

AMIGA

\$2
RRP

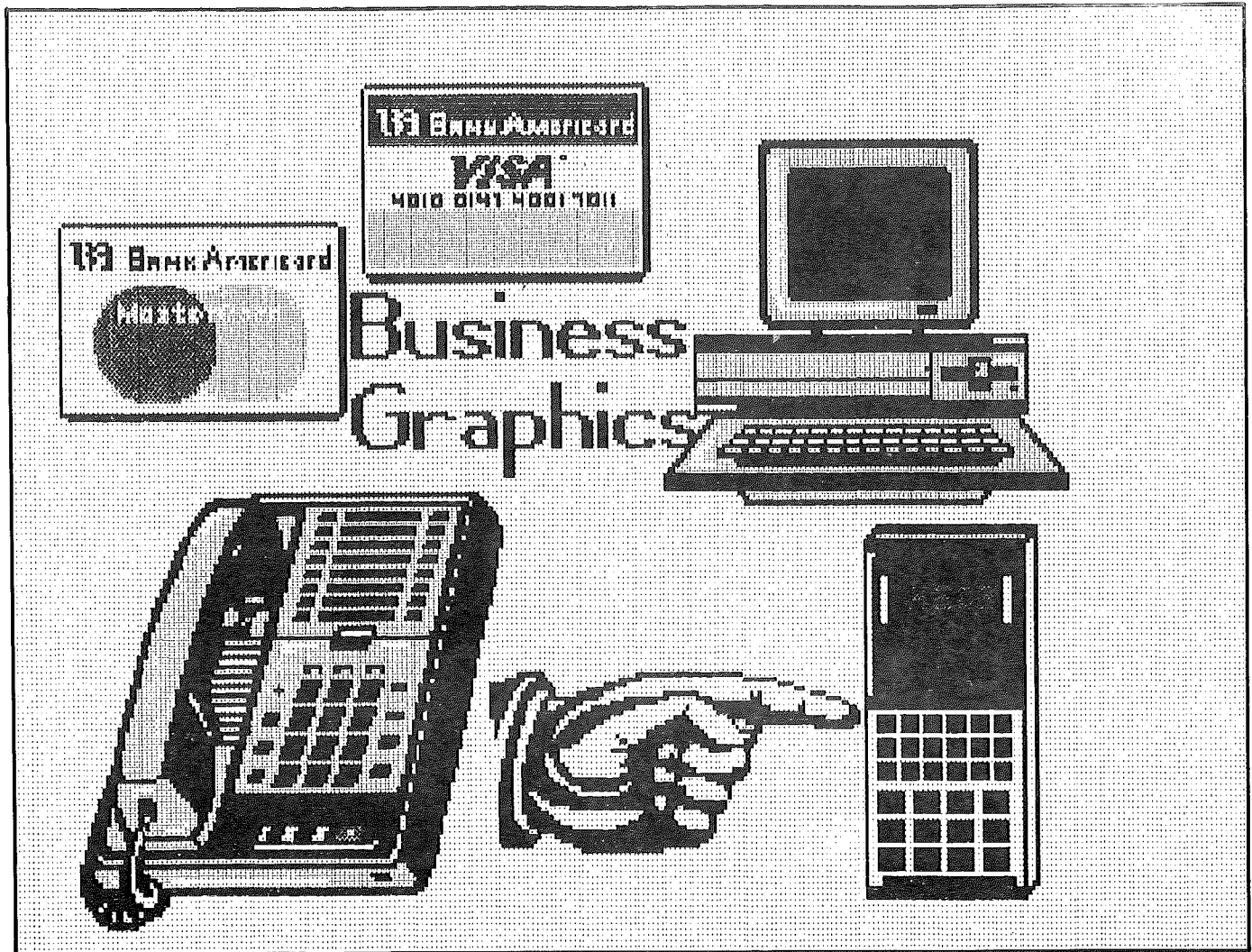
WORKBENCH

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Next Meeting

Sunday, August 9th, 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

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, August 9th at 2pm
 Sunday, September 13th at 2pm
 Sunday, October 11th at 2pm

Production Credits

This month's newsletter was edited by Peter Jetson. Equipment and software used was: TurboDOS S-100 computer, Brother HR-40 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:

Amiga Users Group, PO Box 48, Boronia, 3155

Public Domain Software

Disks from our public domain library are available on quality 3.5" disks for \$10 each including postage on AUG supplied disks, or \$2 each on your own disks. Please enquire. The group currently holds almost 110 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

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.

