

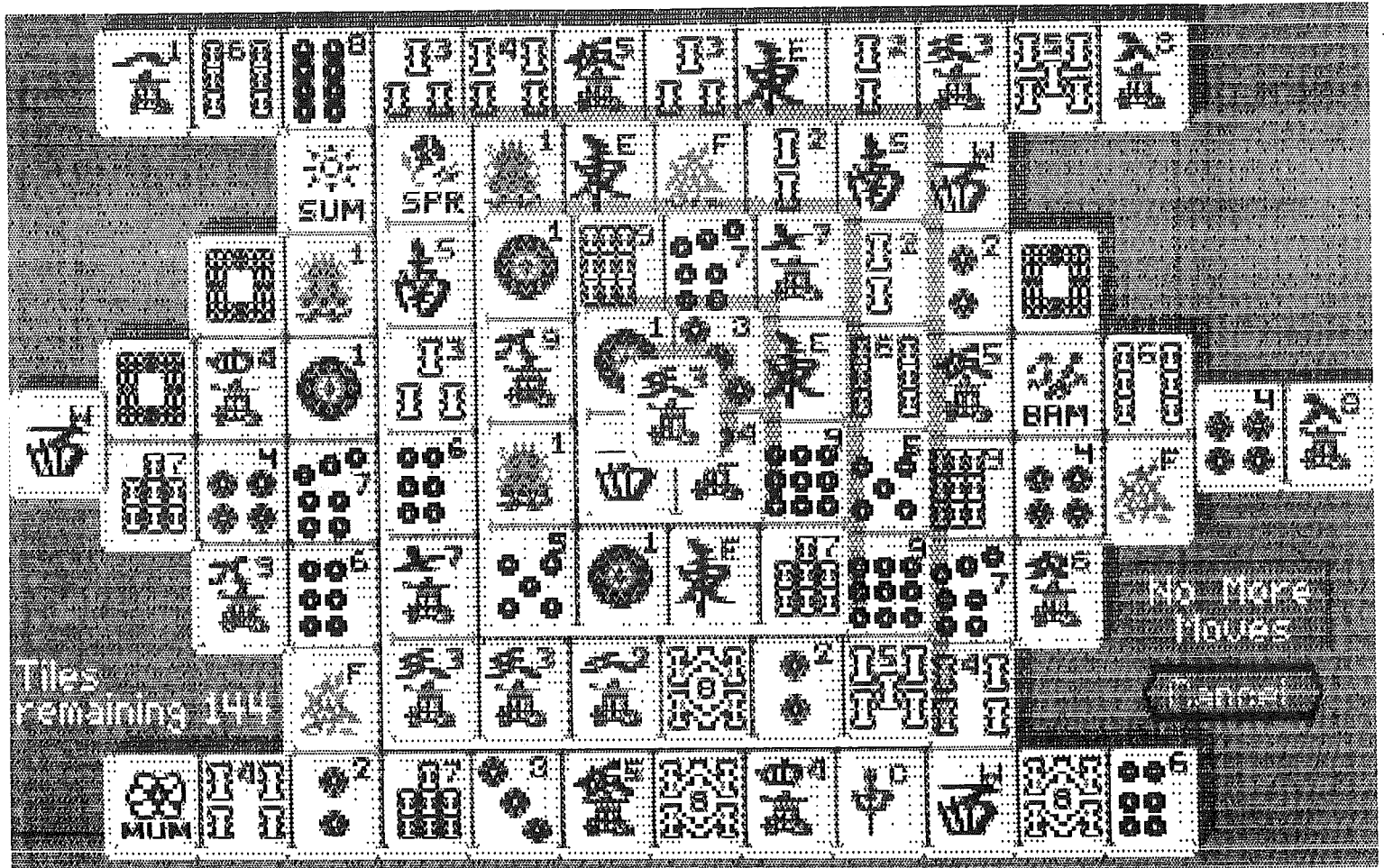
WORKBENCH

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Next Meeting

Software Demonstrations

Sunday, June 14th, 1987 at 2pm

AUG meetings are held at Victoria College, Burwood Campus
in Lecture Theatre 2. Melways map 61 reference B5.

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

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AMIGA™ Users Group

The Amiga Users Group is a non-profit, self-help group, made up of people interested in the Amiga computer and related topics. The Amiga Users Group is the largest independent association of Amiga users in Australia.

Club Meetings

Club meetings are held at 2pm on the second Sunday of each month at Victoria College, Burwood Campus, in Lecture Theatre 2. Details on how to get there are on the back cover of this newsletter. The dates of the next few meetings are:

- Sunday, June 14th at 2pm
- Sunday, July 12th at 2pm
- Sunday, August 9th at 2pm

Production Credits

This month's Amiga Workbench was edited by Peter Jetson. Equipment and software used was: TurboDOS S-100 computer, Diablo 630 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. It would be appreciated if contributions were submitted on disk, since that means they don't have to be re-typed! We have access to a wide range of computers, so we should be able to accept almost any type of disk, but Amiga disks are certainly the easiest. All disks will be returned! Please save your article in text-only format. 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:

Amiga Users Group, PO Box 48, Boronia, 3155

Public Domain Software

Disks from the Amiga Users Group Library are available on quality 3.5" disks for \$10 each including postage on AUG supplied disks, or \$2 each on your own disks. We can also provide 80 track 5.25" Amiga format to special order. Please enquire. The group currently holds 91 public domain volumes, mostly sourced from the USA, with more on the way each month.

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

Unfortunately, few back issues of this newsletter are available. Contact the membership secretary for details on which issues are still available.

Even though we print many extra copies of the newsletter each month, eager new members seem to snap them up. We intend to publish yearbooks, in which we will reprint all articles during the preceeding year. Price and availability will be announced in the newsletter, and the yearbooks will be available by mail or 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 system. AmigaLink is available 24 hours a day on (03) 792 3918, and can be accessed at V21 (300bps), V22 (1200bps) or V23 (1200/75bps), using 8 data bits, 1 stop bit and no parity.

AmigaLink is part of the world-wide Fido/Opus network of bulletin boards, and we participate in the 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 FidoNet node number 631/324.

Amiga Users Group Committee

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Bob Scarfe	(Vice Co-ordinator)	376 4143 Kensington
Ron Wail	(Meeting chairman)	878 8428 Blackburn
Eric Salter	(Secretary)	861 9117 Kew
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Stephen Thomas		830 5783 Canterbury
Jo Santamaria		836 9129 Canterbury
Ron Van Schyndel		882 7264 Hawthorn
Mike Creek		878 9039 Blackburn

When phoning committee members, please try to be a bit considerate and not call at meal-times, late at night, or during popular TV programs. If you only have a general query, try to ring the member who lives closest to you.

Hardware Review - Insider 1 Megabyte RAM card by Eric Salter

At a Glance:

- Insider 1 Megabyte RAM upgrade Board, Software on Disk, Socket and Manual
- Internal upgrade
- Classed as 'FAST' Memory
- No forced wait states
- Current drain - 600 mA claimed
- Autoconfigures under 1.2 Kickstart at C00000-CFFFFF hex
- DIP switch selectable 1 Mbyte boundaries
- Features built in 10 year lithium battery backed clock
- Installation - by user or by dealer (preferred)
- Easiest installation in early Amigas with the daughter board [1.2, 1.3a&b], but can be installed in later machines by dealer.
- Cost - #*&%+\ yes, pretty damn expensive at \$899 - you can talk your way down to \$800 as I did!
- 1 year warranty

Being sick and tired of being restrained by the 512 Kbyte play-pen of the vanilla Amiga (how do IBM-PC users cope with 64 Kbyte segments?), I decided to upgrade. This is the saga.

The "Insider" is a 1 Megabyte memory upgrade that resides inside the Amiga cabinet, and connects to the bus by plugging into the 68000's socket. The 68000 then plugs into the Insider board. The advantage of this is that you don't have to add on to the expansion bus, with the requirements of pass-through and casing which often add to the cost. With this in mind however, there is always the chance that the board will be incompatible with someone else's appendage to the bus, and the effort of removing it is enough to make you weep [read - go out and buy a Sun workstation to console yourself]. This is the risk you take when you modify your Amiga!

