unix " yacc " command. This is from the GNU (GNU is Not Unix) effort. Contains updates to the version on disk number 136, submitted by two separate sources. Includes source.
NoSmoking Sample program showing the use of a recoverable alert while displaying a personal health message. Includes source.
Scenery A very nice assembly language random scenery generator. Generates very realistic looking landscapes. Includes intuition interface and lots of menu options. Version 1.0, binary only.

Fish Disk #156

- Blocks2 Amusing and colorful display of a moving trail of "blocks". Update to version on disk number 71, however this version also includes source.
Flex Flex is a replacement for the UNIX "lex" (lexical analyzer generator) program that is faster than lex, and freely redistributable. Includes source.
Go64 Another screen hack aimed at an earlier Commodore product (Not to be confused with the commercial product Go-64! from Software Insight Systems). Includes source.
Grammars A group of lexical grammar files for Ada, C and Pascal for use in conjunction with the flex program on this disk and the bison program on disk #155
OOPS! Tired of the monochrome background color of your Workbench or CLI? Then try this colorful screen hack to brighten things up! Includes source.

Editor's Column (Written 30-Oct-88)

I've just realised that daylight savings started last night, and I'm not really sitting here typing this at 10:15 in the morning, it's really 11:15!

On the other hand, the thing that you've probably realised is that I am editing yet another newsletter - and that this means that someone else isn't. Which is a problem, because I quit the job last month. I'm not going to continue doing this just because no-one else will - even if I am bribed into doing it by the massive number of articles submitted this month. So many of you have written stuff that several articles have had to be held over till next month! What a turn-about. Perhaps I should have thought about resigning earlier ... maybe I could have pretended to resign each month, received lots of articles and then "re-considered" until the articles ran out.

Perhaps this could be a tactic successfully used by our new editor - whoever you are.

Public Domain Software Order Form

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

Form with fields for Disk Numbers, Don't forget to specify collection name, ie Fish, Amigan, Amicus, etc, Disks supplied by Amiga Users Group @ \$8 each, Disks supplied by member @ \$2 each, Club Use Only, Member's Name, Membership #, Address, Postcode.

Newsletter Back Issue Order Form

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

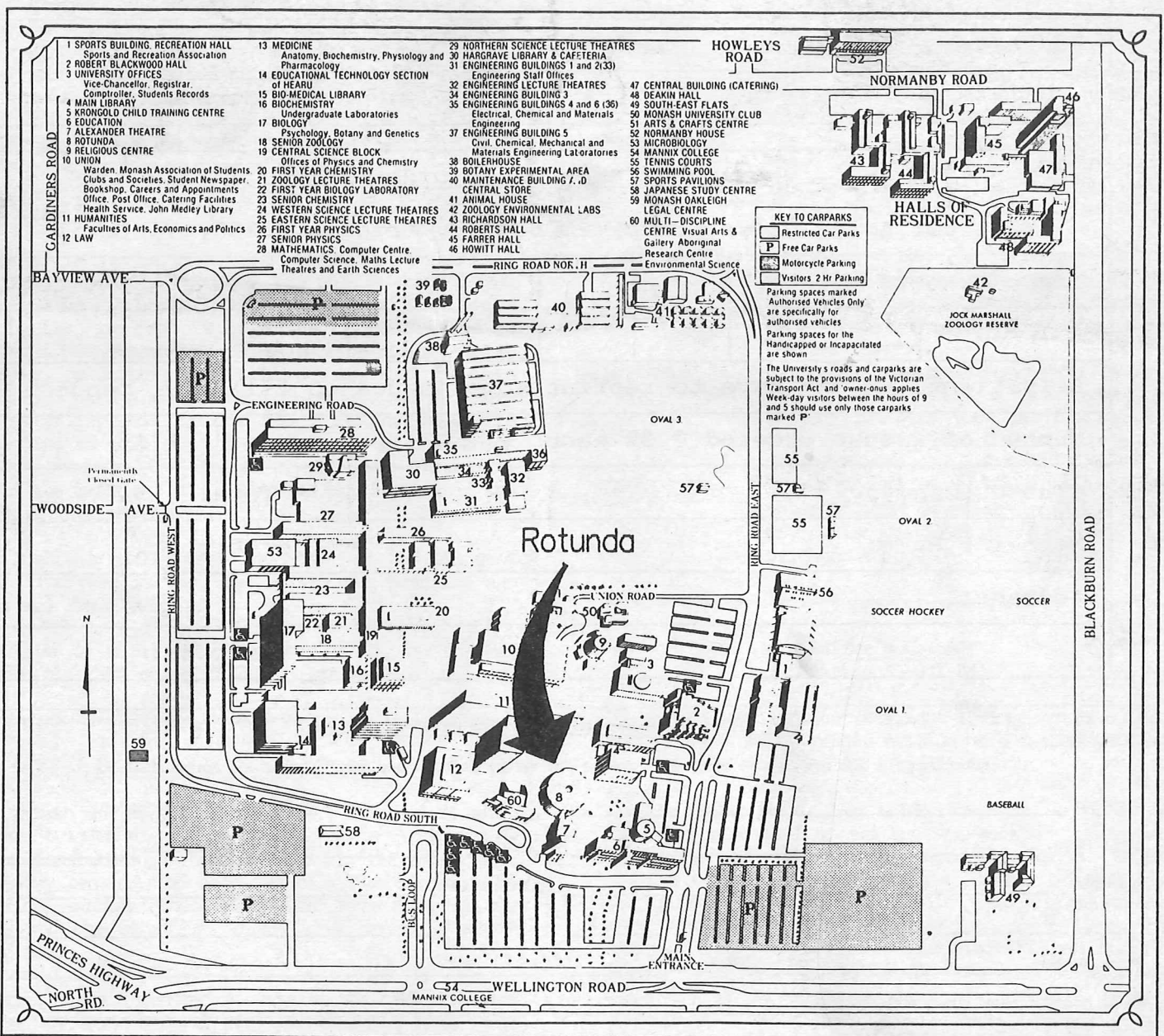
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# AUG meets on the third Sunday of each month

Monash University is in Wellington Road, Clayton. See Melways Map 70, reference F10. Melways map 84A shows the University Campus in details. I've drawn a huge arrow on the map below to show where the Rotunda is. The best place to park your car is the car park area between Wellington Road and the Rotunda. The entrance to the Rotunda is virtually at the point of the arrow.



**BY PUBLIC TRANSPORT . . .** The simplest method is to take a train from Flinders Street or Loop stations on the Dandenong/Pakenham line to either Huntingdale or Clayton. Buses run from these stations to the campus or there is a taxi rank at Clayton. With suitable connections the trip takes about 45 minutes - but it can take longer! An inner neighborhood ticket will take you all the way via Huntingdale station and the bus, but you will need to purchase a comprehensive ticket for the trip via Clayton, which encompasses two neighborhoods. The campus is also served by buses from Box Hill, Blackburn, Belgrave, Chadstone, Jells Park-Glen Waverley, Dandenong-Mulgrave, Oakleigh and Elwood.

**FROM THE CITY BY CAR . . .** An easy route is along St Kilda Road or Kingsway/Queens Road and then on to Dandenong Road. The campus's tall Menzies Building comes into view a kilometre or so before the left turn into Wellington Road on which the main entrance is located. Allow 40-50 minutes for the trip. Drivers should note that restrictions apply in some car parks weekdays 9 a.m. to 5 p.m. and fines do apply. There is ample unrestricted parking and, closer to buildings, designated two hour visitor car parks - check the map or ask at the Gatehouse.