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Peter Jetson .(Newsletter Editor)	762 1386 Boronia
Roland Seidel (SMAUG Co-ordinator)	890 3934 Box Hill

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.

The MegaByte Saga by Mark Kelly

19-Jun-87

Saw an ad in the May/June AMIGAWORLD (page 88) boasting 2 megabytes for \$US450 from Alphanetics (P.O. Box 339, Forestville CA 95436, USA). I flew to the Age's financial section and converted that to about \$630 Oz dollars. It was cheap even if import duty and sales tax added another couple of hundred. The ad said: "Small expansion box fits right side of Amiga. No wait states. Auto configuring. 1 year guaranteed parts & labour. Fully stuffed."

I read with a drooling interest, having just recovered from pricing 2-meg boards at a Melbourne dealer. It was 10.30 p.m. My hand crept to the phone. It dialled 0011 1 707 8877237. (It helps to have ISD connected!). Since it was about 4:30 a.m. in California, I was shocked when someone answered the phone! I was still trying to figure out what pleasures or horrors "Fully Stuffed" heralded when I found myself talking to a tired American who said he was doing some overtime. Yes, they have the 2-meg in stock. Yes, they accept VISA orders. No, the memory doesn't pass the buss through. I found myself reading my VISA number to him. I hung up. I'd done it! I started to bite my fingernails...

6-Jul-87

Returned from holiday. Checked at the post office for mail. "Hang on, there's a package for you," he says. I gulped. He handed me a cardboard box and didn't say anything about money to pay. I ran out before he changed his mind. It was true! The red customs stamp said, "May be delivered". The green customs declaration sticker said it was "Computer mem. Sample. Value \$400. Weight 1 lb 1 oz." In other words: it got through customs unscathed! I scurried home, gnawing at the sticky tape on the box as I drove. Once in front of my Amiga I opened the box to reveal IT. It was Amiga-coloured, 190 mm by 100 mm by 30 mm and named MEGABOARD2, manufactured by Progressive Peripherals and Software, 464 Kalamath St, Denver, Colorado. It looked very neat and professional. I mated it with my Amiga, fired up under 1.2 and ... nothing! White screen, no booting. I rebooted. Same result. Not a sausage. In the box was a disk containing the ASDG Recoverable RAM disk utility and the software to configure the board under Kickstart 1.1. I booted under 1.1 and ran the Addmem software. Success: I had 2500000 showing. I started filling RAM but it reported 'Error while writing' when the RAM disk was 343K full and then crashed when I resized windows. I was worried.

7-Jul-87

At 3 a.m. I rang Alphanetics. He was sympathetic and suggested I try the board on another Amiga to see whether the fault lay in the board or my Amiga. MY AMIGA DEFECTIVE? I was insulted. It was like someone suggesting a fertility test. More to the point, where would I find another Amiga in my neck of the woods? You city people don't realise how lucky you are. I rang Warrnambool and Hamilton: no dealers had Amigas! I ended up setting a 150 km land speed record in my Starion to get to Myers in Ballarat. When no-one was looking, I plugged the Megaboard into their demo Amiga and booted with 1.2. It booted perfectly. I copied the C directory

repeatedly into RAM until my fingers got tired. (Myers cunningly does not attach mice to demo machines: I was glad the Amiga had keyboard mouse equivalents!) The MEGABOARD2 was still happily absorbing data when Info reported RAM to be 1.2M fat. I was still worried. The MEGABOARD was obviously healthy. My Amiga was the villain! I motored sadly home and rang High Tech who sold me my Amiga. Yes, Tony the technician said, the early Amigas have trouble with their piggy-backed PAL chips (or something like that). Mine was one of the first Amigas they sold and it was apparently one of the lemons with the dicky buss. Can it be fixed? Yes, at about \$22 per PAL chip (there were up to FOUR to replace), \$42 an hour for labour and a \$25 surcharge for rush jobs. I found out that in computer shop talk a "rush job" means it is done the same day it's brought in. I expected to have a quick cup of coffee while he fixed it. Actually, I'd expect champagne for \$25. I booked in my Amiga for surgery. Oh well, another long drive to Melbourne, I figured.