What you get

The Insider package comes with the RAM board, 64 pin extension socket that allows the board to plug into the 68000 socket, a 3.5" disk with programs to access the real-time clock, test the expansion memory, ADDMEM - for telling version 1.1 of the operating system that it has more memory (it doesn't Autoconfig in 1.1 - nothing does!), ONVOFF - utility for turning off the memory when programs that don't work in extended memory are used, and a manual, photocopied single sided, 19 pages, 1 addendum.

The RAM board itself uses 32 - 256 K x 1 bit dynamic RAMs. These are refreshed via the VLSI dynamic ram controller chip on the board, rendering this process transparent to the system, with wait states occurring on average 4 out of 256 cycles. The board seems a quality double sided single layered construction. The RAM chips themselves are soldered directly to the board - I prefer sockets as this makes servicing easier. Attached to the board are two jumper wires which have to be connected to the main PCB and the daughter board respectively. They are terminated with spring loaded test clips so that the non-technical user, lacking soldering iron and courage, can attempt the upgrade. The board has a small DIP switch which allows setting of the memory boundary to any of 16 1-megabyte boundaries. It is shipped with the boundary at Hexadecimal C00000 - CFFFFF which will autoconfig under 1.2. Other settings will require the use of ADDMEM in the startup batch file.

Installing the board requires that the machine be opened, thus voiding any remaining warranty you might have. You need to remove the plastic cover, followed by the metal RF shield, with its thousands of screws, and finally the 3.5" disk drive. This exposes the 68000 chip which is then lifted gently with a screwdriver, freeing it easily from its socket. RUBBISH! This has got to be the most difficult part of the installation. You risk damage to the 68000 - static and fractured package or socket and the fine tracks of the multi-layer motherboard. The 68000, being such a large chip, is jammed in good and hard at 64 points, and requires nothing less than a crowbar to pry it loose. It must be done carefully however, as the above may happen.

You then install the 68000 into the socket on the Insider and the extension socket into the place where the 68000 came from. After soldering or clipping the jumper leads to the appropriate spots, you replace the disk drive and insert the insider into the extension socket. This was relatively easy on my machine, but I have heard of people with different brands of internal 3.5" drives having to take hacksaw to the drive cover to make the Insider board fit!

Now you get to power the whole thing up and see if you get the Kickstart image. If you don't - as I didn't, panic a little, break out into a slight sweat then turn off and press all the sockets in again. Chances are you will be greeted by Kickstart next time. Time to install the board - about 1 hour. Degree of difficulty - 3/10. The manual is fairly clear and accurate as to what has to happen.

Performance

The problem with some early boards was that their FAST memory was slow! Theoretically, memory that is not on the custom chip bus will experience no wait states. CHIP memory is accessed by the custom chips and the 68000. FAST memory is accessed by the 68000 only. While the 68000 is in its own memory, the custom chips can be accessing CHIP memory most cycles and this will not affect the speed of the software running in FAST memory. Result - faster execution times. The older memory upgrades introduced wait states i.e. the 68000 had to twiddle its thumbs while the memory went off and did its thing. Result - slower execution. What of the Insider?

Dhrystones

Running the Dhrystones program on Fish disk #1 yields the following results with an Amiga 1000 1.3b with 68010 processor with/without Insider:

Without Insider:	476 Dhrystones/second
With Insider:	485 Dhrystones/second

Real-time Clock

It is nice to be able to forget about setting the clock each time you boot. The Insider's real-time clock does it all for you. You can even set the time forward/back an hour with a simple command when daylight savings comes upon us. The only problem with the clock is that it is internally battery backed. This means that after 10 years, it will be defunct and you will have to replace the whole chip - that is if they still make them.

Summary and Impressions

This is a nice way to upgrade your machine. I am pleased with the results so far. At \$800, it is expensive, especially since external upgrades of 2 Meg are around

\$1500. I found the upgrade easy to do but there is opportunity for things to go very wrong and it is not advisable to do it yourself if you haven't built or serviced computers before. It is impossible to do yourself if your machine is a newer model and doesn't have a daughter board. The upgrade is therefore the domain of the dealer. It is FAST memory indeed with evidence of a speed up both objectively and subjectively, the latter on screen rendering especially. Having FAST memory frees CHIP memory for more screens and larger disk cache buffers, noticeably speeding up disk access. The ability to compile and link with source includes and libraries in RAM: is heaven indeed, I mainly bought it for this reason alone. Finally, having the expansion bus free for upgrade is a real plus and I will be taking advantage of this in the future with hard disk and upto 9.5 Mbytes of RAM in total! Or 9.75 if you put Kickstart in ROM.

Oh, just a word about power requirements. I'm running an external 5.25" NEC drive off the Amiga's power. With the Insider, it still runs without excess power drain but I'm building some power supplies real quick just in case!

A Word on Dealers

I have a few bones to pick with the dealer who sold me this upgrade. This review very nearly wasn't. Now I know delivery dates are never predictable but ...

Beginning of week:

Do you have the Insider?
Yes.

Can I have one?
Ah well no, we're out of stock.

When do you expect them in?
Oh, today or tomorrow sometime.

Ok, can I order one?
Shure. \$100 deposit please and we'll let you know when they come in.
Fine - and I fork out \$100.

End of week, no call. Ring dealer.

Do you have the Insider?
No, but we are expecting it today or tomorrow, the manager is ringing the suppliers this afternoon, ring back then and we'll tell you.

Ring back:

I rang this morning about the insider, when is it coming in?
In about 1 - 2 weeks.
This is ridiculous ... and I hang up.

Following week: I walk into the dealer's place to buy a disk box and casually ask:

ohbytheway, you don't happen to know when the Insider will be in?
We have it! Would you like to place an order?
I have already.

Result: One very embarrassed manager.

I will not mention names but one wonders how many customers go through the same experience? Ah well, back to compiling from ram-disk!

Using WorkBench Facilities in your Programs

Last month was certainly not my month. As well as the incorrect date on the front page, in large letters, I pasted up the "WorkBench Facilities" article in the incorrect order. Here's the message that Peter Story, the author, sent me via AmigaLink:

```
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From: Peter Story          REC'D
To:   Peter Jetson        Msg #97, 08 May 87 9:10:01
Subject: Newsletter Errors
```

Unfortunately the incorrect meeting date was not the only error in the last issue of the newsletter. My article 'Using Workbench Facilities in your Programs' was pasted up out of sequence. The correct sequence should have been:

Page 5 Col 1 to page 6 Col 2 to page 7 col 1 and then halfway down this column after 'use these routines you must Open the library icon.library' it should connect to page 5 col 2, then to page 6 col 1 and then back to page 7 col 1 below the line quoted above. The remainder of the article is in sequence. I had trouble understanding the article (and I wrote it!) so I imagine others may have been somewhat confused by it.

Sorry. Peter has posted the entire article (in the correct order) in the files section of AmigaLink, and it is available for downloading.

<p>FREE NEWSLETTER</p> <p>AMIGA NEWS</p> <p>and</p> <p>Software Information</p> <p>(ALSO WHAT'S UNDER DEVELOPMENT)</p> <p>(Local and Overseas)</p> <p>and</p> <p>SPECIALS ON SOFTWARE</p> <p>CATALOGUE INCLUDED</p> <p>MAXWELL (03 419-6811)</p> <p>162 Nicholson Street, Abbotsford, Vic 3067</p> <p>AMIGA SALES/SERVICE/HIRE</p> <hr/> <p>Send to: FREEPOST 2 (No Postage Required)</p> <p>MAXWELL</p> <p>162 Nicholson Street</p> <p>Abbotsford, Vic 3067</p> <p>Name: _____</p> <p>Address: _____</p> <p>_____</p> <p>_____</p>

ConMan

by William S. Hawes

Editors note: This is largely a reprint of the documentation file in the ConMan directory on Fish disk #69. I have found this program to be incredibly useful, and I'm running this article to make more people aware of this gem. Many Amigoids use large, memory-hogging alternative shell programs to overcome the "dumbness" of the standard Amiga CLI. ConMan gives you extra power, while taking up so little memory that you'll probably never notice it.

Overview

ConMan is a replacement console handler that provides line editing and command line histories. It runs under AmigaDOS (V1.1 or V1.2) and is completely transparent to any application program that uses CON: windows. Programs that use RAW: input are unaffected.