10-Jul-87

Left home pre-dawn to drop my beloved Amiga at High Tech at 9.30 for surgery. Three hours later with two new PAL chips, a jumper wire and a bill for \$85 I motored home with a recuperating computer. I suggested to Tony the technician that Commodore might like to pay the repair bill since it was their dud chips that caused the problems. He didn't think they'd go for the idea. I arrived home and after gleefully firing up, the Amiga stretched its megabyte muscles and started chewing up everything I fed it. I decided to finish the final entry for this article. Fired up Textcraft: oh, no. For some reason the MEGABOARD2 and Textcraft won't co-operate. After another screaming fit, I found the cure on the ASDG utilities disk in the guise of FASTMEM. Running FASTMEM will make the Amiga forget it has any fast ram. Textcraft will quite happily work then. (Relief gushed everywhere in my house). Running FASTMEM again will revive the 2 megs that had been forgotten. Arctic Fox also went troppo with the extra megs plugged in but since it's copy protected I can't run FASTMEM. It looks I'll have to rip out the card whenever I want to scout the antarctic. FASTMEM is also provided on Fish disk # 58 (ASDG-RRD) and should cure problems with other megabyte cards as well. By the way, three cheers for Fred!

Conclusions:

- The price of MEGABOARD2 is very attractive (about \$A650 without customs/sales taxes). Local boards seem to be coming out of the woodwork everywhere lately so their prices may soon fall.
- It's neat, petite and powerful.
- Alphanetics, the dealer, were prompt and reliable.
- If you have a vintage Amiga with the early PAL chips (my serial number is 5000298 which I assume is pretty early) then you'll have to put your Amiga under the knife for the MEGABOARD2 to work.
- You might find some software that will not work with MEGABOARD2.
- If you live in the bush, buy a Mitsubishi Starion Turbo in case your PAL chips need replacing!

mCad (PREVIEW)
By Stephen Campbell

This program is one of the most useful programs I have found for the budding circuit designer. The power of such a program comes into its own when designing schematics for home projects such as the AUDIO DIGITIZER (see elsewhere in this issue).

The most powerful and useful feature of this program is its ability to group a symbol or circuit element or what ever, move it, clone it, re-size it, rotate it, or what ever you wish to do with it.

Other features include line, delete, colour, change palette, text, set cursor position, set text size, circle, arc, box, zoom, grid, slide etc.

This program is probably not the best CAD type of program available. Some of the features available in costly cad programs such as Dynamic Cad are lacking, such as net listing etc. But I feel that this program is a winner for its versatility and ease of use compared to Dynamic Cad.

It is not as hungry for memory as is Aegis Draw Plus, and mCAD lacks some of the more desirable features, such as being able to save the files to your graphics printer, or as an IFF file, but even this can be overcome if you have Grabbit or Scrimper or similar program.

The text leaves a lot to be desired. This is because it is constructed from a basic set of primitives consisting of straight lines only. (Try

taking a piece of paper and drawing a percent symbol, using straight lines without taking your pencil off the paper) and see if you can do better. This is going to be improved in a later version.

I also found it necessary to increase my stack to 20000, if I intend to create schematics with large circuit elements that I am going to group and clone. It is a good idea to keep your eye on how much memory the program is using as it doesn't do this itself. As the author points out in his documentation, the MicroSmith's requester is a good guide for checking for low memory as the (Save AS requester will not come up if memory is low) in this case save the file with the save gadget instead and back out gracefully before the guru pays you a visit.

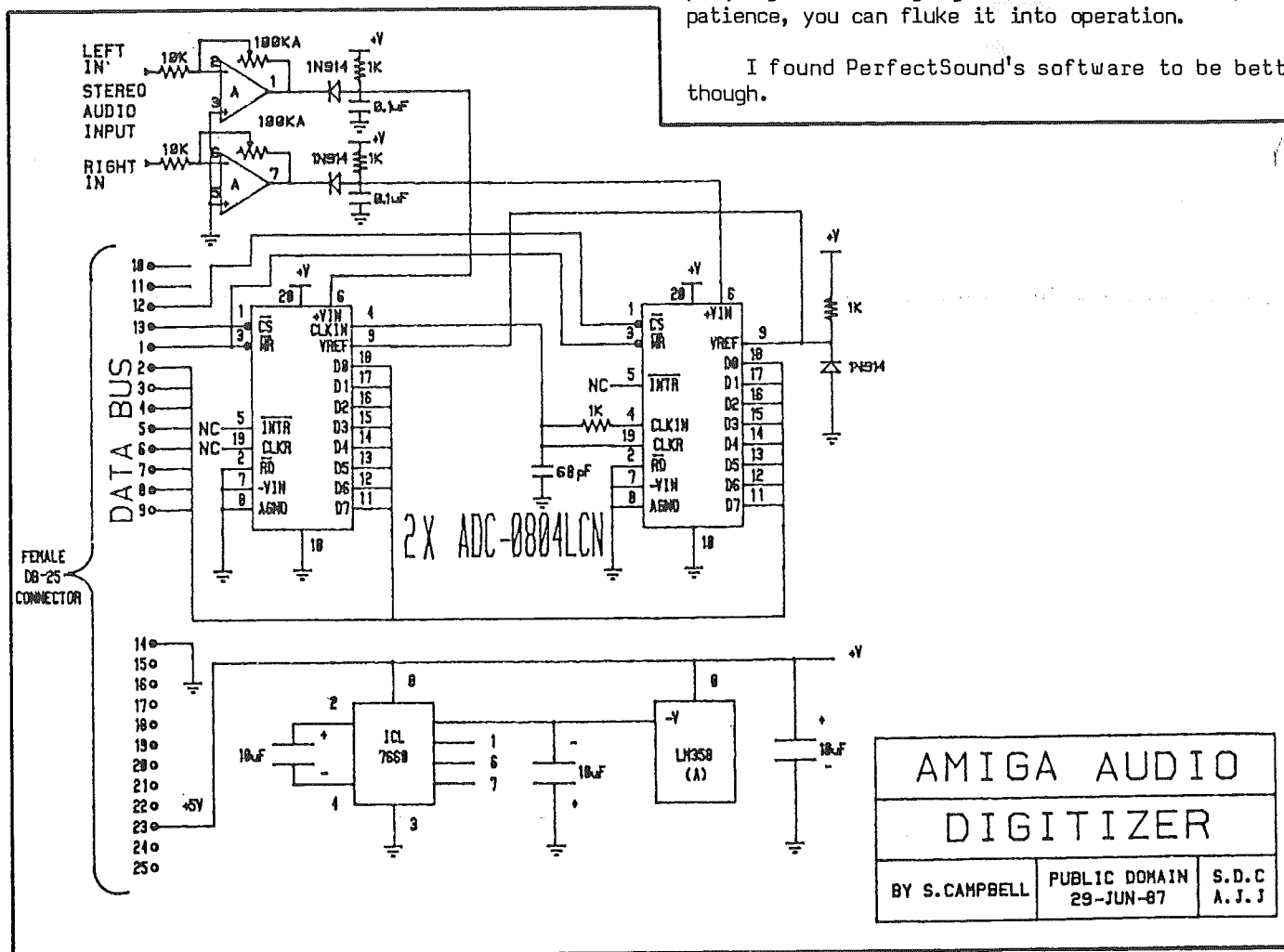
This brings home one more important requirement, the need for more than 512K of memory. The ability to save the drawing as a H.P. Plot file is good. I have tested this feature so I can recommend it. As the author points out, it would be nice for users to write plotter drivers for this package and post them.

An Audio Digitiser
By Stephen Campbell

Here is the circuit for an audio digitiser, drawn with mcad version 1.2.4 from Fred Fish disk #74. The digitiser can be used with the PerfectSound program, available on Fred Fish disk #50, and will also work with the Future Sound software.

If you feed a random signal into the left channel, while monitoring the right channel and playing with the gadgets at the same time, with patience, you can fluke it into operation.

I found PerfectSound's software to be better though.



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To order, or for more information, call (03) 786 6868 (9am till 9pm Mon-Fri), or leave a message for LACHLAN on the AUG BBS.

Subordinate Systems Pty. Ltd., P.O. Box 109, North Balwyn, VIC 3104

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Using Public Domain Disks

by Margaret Bedson

Some people are unfamiliar with using the CLI and are therefore having trouble using the Public Domain disks they obtain from the club. In this article, I will try to give a basic rundown of the steps that should be followed to firstly get into the CLI and then to run the disks.

I will describe this for a two drive system, with the additional instructions required by single drive systems delimited by square brackets.

Do the following steps only on a copy of your workbench disk!

1. Boot up with workbench (as usual)
2. Double Click on the "preferences" icon
3. Select CLI "On" (this option can be found about 2/3 down the left side)
4. Ensure the disk is not write protected and select the "Save" option (this is found next to Change Printer). This ensures that every time you boot up with the workbench disk you will be able to enter the CLI without having to go to preferences first.
5. Double Click on the "System" draw. The window should now contain a CLI icon.
6. Click on the CLI icon and you will have entered a CLI window. Click in the window to activate it. [with a 1 drive system you should type the following commands:

```
copy c:dir ram:
copy c:type ram:
copy c:cd ram:
path add ram: (for workbench 1.2)
or assign c: ram: (for workbench 1.1) ]
```

7. Ensuring you have the Public Domain disk in the external [internal] drive type `cd df1: [cd df0:]`, this will make the external [internal] drive your current drive.
8. Type `dir` - this will give a listing of the contents of the root directory on the disk. The directory layout for the Amiga is a tree structure, sort of like this:


```
root directory
:
:
-----
:
:
directory 1    program 1    directory 2
:
:
prog.1  prog.2              prog.3  dir.3
:
                        prog.4
```

This structure is an example.