Once installed, any windows opened by AmigaDOS will automatically open using the ConMan handler. This includes command windows opened by NEWCLI as well as any data input/output windows that your program uses.

Line Editing

The DELETE and BACKSPACE keys function in the usual manner. The arrow keys may be used for cursor positioning. The shifted left arrow moves the cursor to the beginning of the line, and the shift right arrow moves to the end.

The default input mode inserts characters at the cursor; overstrike may be toggled by CTRL-A. CTRL-X deletes the whole line, while CTRL-Y deletes from the cursor position to the end of the line. Tabs are replaced by blanks, so you can back up over them properly.

Command History

Previously-entered lines may be recalled using the up-arrow. Lines are retrieved sequentially; if you go past the one you want, the down-arrow key will back up one. Shift up-arrow goes to the oldest line, and shift down-arrow positions the pointer to the most recent line. The current history buffer holds ten input lines; this will be made variable in a later release.

ConMan does not pre-allocate a history buffer for the commands, but rather allocates just enough for each string. This means that the available memory changes after every command - the memory isn't lost, but it makes it difficult to tell if a program under development is misbehaving. This will be changed in the next release.

Window definition

ConMan supports the usual DOS window specification string. For example, "CON:160/50/320/100/Window" specifies a window 320 x 100 pixels in size, beginning in position (160,50).

Installation

ConMan requires that two files be copied to your SYS: disk (don't worry, they're both small). "My-Handler" (144 bytes) must be placed in the SYS:L directory, to keep all those bigger handlers company. The "conhandlerlib.library" (4164 bytes) must be placed in the your LIBS: directory, which is normally SYS:LIBS. Once these files are present, execute ConMan (852 bytes) to install the handler. This

file only needs to be run once (e.g. from your startup-sequence); it allocates 20 bytes of memory for the handler name string which won't be returned (there are no provisions in DOS for removing handlers, anyway.) There is an execute file that does this for you on the disk.

Note that ConMan only works on windows opened **after** it is loaded. Therefore, the current CLI used to run ConMan **doesn't** get the ConMan enhancements. So, in your startup-sequence, open another CLI, then close the first one. Here's a fragment of my startup-sequence:

```
ConMan >Nil:
NewCLI >Nil: "Con:0/0/640/230/CLI with ConMan"
EndCLI >Nil:
```

The only "problem" with this is that the CLI now has a "2>" prompt instead of the normal "1>". Big deal. A small price to pay for command history and editing, don't you think?

Distribution

This program is to be distributed as shareware to Amigoid life-forms everywhere! Make sure your friends get a copy. Comments and contributions will be appreciated and may be sent to:

William S. Hawes
P.O. Box 308
Maynard, MA 01754, USA

Digitize Your Favourite Pics for your Amiga

Any size photograph
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\$5 each for 1 to 5 color pics
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Send blank disk and
money order or cheque to

Daniel Jurisinec
11 Glengate Street
Geelong, Vic, 3215

Send \$10 for a demo disk
Color printouts available on OKI

SMAUG REPORT

Subgroup Music, Amiga Users Group

Thanks

Thanks very much, everyone, for the kind attention you paid to our demonstration last meeting. Though hastily prepared and raggedly choreographed, we managed to convey the substance of the musical possibilities on the AMIGA. We hope to present a more impressive demo when we get organised.

Thanks especially to Tony Majors, Tim Edgoose & Lex Erimin for special expertise and demo files.

The Group

The Music Subgroup is still very informal, and so far has served as a most profitable exchange of ideas and experiences.

The rapidly growing pool of software for the AMIGA makes it impossible for one person to maintain any broad expertise, and such a gathering provides a perfect opportunity for people to show off their progress and learn those fundamental understandings and elegant gems from others who have achieved competence in other directions.

Recap

The observation I have made here is that there are three broad areas being served at the moment:

- Scoring - Using the Amiga as a note editor. That is, a word processor for music, to store and print out your favourite scores.
- Sequencing - Using the machine to 'record and playback' compositions track by track generally using MIDI (musical instruments digital interface) with synthesizers and drum machines all hooked up to the computer. The Australian band **The Reels** use the Amiga on stage this way.
- Sampling - Digitally recording sounds that can be modified in playback - faster, slower, backwards, looping, higher, lower. Most of the flashy intro sounds that seem to be standard fare for Amiga software are sampled.

Of course, there is considerable overlap with sampled sounds being used as instruments (put Mark Knopfler's guitar samples on a Segovia score or use your own sampled voice to do backing vocals) and note editing being an essential part of cleaning up a sequence ... etc.

Software

What follows is a list of the software I know about and my own comments after what can only be described as minimal experience. If there are ones I've missed or my comments provoke reply please write in to Workbench. I'm sure Peter would appreciate heated debate.

Soundscape Pro Midi Studio & Sampler

The Midi Studio is designed for sequencing and live work (this is the one The Reels use) presenting as a multi-track tape recorder. Music can be entered from external synths & keyboards or the computer keyboard in live time or step time. The editing features are hard to use at first, but quite good. Sampled sounds can be edited and used as instruments. The big drawback is the lack of a nice

scoresheet screen and printout ability - maybe in a later revision. I love it. I bought mine ages ago and had incredible trouble failing to convince Mimetics that for live work a backup is essential. They refused to deprotect it and if it wasn't for Marauder II, I wouldn't be game to use it. I can't remember the exact price, around \$300-\$400? If you find the American price in the mags and triple it you won't be far wrong.

The Sampler requires a black box that plugs in the second mouse port and accepts microphones. Sampling is easy, fun, reasonably clean and the editing facilities aren't up to Fairlight standard, but are still quite good. About \$300.

DeLuxe Music Construction Set

This is the best note editor available so far, with heaps of features including MIDI (no self respecting music program would be without MIDI), cut, paste, ties, transpose, keychange, timechange (from one bar to the next), multivoice scores and selectable voice display. I haven't seen printouts yet, but I understand we are still quite short of the beautiful production quality stuff that PC-Composer or the MacIntosh produce. The rumour is that DMCS has been withdrawn in the States due to too many bugs, but it would be a retirement for convalescence rather than death I expect. Price is around \$300 again.

Music Studio

Similar to DMCS with less features (an older program). It has lots of colours. I found it very handy for testing my MIDI setup, making sure that all the instruments were talking through the right channels and receiving the right stuff. It also boasts an internal synthesizer that completely destroyed a vision I had many years ago of building a Fourrier Synthesizer. It builds up voices by adding more or less of each of the first eight harmonics; I believed it to be theoretically the best way to build sounds but I find it clumsy, ugly and the sounds wimpish in the extreme. At around \$70 it is excellent value for money if you want to try something.

Sonix (nee Music Craft)

Another note editor that handles MIDI (I think it also prints out). It is limited to four voices and lacks much of the flexibility of DMCS, but it is much cheaper (I can't remember the price). To a fair degree it is not the strength of the software but the talent of the user that produces the results; I have heard a Sonix arrangement of John Farnham's latest song using voice samples that I thought was a radio or tape playing.

Instant Music

I've only had a brief play with this one. A preset funky backing came up and I played along with the mouse, changing instruments (sampled, I'll bet) and having a bit of fun. \$150.

DX7 software

Most owners of the Yamaha DX7 hang out for software to handle libraries of voices and assist in the job of building new voices (the DX's have magnificent and rare voices but are a bitch to program). Fish disk 38 had a voice filer on it that nobody has got working yet, but Lex Erimin has written a successful filer in C which he seems happy to give away, and is polishing up a voice editor written in True

Basic that looks much like the standard DX record sheet but with some great novel additions; controllably random voices, voice bank comparisons and envelope displays. Ask him at the next meeting.

I notice in the latest Amiga World that Mimetics are releasing a heap of new music software including a DX7 editor. Hmmm.

Other music programs I have heard of are Concraft, Harmony, Texture and a couple of other samplers, but I haven't seen them yet. If you have some experience you can share through these pages you really should send it in. The dealers, unless they have a specialist music assistant (e.g. Charlie at Ultraphase Doncaster), just won't be able to help much. There is too much around and distribution is not really organised that well.

Write in and tell us about anything you have learned. I guarantee there will be at least a hundred people who have been trying to find it out.