Everything on the disk is contained in the root directory. Programs are contained within directories and directories can be contained within directories. It is best thought of in terms of a tree and its branches, where the directories are the subbranches and the programs

are the terminating twigs. There is no limit to the number of programs and directories that can exist under a directory. A directory is detectable because it has (dir) after its name.

9. Look at the listing produced by the **dir** command, this is the contents of the disk. The programs you wish to run are probably contained in directories with the same name as these programs. Please note directories are NOT runnable. You have to change to these directories before you can run the executable programs contained within them. To change down a directory level you must type **cd** directory name where directory name is the name of the directory, eg if you want to change down to the directory named **rots** you would type **cd rots**

10. Type **dir** to give a listing of what is contained in the subdirectory. The executable program is usually the one that does not have a dot extension. If there is a **readme** file listed in the subdirectory it is best to read it before trying to run the program. There may be some special setup procedures, or instructions for use, etc. It is read by typing **type readme**. Please note there are a number of variations on the **readme** file - it could be a file with a .doc extension, etc. They are all read by the **type** command. To stop a file scrolling so you can read it press the space bar. To restart scrolling press the back space key.

11. Run the program by typing the file name without the dot extension. eg To run the program named **rot** you would just type **rot**. The program should then automatically run.

12. Most programs have close gadgets or such when you wish to exit the program, however, Public domain software is free, so some authors do not feel obliged to finish their programs off neatly. You may have to reboot to exit the program.

13. If you exit the program gracefully and want to try another program on the disk you will have to return to the root directory this can be done by typing **cd /**. Typing **dir** will show you the available directories again.

14. If you want to see a description of all the programs on a Fish disk, from the root directory, you can use the command **type readme.listnn**, where the nn is replaced by the disk number. For example, **readme.list75** would be the list for fish disk 75. You should be able to see this file when you type **dir** on the root directory.

A summary for the running PD fish disks

First time to set up workbench to get CLI.

1. Copy workbench disk and only work on copy.
2. Boot up using workbench.
3. Select preferences.
4. Select CLI on.
5. Select save (make sure disk is not write protected)

Every time you want to use Public Domain Fish Disks

1. Boot up with modified workbench disk.
2. Select system.
3. Select CLI icon.

4. CLI window will open. Click in the window to activate it.
[for single drive type
copy c:dir ram:
copy c:type ram:
copy c:cd ram:
path add ram: (workbench 1.2)
or **assign c: ram:** (workbench 1.1)]
5. Type **cd df1:** [**cd df0:**]
6. Type **dir**
7. Type **cd** directory name
8. Type **dir**
9. Type **type** **readme** or documentation file name if present
10. Type file name without the dot extension to run program.

For a more detailed discussion see Amazing Computing Volume 2 No. 4, available from our library.

We will try to show the above steps if you see us while the actual meeting is on. Or ring us up and we'll talk you through it.

Australian Amiga Groups

Here is (as far as we know) a complete list of all Australian Amiga groups. If you are aware of any other groups, or notice that some of these details are incorrect, please let us know. We are currently sending our newsletter to all these groups.

Australian Amiga User Association
c/o Post Office
Penrith, NSW, 2750

Canberra Amiga Users Society
36 Ambalindum Street
Hawker, ACT 2614
(BBS: (062) 59 1137)

Amiga Users Group Inc
PO Box 48
Boronia VIC 3145
(BBS: (03) 792 3918)

Brisbane Amiga User Group
PO Box 853
Toowong, QLD 4066

Mount Isa Amiga Users Group
c/o 147 Fourth Avenue
Mount Isa, QLD 4825

Adelaide Amiga Users Group
C/O Mawson High School
Colton Avenue
Hove, SA 5048

Amiga Users Group of South Australia
PO Box 486
Glenside, SA 5064

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

Waite Amiga Users
c/o Curtin University
14 Colonial Drive
Bibra Lake, WA 6163

Secret Amiga Messages

From: doug@certes.UUCP
Newsgroups: comp.sys.amiga
Subject: Two New Secret Messages from Workbench
Date: 5 Jul 87 21:25:33 GMT
Sender: uucp@ucbvax.BERKELEY.EDU

Here's two more previously unpublished (on USENET) secret messages from Workbench. They are rather amusing editorial comments from the Los Gatos group (probably not too amusing to CBM, though!). You will need either your nose, a foot, or a friend to help with this one (not kidding!)