Next meeting

The compound pressures of finishing a degree in computing at Chisholm at night and of living in half a house while the builders finish the extensions have worked to frustrate my compelling urge to get deeper into this stuff. [Ed- This sounds just like a Jerry Pournelle column!]. All my equipment has been packed up in boxes to be tripped over and my evenings dominated by DBase, PL/1, Lotus, AI, 4GLs and the accursed Systems Development Life Cycle. Grrr. (At least I have managed to avoid COBOL for the last two years!)

Joy of joys - we now have a real toilet and I can probably get my music room together by the next meeting - cross fingers. Turn up here anyway; if there is any drama redirection is simple.

Time: 12:00 June 14

Place: 32 Monash St, Box Hill. 890-3934

See you soon, Roland

Amiga Users Group Incorporated**Notice of Annual General Meeting**

The Annual General Meeting of the Incorporated Association will be held:

on Sunday, July 12th, 1987
at Victoria College, Burwood Campus
Burwood Highway, Burwood
in Lecture Theatre 2
at 2.30pm

Agenda

1. Co-ordinators Report.
2. Consideration of Financial Statement pursuant to section 30 of the Associations Incorporation Act 1981.
3. Vote on the motion:
"That section 21.(1)(b) of the Rules of the Amiga Users Group Incorporated be changed to:
(b) 4 ordinary members-
each of whom shall be elected at the Annual General Meeting of the Association in each year."
4. Election of Office Bearers.

AUG Annual General Meeting

In accordance with the Rules of the Association, notice is hereby given that the first Annual General Meeting of the Amiga Users Group Incorporated will be held on Sunday, July 12th, 1987 at 2.30pm at Victoria College, Burwood Campus, Burwood Highway, Burwood in Lecture Theatre 2.

The main purpose of the AGM is to present a financial statement of the affairs of the club, and to elect a new committee to run the club for the next year. All financial members are entitled to vote, in person or by proxy.

There will be ten committee positions to fill:

Co-ordinator
Vice-co-ordinator
Treasurer
Secretary
Membership Officer
Meeting Chairman
and 4 ordinary members

Nominations of candidates for election shall be made in writing, signed by two members of the association and accompanied by the written consent of the candidate, and shall be delivered to the secretary not less than 7 days before the date fixed for the holding of the AGM. If insufficient nominations are received to fill all vacancies, the candidates nominated shall be deemed elected, and further nominations shall be received at the AGM.

Each member is entitled to appoint another member as his proxy by written notice given to the Secretary no later than 24 hours before the time of the meeting, on the form described in Appendix 2 of the Rules of the Association.

One Way of Organizing Release Diskette

by Bruce Barrett

I had intended to publish this earlier but haven't gotten around to it until now. This is not an official Commodore-Amiga recommendation; it is intended as "food for thought" and a starting place for your product release format. Please feel free to discuss this and other methods. Placing items in the .info tooltypes fields is another way that may help.

Proposal for standard Tool, tool support
and project access

Background:

Textcraft, and possibly other utilities have "solved" the problem of "where are my support files" by making reference to "SYS:". This works well if you boot Textcraft as your system diskette, but fails if you boot a "standard" workbench diskette. It will also fail if you move Textcraft into a subdirectory of a hard disk. In all fairness it was inevitable that one of the first few tools would point out this problem.

The following suggested ground rules are an attempt to fix this problem.

"OK" assumptions on the part of the program/developer:

- o Support files/drawers will be available in the same directory as the tool.
- o Support file and drawer names will not be changed by the user.

"NOT OK" assumptions on the part of the program/developer:

- o The tool will reside on a specific volume (name).
- o The tool will not be renamed.
- o The name of the workbench diskette is "Workbench".
- o The tool will reside on the WB boot diskette (sys:)

Ground Rules:

1. All files required for a tool to run need to be in a drawer/subdirectory that is in the same directory as the tool itself.
2. Optional support items (tutorials, demos, fonts, drivers, tables, ...) will all have icons (either single files or <empty looking> drawers) containing all the support files. This allows the user to delete unneeded support material on their COPY of the master diskette.
3. If all files, or some group of files are necessary they should be placed in a "padlocked" drawer (or file icon), and made "undeletable".
4. Application should not depend on specific volume names.
5. New documents will go in project or tool directories. If the tool was opened with a project, it goes in the same drawer as the project. If a tool was opened "directly", new projects will go in the same disk/drawer as the tool.
6. Whenever a new project is created, or an old one changed and saved one of the following must be done.
 - 1) If the file type matches your tool (as in a Textcraft file being rewritten by Textcraft) then the name of

the default tool will be updated to match the current location (AND name) of the tool. Moving and renaming tools causes semi-automatic updating of default tool names for projects. This does require 1 extended selection (then save) of project and tool per project.

- 2) If the file type does not match your tool (as in a spelling checker "fixing" a Textcraft file) the name and location of the default tool for a project shall not be changed. The user still has explicit control over the default tool by using the info command. More than 1 tool can be used on a single project without affecting the default tool.
7. Tools should not reference SYS:, L:, DEV:, C:, S:, FONTS:, or LIBS: for their own files. If for some reason they need to copy something into one of these directories, an installation program should be provided, AND the documentation should explain that this is going on and what files are being transferred.
8. If a tool cannot find its required support files it should:
 - a) Put up a requester asking the user for the location of the files it needs. (Preferred)
 - b) Print a message and continue (crippled). (second best)
 - c) Display a message/requester to this effect and exit.
9. Tools should not reference hard coded drive names (DF0:, DF1,...).
10. If you discover that the tool and project are on the same drive when updating the default tool name (as in 6.2 above), change the name to :sub1/sub2/tool, not Vol_name:sub1/sub2/tool.

=====

Textcraft Example:

```
Volume name:      Textcraft

Files in "root":  Textcraft & info (executable)
                  Textcraft512 & info

                  TC Support (note, new drawer name)
                  Read Me For News & info

Files in "TC Support":  Std Documents (locked drawer)
                       Tutorial Files (locked drawer)
                       Textcraft Setup (TC Prefs, no info)
```

=====

The Read Me For News file will have as its default tool "Textcraft:Textcraft". Any new documents (originally) will also have as their default tool "Textcraft:Textcraft"

- 1) If the diskette were to be renamed "Letters" the following would occur:

Double clicking documents will work as before.
- 2) If Textcraft were renamed to "My_WP" the message:

"Cannot open :Textcraft. Error 205(or 218)"

would occur when the user tried to open an existing

document.

- 3) If Textcraft and its support files were moved into a subdirectory of a hard disk the message:

"Cannot open :Textcraft. Error 205(or 218)"

would occur when the user tried to open an existing document.

The introduction manual should tell the user to use extend select or use info to change the default tool when this happens.

Any new documents would set the default tool to:

```
"HD_Name:/editors/textcraft_dir/textcraft"
-- or --
"/editors/textcraft_dir/textcraft"
```

- 4) Running a spelling program: Extend-selecting will be required unless and until the user changes the default tool.

[Editor's note: This text file is from Amicus disk #14. Since so many Amiga programs have the problems mentioned in this article, I thought that publishing it might make programmers think more about hassles that inflexibility creates for users of their programs.]

Editor's Column

Have the last few months been slow for the Amiga, or am I imagining it?

Sorry about the wrong date on the front of the newsletter last month. Due to the time it takes to print and post the newsletter, I write it during the month before the meeting, and then turn the calendar over to verify the date of the next meeting. Unfortunately, I seem to have turned it over two months instead of one, and used the date of the June meeting. Silly me. Since about the normal number of members came to the meeting on the correct date, most people must have realised the error. I did receive quite a number of phone calls, though. What it did prove, though, is that hardly anyone bothers to read the inside front page. Amongst all the other information there, I put the dates for the next three meetings. Now, I can't guarantee that they will always be correct, but if date for the meeting is different from the one on the cover, then you'll know something has gone wrong. Unless there has been some kind of booking problem, the group will **always** meet on the second Sunday of each month. If there **is** a change of date, you can be sure it will be mentioned several times in the newsletter to make sure everyone knows about it. For the rest of the year, at least, we have the meeting dates confirmed. However, I'll try not to put the incorrect date in the newsletter again.

Happy Birthday to AUG! Last month was the first birthday of the Amiga Users Group. Did you know that we are Australia's largest group of Amiga users? At the time of writing, we have over 550 members, and we hope to pick up a few more at PC-87, which starts tomorrow. (Tomorrow as I write, it'll be well over by the time you read this!). We've had some leaflets printed, and they'll be available on just about any stand that has anything to do with the Amiga. Commodore, in their infinite wisdom, has decided that Melbourne doesn't need a look at the Amiga 500, 2000 and their PC clones. They won't have a stand at PC-87, and I'm sure that Atari will be happy with that.

Technical Books will (hopefully) have an Amiga 500 on their stand, together with a few 1000's. Commodore wouldn't let them have a 2000, heaven only knows why. The show organisers are expecting over 26000 people to visit the show, and Commodore have made sure that none of them will see a 2000. There will also be a few Amiga's on the Micom (the Microcomputer Club of Melbourne) stand, demonstrated by Eric Salter, our secretary.

As you may know, I don't produce this newsletter on an Amiga, it is done under WordStar on a Z80 machine, and printed on a daisy wheel printer. I cut out the text and paste it up onto A3 sheets by hand. I really want to "desktop publish" the newsletter, but there doesn't seem to be any suitable software around just yet. A few clubs here and overseas are using PageMaker with a dot-matrix printer, but I'm not really happy with the results I've seen. If we could afford a laser printer, then I might be converted, but not just yet.

I've been hanging out for Visawrite, which reportedly has all the usual desktop publishing stuff, and it can output to a daisywheel. I don't need fancy graphics or pictures, I'm happy to paste them up. Just a word processor that worked in multiple columns on the screen, and had some sort of page preview would suit me fine. Visawrite seems to fit the bill, but I don't think it is ever going to be released. When we had a Commodore representative at the first Amiga Users Group meeting last June, he told us all about Visawrite, and how it would be released "Real Soon Now". Well, I've been ringing them for quite a few months now, and with every call the delay gets longer. I rang again this morning, and the release date has been pushed forward to July 1st. On my last call, I was told the end of May. That means that Visawrite has been "VapourWare" for well over a year now.

AUG becoming one year old means that the first round of renewals are due. If your membership expires this month, you'll find a re-subscription form tucked into your newsletter. Fill it in and send us your cheque! If you don't, we'll send you a letter instead of a newsletter next month, pleading with you to reconsider. Of course, you don't have to wait for the letter. Make sure that you don't miss out on anything by renewing early.

Another consequence of being 1 year old is that we get to have an election of office bearers. Since we have to give all members at least 30 days notice, the elections will be held at the **July** meeting. Elsewhere in this newsletter, you'll find nomination forms, etc. Please think seriously about becoming one of the "do-ers" in the club, instead of just another face in the crowd. I know I harp on about this, but we really do need a bit more participation.

Again, the subject of a yearbook has been brought up. I could make excuses about it, but the truth is that I've been too busy with other AUG business to get it together. Since we've now had 12 issues, I'd better drop everything else and do it. Some help might make it easier.

Apparently, there are now more than 500 new Amiga owners due to Commodore's short \$300 cash-back promotion, which saw the price of a 512k Amiga 1000 with monitor drop to as low as \$1684. If the numbers are correct, then Commodore handed back \$150,000 of its profit. Some say that the offer was designed to clear all the stocks of the A1000 in readiness for the release of the A500 and A2000.

It seems that 3 video game manufacturers, Bally, Grand Products and Mastertronic have licensed the Amiga chipset for use in video games. Some reports have even gone so far

as to suggest that the entire A500 board is going to be used in arcade-type video game machines. If it's true, that would mean that the software produced will also run on our Amigas!

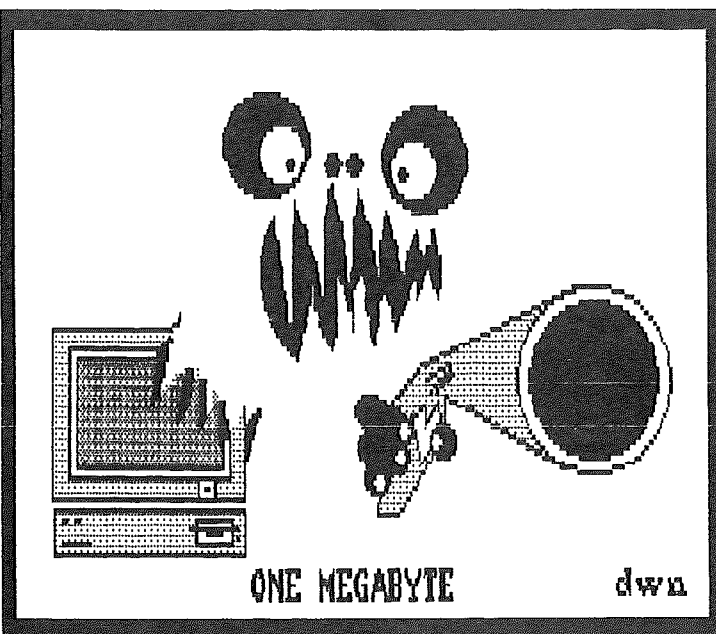
AmigaLink is the name we have chosen for our new bulletin board system, which, from the comments of users, is a great success. We are now completely attached to the world-wide Fido/Opus/etc network, and our node number is 631/324. AmigaLink is now carrying the Australia-wide Amiga conferences, and you are missing out if you aren't using it.

I had intended to write a large article about AmigaLink for the newsletter this month, but I've been a bit short on time. Perhaps someone else will write it, but I'm not that optimistic. I'm at a loss to work out how to motivate most of the members of AUG. Clubs are not run by "other people". If everyone doesn't contribute in some way, the club might just collapse.

One member suggested that we might make the newsletter available for downloading on AmigaLink, because he couldn't wait an entire month for each issue. Since I don't currently use the Amiga for creating the newsletter, that would mean file conversion and other messy stuff. There are lots of reasons for and against such a move, but probably the most important is that you'll still have to wait a month! If I upload it, and you read it, then when the paper model arrives, you'll have already seen it. Then, you'll have to wait a month to see the next electronic version. It is kind of the same problem I have. Since I write it, when it turns up in the mail, I already know what's in it.

Yes, I send myself a copy of the newsletter. Why? So that I can keep tabs on Australia Post. I know that you'll get yours at about the same time I get mine. However, I seem to have fared worse than most - April's newsletter still hasn't turned up! Obviously, an Australia Post worker or machine thought the newsletter looked too good to pass up. Maybe they knew that I really didn't need it. If you've had a newsletter go astray, please let us know. Our printing and mailing schedule means that the newsletter is posted on the Monday prior to the meeting. Most members in the metropolitan area should get their copies on the Tuesday or Wednesday before the meeting.

Still speaking of postal matters, hardly a month goes by without us getting a newsletter or two returned marked "Not at this address". Obviously some of you are moving house without telling us. That's not very clever, is it ...



Little Routines by John Hollands

Often you will want to temporarily halt a programme to ask if the user wants to go on or to stop. There are different ways to do this, look at the following 'IF' commands - the letters A, B, C are there for reference only. Let's say you have asked the following:

```
100:
INPUT "Do you want to Start Again? ", AN$
AN$ = UCASE$(AN$)
```

```
A> IF LEFT$(AN$, 1) = "Y" THEN GOTO START
STOP
```

```
B> IF LEFT$(AN$, 1) = "N" THEN STOP
GOTO START
```

```
C>100:
IF LEFT$(AN$, 1) = "Y" THEN GOTO START
IF LEFT$(AN$, 1) <> "N" THEN GOTO 100
STOP
```

They all more-or-less do the same thing, but they do it differently and make the programme flow either easier or more difficult to follow.

```
A> Will go to routine labelled START: if the answer is Y,
any other answer will STOP it, including "RETURN" by
itself.
```

```
B> Will START again for any answer (including just
"RETURN") except N
```

```
C> Will only accept Y or N. Any other answer will cause
the question to be put again.
```

If you are writing a routine which asks "Is this correct? (Y/N)" then model B will make Y the default. That is, if it is correct, the user need only press RETURN (of course in this Listing, you would change 'STOP' to a label or command).

Note that the use of LEFT\$(AN\$, 1) will allow the programme to accept any word starting with "Y" as "Y" (Yesterday, You, Yeast, each equal "Y" in this case.) Most people familiar with computers would enter "Y {RETURN}" for "YES" rather than type "YES {RETURN}". The use of LEFT\$(-,-) copes with either answer.