First point and click on the workbench screen to activate it (as before).

Now leave the pointer on top of the Click-to-Front gadget on the upper right of workbench (you don't need to click there, just leave it there throughout the rest of the following).

(The Five Finger Trick:)

As before, hold down left-shift, left-alt, right-shift, right-alt, and F1 (this gives the "System Software" credit line at the top).

Don't let up on any of these!

Now eject the workbench disk in df0: (with your nose or other appendages; at first I used my foot but I find that, by moving the keyboard real close to the drive I can use a finger of my right hand to do this).

(The Six Finger Trick:)

You get the message "The Amiga, Born a Champion".

Now hold down the left-amiga button in addition to the others that you're still holding down (squirm your fingers around until one gets freed up in the correct area).

Finally, now that you're holding down left-shift, left-alt, left-amiga, right-shift, right-alt, and the "Champion" message is still on the screen, *and* the pointer is still over the ClickToFront gadget, insert the disk again.

(The Seven Finger Trick:)

You get "We made Amiga, They f****d it up".

I think this is pretty funny, but on the other hand I can sympathize with how CBM management folks probably felt when they found out about this. (Dan Richardson, who demonstrated the method, says they were pissed off.)

The moral of the story is obviously: don't piss off your development team (by, say, firing them).

PREFERENCES REVIEW

While I'm at it, somebody was still trying to figure out the preferences trick. The issue has been confused by someone talking about a single-bit gadget to the left of the date...as far as I know, this has

nothing to do with it. In fact, I can't even find this thing, but the trick still works for me.

- 1) Locate the two images of the mouse in the middle right of preferences (one used for setting double-click sensitivity, the other for mouse speed).
- 2) Moving from left to right, click each one of the buttons pictured on the mouse images once.
- 3) Repeat 3 more times (a total of four left-to-right passes, totalling 16 clicks altogether)
- 4) Enter "change printer"
- 5) In the list of printers in the upper right, click on the down-arrow many times until you get to the end of the list.
- 6) Now click on the up-arrow many times until you scroll to the top of the list.
- 7) The message "Caryn and =RJ= Love 4 Ever" appears (they are married and she just had a baby, BTW).

- from Doug Merritt - ucgvax!unisoft!certes!doug

Nelson's Column by Bob Scarfe

It was interesting to me that the very day that I handed my first contribution to Peter Jetson for this column was the day that several members asked that such a column be started. Well, here it is. Now, if you have any suggestions or hints on running programs that could help others, or maybe you need some specific information to help run a program, you don't have to sit down and write them yourself. Just ring me up and I will put them into this column for you.

I solved one of my own problems during the month, that of printing music files from **DMCS**. There is absolutely no information about this, but what you have to do is load **DMCS** from a standard Workbench disk. I hit upon the answer when I started fooling around checking up on the directory of the **DMCS** disk. I found, in the **Devs** directory, an entry called **Printer**. In this, a file called **Generic**. This got me thinking that if I could find this information using a Workbench disk, then maybe I could make it print using the Workbench, and it worked. Of course, if you use this method all the time, you would be using extra memory, but the solution is to make up your music, save it, then reload the **DMCS** using a Workbench disk, then reload **DMCS** from scratch again. A lot of fiddling, but the printout is **very** good.

Last week, I got a call from Ron Laidlaw, who is not unknown to readers of this newsletter, in which he asked if there is a sure-fire way of using Fred Fish programs by making Icons for them and firing them up through a Workbench disk. He said that he has used an **IconMaker** he found on the Amiga disk #4 which is written in Basic, but it seems to work only some of the time. Does anyone know the secret to use this program?

During our long and meandering conversation, he said one other thing which interested me enough to put in this column. While discussing the merits and demerits of **VIP Professional** (see July Workbench), he said that he was amazed to find that while working on one spreadsheet application with the program, he ran out of memory. On further investigation into this, he found that the program ran to 400k! This is very surprising when you realise that this is only a 78k program when configured on the basic IBM system,

which has very little spare memory when compared to the mighty Amiga. So, why so big? This brought up a query which I pass on to you. Would it be possible to set up a list of the size of commercially produced programs? If anyone knows the size of any programs, please convey the information to me so I can compile a list.

For the past six months, I have been spending countless hours trying to make animations for television on the Amiga, and unless expanded memory becomes very real and cheap very soon, the Amiga might die as a graphics computer. Why is it that IBM clone 20Mbyte hard disks sell for \$600, while the Amiga versions fall at about \$2300?

All this experience has taught me is that if anyone is thinking about an animation program, forget Deluxe Video. I have found that the only one worth considering is also the simplest - **Aegis Animator Deluxe Video** is so memory consuming and hard to operate as anything more than a game, that Animator wins by default. However, if you wish to use it you would a conventional animation system (ie with cels), then you have to go a long way to overcome the limitations. I do this by creating the paintings with **Deluxe Paint**, saving the finished artwork as a brush with a **.win** suffix, then loading them into **Aegis Images** to position them into a fixed place that Animator with recognise and then making them into windows. Windows in the Animator are only seen as a rectangular outline, and if you feed them directly from Deluxe Paint, this outline will appear in the top left-hand corner of the screen, so they are impossible to position accurately. When put through Images and positioned first, they will be remembered in that position by Animator.

If you have any hints or suggestions that could be passed on to other AUG members, give me a call on (03) 376 4143 and I will put them into a future column.

Startup-Sequences

Everyone must have noticed the startup-sequence file on their workbench disk in the s directory (where you should find all Script files). The sequence used by Commodore on the 1.1 Workbench disk merely prints two messages to the screen and then loads the workbench and ends the current CLI. This is shown below.

```
Echo "Workbench Version 1.1"
Echo "Use preferences tool to set the date."
Loadwb
Endcli > Nil:
```

The startup-sequence is a powerful way to customise the Amiga to your requirements. I find that I am continually experimenting with various forms of startup-sequences as more and more useful public domain programmes become available, like the ConMan "shell interpreter" as mentioned in last month's newsletter. I also use the recoverable ramdisk from a public domain disk and as I have a real-time clock connected to the parallel port, I also have a programme to read the clock on power up.

If you are unfamiliar with what the startup-sequence file does, then read on, ELSE GOTO the next

article (I like BASIC!!). A startup-sequence file is a list of AmigaDOS commands that are executed when a disk is first inserted into the disk drive after the Workbench picture appears. Thus it is possible to arrange for all sorts of nice things to happen. For instance if you were extremely egotistical you would arrange to have a ShowILBM command in your C directory and a suitably flattering IFF picture in DFO: so that by having a startup-sequence file like that shown below, you will amaze your friends and relatives as your magnificent features are displayed in full colour on the Amiga's screen. On the other hand, you might prefer to have something that is a little more subtle (and useful).

```
'Basic egotistical Startup-sequence'
Echo 'You are now about to see my wonderful features'
ShowILBM dFO:MY_Beautiful_Phisigonomy
Echo 'Now wasn't that wonderful'
```

Or, how about this one then:-

```
Echo " Hello master what merest whim can this
insignificant machine perform for you?"
Say Hello master what merest whim can this
insignificant machine perform for you
```

Here the Amiga will print to the screen a message and also speak the same words.

So you only have a single drive? Are you fed up with swapping disks just to read the directory? Try this in your startup-sequence:-

```

FREE NEWSLETTER
AMIGA NEWS
and
Software Information
(ALSO WHAT'S UNDER DEVELOPMENT)
(Local and Overseas)
and
SPECIALS ON SOFTWARE
CATALOGUE INCLUDED
MAXWELL (03 419-6811)
162 Nicholson Street, Abbotsford, Vic 3067
AMIGA SALES/SERVICE/HIRE

```

```
Send to: FREEPOST 2 (No Postage Required)
MAXWELL
162 Nicholson Street
Abbotsford, Vic 3067
```

Name: _____

Address: _____

```
If not exists Ram:C
Makedir Ram:C
Endif
Copy :C/Copy|Dir to Ram:C
Path Add Ram:c
```

The above script file will decide if a ramdisk with a C directory exists, make one if not, then copy the commands list and dir to the ramdisk and finally the ram:C directory is included into the search path for commands. Note that the PATH command is only available with the 1.2 version of Workbench. If you only have 1.1 version use CD Ram:C in place of Path Add ram:c.

This is my own personalised startup-sequence:-

```
Read-RTC
Date
Mount VdO:
Copy c/Copy|dir|List|Delete|Rename|Relabel to VdO:
Execute ConScript
Path Add VdO:
```

Read-RTC is the programme to read my real-time clock, the date command then prints the present date to the screen. The Mount command adds the recoverable ram disk to the system devices and then all the DOS commands that I use the most are copied to the recoverable ramdisk VdO:. The ConScript file executed above allows me to start up the ConMan "shell" seperately and looks like this (you may recognise it from last months newsletter):-

```
Conman > Nil:
Conman "CON:0/0/600/200/AmigaDOS with ConMan"
Endcli > Nil:
```

The startup-sequence is only a script file that is executed on boot-up. It is possible to do much more than mentioned above, both with startup-sequences and with script files in general. AmigaDOS is an extremely powerful operating system with many subtle features and consequently may take some time to become familiar with, but it is definately well worth the time and effort.