The UCASE\$(-) makes the entry of upper or lower case irrelevant since it converts it all to upper case. (i.e. SILLY\$ = UCASE\$(SILLY\$) will result in SILLY\$ "SILLYwRITing" being converted to "SILLYWRITING"). Hence the combined use of LEFT\$ and UCASE\$ will translate "yes" "Yes" "YES" "yEs" all as "Y".

If you are using something like C) above, you can make the programme more 'robust' by using the LOCATE command just before the INPUT command. The LOCATE will make the words print on screen at the same place each time. Otherwise you get a screenful of the input string.



Public Domain Update

Well, as I thought last month, Fish disks 59 to 68 **didn't** turn up in time for the meeting. In fact, they didn't turn up for another two weeks! We delayed shipping any disk orders that included 59 to 68, but you should all have your disks by now. That is the last time we'll run a list of disks that we don't actually have in our hands, regardless of when we think they might get here!

Worth a look this month are BlitLab, ConMan, MouseClock and Spool from Fish 69, Arc from Fish 70, Rot on Fish 71, the pictures on Fish 72, MouseOff on Fish 73 and Control and Xcopy on Fish 74. I haven't had the time to have a good look at the Amicus disks yet, so you're on your own there.

Fish Disk #69

- Asm68k - Full featured macro assembler, version 1.0.3, binary only. Well documented.
- BlitLab - Blitlab is a program which lets you experiment with the blitter, to your hearts content, in relative safety. It opens a workbench window with gadgets for all the registers of the blitter, and allows you to manipulate individual registers and perform blits on a magnified bitmap.
- Conman - A replacement console handler that provides line editing and command line history. Is completely transparent to any application program that uses CON: windows. Programs that use RAW: input are not affected. VERY useful. Shareware version 0.9, binary only.
- Console - Console is a try at a new set of routines to get around some of the problems with the standard system routines, and includes some simple graphics routines. Includes source.
- Dk - A little display hack, inspired by Leo's gems. Written in Modula-2, includes source. Slightly newer than version on disk number 66.
- Frag\$ - Reports the number of free blocks of size 2⁽ⁿ⁻¹⁾ to (2ⁿ)-1 for n up to 24 (blocks of max size 16Mb-1). Translation: Gives you some idea of how fragmented your free memory is. Includes source.
- IconType - Change the type of an icon after editing with IconEd. Types are Disk, Drawer, Tool, Project, Garbage, and Device.
- Make - Public domain make from mod.sources, Volume 7, number 91. It has been cleaned up, Manx'ified, and some new features added, by Steve Walton. Includes source.
- MonProc - A simple program to allow you to monitor any process for packet activity.
- MouseClock - Turns your mouse pointer into a digital clock with updates once per minute.
- Sb - Structure browser, that displays system structures via pointers found in other structures. You start from IntuitionBase and go from there.
- Spew - Program which generates amusing "National Enquirer" type headlines. Works from a 'rules file' which describes how the headlines are to be constructed.
- Spool - The SPOOL system consists of 3 programs: A queue manager, a printer driver, and a SPOOL request program. The SPOOL system demonstrates the power of the Amiga's multitasking abilities in a very practical way. It makes extensive use of Amiga

Exec's message passing facilities and list-handling primitives. Version 1.2.

- Wc - A "word count" program, ala Unix's wc, that is faster because it doesn't count what you don't ask for, plus some other improvements. Includes source.

Fish Disk #70

- AmigaMonitor - Dynamically display the state of the machine, including open files, active tasks, resources, device states, interrupts, libraries, ports, etc. Display window into memory. Version 1.13, binary only (source available from author).
 - Arc - The ubiquitous compressing archiver program that has become the de facto standard for distributing binaries and multi-file postings on most BBS's. This is Amiga version 0.23, a port of ARC version v5.0.
 - BlackBook - Keeps track of those important phone numbers and addresses. Shareware.
 - DoTil - Lists, in alphabetical order, all files on any two directories, showing file size, creation date/time, and amount of free disk space. Also copies, renames, or deletes files and/or directories, and moves files from one directory to another.
 - GravityWars - The object of this game is for one player to hit the other player's ship with a missile, before being hit yourself. The ships and planets don't move, but aiming the missile in the presence of gravity fields and black holes makes hitting your target difficult. Version 1.03, shareware.
 - Jobs - A alternate user interface to WorkBench or CLI. Version 2.1, binary only.
 - Lens - This program magnifies a small area surrounding the pointer and displays it in a separate window. Binary only.
 - Life-3d - A 3d version of the classic cellular-automaton game. Shareware, author suggests \$20 donation. Version 1.2, binary only.
 - Logo - A logo interpreter, with user interface like the Apple II logo. Shareware.
 - SetKey - Keymap editor, version 1.0 demo. Version without save function disabled is \$25.
 - Vpg - Video Pattern Generator. Creates displays useful for adjusting monitors and setting up live shots with center crosshair, frame, dots, H lines, V lines and an adjustable rectangle. Version 1.0.
- ### Fish Disk #71
- AirFoil - Airfoil generator utilizing the Joukowski transformation. Generates airfoil models as well as their corresponding streamline and pressure distributions.
 - AmiBas - Some miscellaneous AmigaBASIC programs, including a 3D plot program, a kaleidoscope, a C-A logo drawing program, a file comparison utility, a string search program, etc. Includes source.
 - Blocks - A variation of "lines", but with variable color blocks. Binary only.
 - Comm - Another nice terminal program. Version 1.34, binary only.
 - DiskX - A handy utility for poking around in the guts of an AmigaDOS file system. Binary only, but source available from author.

- Fpic - Fpic is an image processing program, designed specifically to be used in conjunction with digitized (Digi-View) low-res black & white IFF picture files. Provides several filters, including average, binary (threshold), clipblit, cross, Sobel, Roberts, pixelize, sharpen, and a user defined matrix. Also supports merging of two images, histogram, image compare, and remapping. Binary only.
- IconMk - Iconmaker builds icons for files that were created without them. Binary only.
- Icons - Various new Icons from several sources.
- NewFonts - Two new fonts; shalt18, an electronic circuit element font, and ibm5, a PC like font, different from that for Sidecar.
- PetCLI - An AmigaBASIC program that allows editing in CLI command lines (similar to the PET and MYCLI). Includes source.
- PWDemo - Demo version 1.2 of the commercial product PowerWindows. PowerWindows aids in creation of custom windows, menus, and gadgets. It will write C or assembly source implementing these, for linking with your programs. Binary only.
- Rot - Program which generates and displays 3D objects. Consists of two pieces, an object editor and an action editor. The object editor creates 3D objects and the action editor defines up to 24 3D views of an object (which can be quickly cycled to get an animation effect). Binary only.
- TimeSet - Handy little utility to set the system time from the workbench environment, without resorting to preferences. Binary only.

Fish Disk #72

It's been quite a while since the last disk with any pictures, so this one is just chock full of them. There are HAM pictures, high resolution B&W digitized pictures, and some interesting freehand drawings. Has a little of everything...

Fish Disk #73

- Add - Lets you create keyboard shortcuts for selection of menu items in programs where the author did not make provisions for such shortcuts, or chose ones that disagree with you. Also includes "until" which waits for a specific named window to be created.
- AutoIconOpen - Example code to fool WorkBench into thinking it is receiving mouse inputs that select and open icons. Includes source.
- Dio - A module which makes it very easy to use EXEC devices, such as the "serial.device". It's generic and can be used with any EXEC device. It allows you to easily open libraries, get multiple IO channels for a device, read, write, do asynchronous operations, etc. Includes source.
- Dissolve - A program like ViewILBM, but the image slowly coalesces as pixels are added in random patterns. Inspired by an article in Nov 86 issue of Doctor Dobb's Journal by Mike Morton. Includes source.
- DTerm - Small, flexible, terminal program with intelligent data mapping, intelligent keyboard mapping, dynamic menus, intelligent command language, asynchronous IO, duplex control, and a state machine structure allowing you to build any automatic control structure you wish (from auto-redial, sequence dialing, to auto-logon).
- Expose - Program which will automatically cause all screen drag bars and screen depth-arrangers to become exposed. Sends a message to windows which obscure the screen drag bars, asking them to move down a pixel, and also to become smaller if necessary.
- Lit - Lit filters a file to stdout, showing all characters in an unambiguous format. Printable characters are printed as is, non-printable characters are printed in any of three representation formats.
- Lmv - This shareware program, submitted by the author, is called "Long Movie". It loads up to 100 IFF graphics files and displays them in forward or reverse order, at up to 19 frames per second, to create computer animations for VCR recording. Binary only, source available from author.
- MouseOff - Mouseoff will cause the mouse pointer to disappear and then reappear if mouse movement is detected. It will disappear again after 10 seconds of no mousing around. Includes source.
- ParOut - An example that uses the parallel port resources (ciaa.resource and misc.resource) to access the parallel port directly. Compiled, but untested, since I have nothing hooked to mine. Includes source.
- PenPalFont - A font which will make your six year old feel right at home in a CLI window. Cute.
- RunBackGround - Ancient history, but when I went looking for it on my disks, it was apparently something I missed. This program performs a function similar to that performed by RunBack on disk number 66, but this one is in C rather than assembler.
- SnapShot - A small utility for dumping screens. This one works like POPCLI and stays dormant until you press Ctrl-Esc. Previous release on disk number 66 did not work with expansion ram, this one does. Binary only.
- TypeAndTell - Example program that demonstrates installation of an input device handler before the Intuition one. This example traps all keys typed by the user and pronounces them in real time. To quit press CNTL LEFT-SHIFT LEFT-ALT RIGHT-AMIGA simultaneously. Includes source.
- Xplor - A program that scans all the system lists that start in ExecBase and prints out their names and addresses at which they start.

Fish Disk #74

- Cled - A simple command line editor which allows you to edit your commands before and after they are processed. Uses the arrow keys and simple control sequence keystrokes for cursor positioning and editing tasks.
- Control - Program which provides finer control over the printer device. When it sees a DUMPRPORT, it fires up a requestor and lets you play with the values being passed in the IORequest block. Includes source.
- Dme - Version 1.25 of Matt's text editor. Dme is a simple WYSIWYG editor designed for

- programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, fast scrolling, title-line statistics multiple windows, and ability to iconify windows. Update to version on disk 59.
- DropShadow - A program that makes your WorkBench windows have dropshadows. Update to version on disk number 59, this one has slider gadgets to adjust the 3-dimensional distance between window planes and the shadow darkness. Neat, version 2.0, binary only.
- Funds - AmigaBASIC program to track the prices of mutual funds or stocks. Includes source.
- Less - Like Unix "more", only better, with forward and backward scrolling, searching and positioning by percent of file and line number, etc. Very useful! This is Amiga version 1.1, an update to the version on disk number 34. Includes source.
- Makemake - Reads C source files and constructs a vanilla makefile in the current directory.
- mCAD - An object-oriented drawing program, version 1.2.4. Uses a small set of graphics primitives (like "line", "box", and "text") and a small set of editing functions (like "move", "size", and "rotate"). While drawing and editing, the user can call on other functions to modify the display; to zoom in, slide around, superimpose a grid, etc. Update to version on disk number 59.
- Random - Simple random number generator in C.
- TDebug - Monitor a device by intercepting the EXEC SendIO and DoIO vectors. This will give you most of the IO request information for any device. Version 1.00, includes source.
- Units - Units conversion program, including a chart option which allows you to create charts of conversions. Nifty. Includes source.
- XCopy - A replacement for the AmigaDOS copy command. Preserves the file date, provides an "update only" option, and uses Unix type wildcards. Binary only.

Amicus #12

Executable programs

- Blink - A link compatible linker, but faster, E-D
- Clean - Spins the disk for use with disk cleaners.
- EpsonSet - Sends Epson settings to PAR: from a menu.
- ShowBig - View hi-res pictures in lo-res superbmap.
- SpeakTime - Speaks the time
- UnDelete - Undeletes a file
- CnvApIDhm - Converts Apple II low, medium and hi-res pictures to IFF
- MenuEd - Menu editor produces C code for menus
- Quick - Quick disk-to-disk nibble copier
- QuickEA - Copies Electronic Arts disks, removes protection
- TxED1 - 3 Demo of a text editor from Microsmiths
- C Programs
- Spin3 - Rotating blocks graphics demo
- PopCLI - Start a new CLI at the press of a button.
- Vsprite - Vsprite example code from Commodore
- AmigaBasic programs
- AmigaBBS - AmigaBasic bulletin board program
- Assembler programs
- StarIO - Makes star fields like Star Trek intro
- Pictures
- MountMandelbrot - 3-D view of Mandelbrot set
- StarDestroyer - Hi-res Star Wars starship

- Robot - Robot arm grabbing a cylinder
- Texts
- Vendors - List of US Amiga vendors, names and addresses
- CardCo - Fixes to early CardCo memory boards
- Cinclude - Cross-reference to C include files, which includes what
- MindWalker - Clues to playing the game well
- SlideShow - Make your own slideshows from the Kaleidoscope disk

Amicus #13

Amigabasic programs

- Routines from Carolyn Scheppner of CBM Tech Support, to read and display IFF pictures from Amigabasic. With documentation. Also included is a program to do screen prints in Amigabasic, and the newest .BMAP files, with a corrected ConvertFD program. With example pictures, and SaveILBM screen capture program.
- Routines to load and play FutureSound and IFF sound files from Amigabasic, by John Foust for Applied Visions. With documentation and C and Assembler source for writing your own libraries, and interfacing C to Assembler in libraries. With example sound.

Executable programs

- Gravity - Scientific American Jan '86 gravitation graphic simulation
- Texts
- Midi - Make your own Midi instrument interface, with documentation and a hi-res schematic picture

Amicus #14

Several programs from Amazing Computing Issues:

- Tools - Dan Kary's C structure index program
- Amiga Basic programs
- BMAP Reader - by Tim Jones
- C programs
- IFFBrush2B0B - Converts an IFF "brush" to a blitter object
- AutoRequester - Example program using Autorequesters
- DOSHelper - Windowed help system for CLI commands
- PETrans - translates PET ASCII files to normal ASCII files
- C Squared - Graphics program from Scientific American, Sept 86
- crlf - Adds or removes carriage returns from files
- dpDecode - Decrypts Deluxe Paint 1, removes copy protection
- queryWB - Asks Yes or No from the user, returns exit code
- vc - Visicalc-type spreadsheet, no mouse control.
- view - Views text files with window and slider gadget
- Oing
- Sproing
- yaBoing
- Zoing - Sprite-based Boing! style demos
- CLIClock
- sClock
- wClock - Window border clocks
- Texts
- An article on long-persistence phosphor monitors, tips on making brushes of odd shapes in Deluxe Paint, and recommendations

on Icon interfaces from Commodore-Amiga

Amicus #15

C programs
 pr A file printing utility, which can print files in the background, and with line numbers and control character filtering

fm Displays a chart of blocks allocated on a disk

Ask Questions an "execute" file, returns an error code to control execution in a batch file

Stat An enhanced version of the AmigaDOS "status" command

Dissolve Random-dot dissolve demo displays IFF picture slowly, dot-by-dot, in a random fashion

PopCLI2 Invoke a new CLI window at the press of a key

Executable programs
 Form File formatting program through the printer driver to select print styles

DiskCat Catalogues disks, maintains, sorts, merges lists of disk files

PSound SunRize Industries' sampled sound editor and recorder

IconMaker Makes Icons for most programs

Fractals Draws great fractal seascapes and mountainspaces

3D-Breakout Use 3-D glasses to create breakout in a new dimension

AmigaMonitor Displays lists of open files, memory use, tasks, devices and ports in use

Cosmoroids Version of Asteroids for the Amiga

Sizzlers High resolution graphics demo written in Modula-2

Texts
 Ansi.txt Explains escape sequences that the CON: device responds to

FKey Includes template for making paper to sit in the tray at the top of the Amiga keyboard

Spawn Programmer's document from Commodore-Amiga, describes ways to use the Amiga's multitasking capabilities in your own programs

Amigabasic programs
 Grids Draw sound waveforms, and hear them played

Light A version of the Tron light-cycle video game

MigaSol A game of solitaire

Stats Program to calculate batting averages

Money Try to grab all the bags of money you can

Amicus #15 also includes two beautiful IFF pictures, of the enemy walkers from the Ice planet in Star Wars, and a picture of a cheetah

Amicus #16

Executable programs
 Juggler Demo by Eric Graham, a robot juggler bouncing three mirrored balls, with sound effects. Twenty-four frames of HAM animation are flipped quickly to produce this image. You control the speed of the juggling. The author's documentation hints that this program might someday be available as a product

FixHunk2 Repairs an executable program file for

expanded memory
 ms2smus Converts Music Studio files to IFF standard "SMUS" format. I have heard this program might have a few bugs, especially in regards to very long songs, but it works in most cases

Missile Amiga version of the "Missile Control" video game

IFF pictures
 Parodies of the covers of Amiga World and Amazing Computing magazines

C programs
 InputHandler Example of making an input handler

FileZap3 Binary File editing program

ShowPrint Displays IFF picture and prints it

Gen Program indexes and retrieves C structures and variables declared in the Amiga include file system

This disk also contains several files of scenarios for Amiga Flight Simulator II. By putting one of these seven files onto a blank disk, and inserting it in the drive after performing a special command in this game, a number of interesting locations are preset into the Flight Simulator program. For example, one scenario places your plane on Alcatraz, another places you on a bridge, another puts you in Central Park. Each of the seven files contains several scenarios, with over 40 in total.

Australian Amiga Groups

This is a list of the Australian Amiga groups that AUG has details for. If your group is aware of any others, or you belong to a group not listed below, please let us know the details. All the groups listed are on our newsletter mailing list.

Amiga Users Group
PO Box 48
Boronia, Victoria, 3155

Brisbane Amiga Users Group
PO Box 853
Toowong, Queensland, 4066

Canberra Amiga Users Society
68 Wollongong Street
Fyshwick, ACT, 2609

Amiga Users of Northern Territory
c/o 4/4 Armidale Street
Stuart Park, Northern Territory, 5790

Amiga Mag
PO Box 486
Glenside, South Australia, 5065

Adelaide Amiga Users Group
c/o Mawson High School
Colton Avenue
Hove, South Australia, 5048

Australian Amiga User Association
c/o Post Office
Penrith, New South Wales, 2750

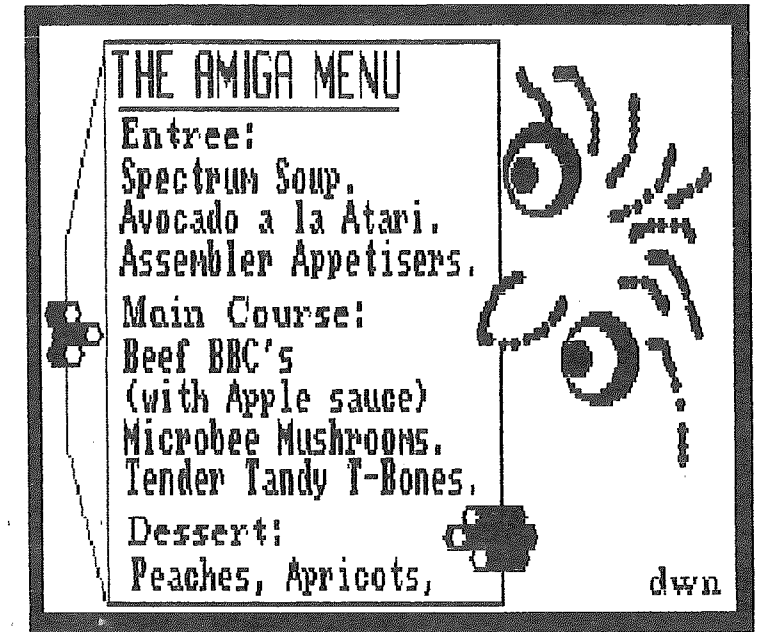
Call for Articles (Again!)

Perhaps you lot are hard of hearing, or have poor eyesight. Can such an overwhelming number of you have ignored my pleas for articles otherwise?

Please write for our newsletter! Its been hard work to fill the last few newsletters due to lack of things to print. In fact, I have had only TWO contributions to the newsletter this month. If it wasn't for the public domain disks arriving, we'd only have two pages this month. I even had to create two articles from the public domain disks!

Why not just write a few words about your latest purchase. Even if everyone wrote things like "XYZZY is a bloody terrible program because the screen colours make me sick" we could start a column of such notes on Amiga programs. Something like that may be helpful to members trying to decide what to buy and what to avoid. Our bulletin board, AmigaLink, is the perfect place to post such notes, and each month I could collect them and publish them.

As always, I am totally at your mercy. If you decide **not** to write stuff for the newsletter, I can't produce one. As they say on TV, it's over to you.



SOFTWARE ORDER FORM

Disk numbers :

--	--	--	--	--	--	--	--	--	--

Disks supplied by Amiga User Group @ \$10 \$

Disks supplied by member @ \$2 \$

Club Use Only

Receipt #: _____ **Mailed on:** / / **Total** \$

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

Member's Name: _____

Address: _____

Application for membership of The Amiga Users Group Inc

Membership is \$20 per year. Send your cheque to: **Amiga Users Group Inc, PO Box 48, Boronia, 3155**

Surname: _____ Details on this side are optional

First name: _____ (no initials) Year of birth: _____ Do you own an Amiga: _____

Address: _____ Occupation: _____

Postcode: _____ Interests: _____

Phone Number: _____ STD Code: _____

What services would you like AUG to provide: _____

Signed: _____ Date: _____ Dealer's Name: _____

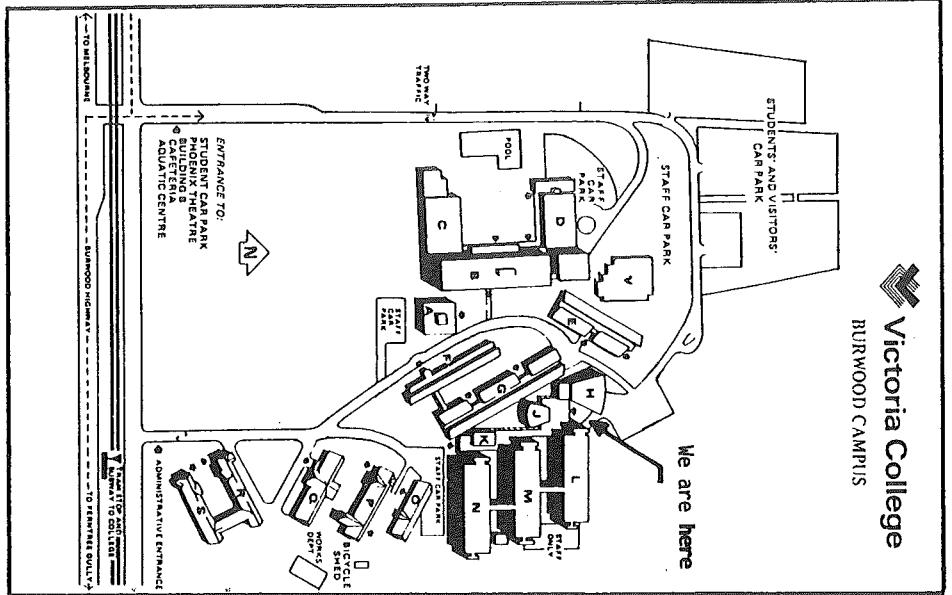
Postcode: _____ Dealer's Address: _____

In the event of my admission as a member, I agree to abide by the rules of the Association for the time being in force.

Are you happy with your dealer: _____

Club Use Only	Date	Paid	Rcpt #	Memb #	Card Sent
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Victoria College
BURWOOD CAMPUS



Where is Victoria College Burwood Campus?


New members and visitors sometimes have trouble locating our meeting place the first time. Victoria College is on the North side of Burwood Highway, Burwood, just East of Elgar Road. Coming from the City, turn left at the first set of traffic lights after Elgar Road. Follow the road around past the football oval, over three or four traffic bumps to the car parking areas near the netball courts. Further up the road, to the left, you'll find Lecture Theatre 2. That's us!

If you have a Melways, try Map 61 B5.

June 1987 Amiga Workbench

P.O. Box 48, Boronia, 3155, Victoria, Australia

AMIGA™ Users Group

 **AMIGA Workbench**
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