All the above files can be created using a suitable screen editor or Ed. If you do not know how to use Ed and do not have a DOS manual, then here are a few Ed commands that will allow you to create and edit a startup-sequence script file. Start up ed with the command:-

Ed s/startup-sequence

This will create a file in the S directory or load the existing file from the S directory (Note you must have a S directory or Ed will give a groan and die). Once in ed you may type to your hearts content, and move around with the cursor keys. To exit, hit the ESC key then the X key. This will save the file and exit the editor. You can delete a line with by typing CTRL-B. That should be enough to allow you to customise your Amiga's startup-sequence.

Financial Statement

Statement of Cash Receipts and Payments

For the Amiga Users Group Inc,
for period ending June 30th, 1987

Bank balance at beginning of period		3460.59
ADD Cash Receipts for period		
Members fees and subscriptions	7200.00	
Disk &c sales	9332.00	
Disk copying	3912.73	
Newsletter sales	642.00	
Newsletter advertising	240.00	
	Total receipts	21326.73
24787.32		

LESS Cash Payments for period

Printing & stationery	2593.39
Postage & telephone	1020.82
Hall hire	446.80
Purchase of disks &c	9892.80
Bank charges	63.47
Other expenses	480.10

Purchase of items for which the benefit will continue in future periods:

External disk drive	300.00
Public domain software	404.44
Bulletin board computer &c	2563.00
Daisy wheel printer	1187.57
Books & magazines for library	319.00
Software &c	371.25

Total payments 19642.64

Bank balance at end of period **5144.68**

Statement of Assets and Liabilities

For the Amiga Users Group Inc,
as at June 30th, 1987

Assets

1. Assets as listed above under the heading "purchase of items for which the benefit will continue in future periods"	5145.26
2. Assets taken over from the unincorporated association	1645.84
3. Stock on hand for sale to members	1872.00
Total assets	8663.10

Liabilities

1. Liabilities	0.00
Total liabilities	0.00
	8663.10



The following financial statement is for the Amiga Users Group prior to incorporation.

Statement of Cash Receipts and Payments

For the Amiga Users Group,
for period ending November 30th, 1986

Bank balance at beginning of period	0.00
ADD Cash Receipts for period	
Members fees and subscriptions	6280.00
Disk & sales	12114.85
Disk copying	671.57
Newsletter sales	832.25
Newsletter advertising	110.00
Total receipts	20008.67
	20008.67
LESS Cash Payments for period	
Printing & stationery	1442.74
Postage & telephone	583.53
Hall hire	225.00
Purchase of disks	11537.95
Costs of other fundraising	814.35
Bank charges	68.67
Other expenses	230.00
Purchase of items for which the benefit will continue in future periods	1645.84
Total payments	16548.08
Bank balance at end of period	3460.59

Leaderboard Review

by Nicky Graetz

I bought this game having played the version on the 64 and thought it would be more of the same only better.

Most of the graphics are quite good, except for the animation of the ball which I felt could have been better. There is some sound and it adds to the effect of the game. The most important aspect is the gameplay, which is roughly the same as the 64 version. There are four courses ranging from easy to hard. 1 to 4 people can play and the player can choose the level of difficulty he wants.

The only gripe I have with this game is that it is too easy! The lowest score I have got is 57 which is an unbelievable game. What makes it a lot easier than the 64 version is that when you push the button and hit the ball the hook and slice are very easy to control so it is very easy to hit a perfect shot. Besides that complaint I think if you have any interest in golf it is worthwhile buying this program just to see if you can get that elusive hole in one!

AmigaLink
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Digitize
Your Favourite Pics
for your Amiga

Any size photograph
slides, etc

\$5 each for 1 to 5 color pics
\$3 each for 5 or more pics

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

AMIGA Dealers:

Why not advertise in

AMIGA WORKBENCH

An advert this size costs only

\$20

(from camera-ready artwork)

Other sizes are available:

Half Page: **\$40**

Full Page: **\$70**

Double page: **\$120**

From: fnf@well.UUCP (Fred Fish)
Newsgroups: comp.sys.amiga
Subject: DISK RECALL
Message-ID: <3590@well.UUCP>
Date: 20 Jul 87 23:08:57 GMT
Lines: 88

***** URGENT NOTICE *****
*
* Please give this notice and its contents *
* widest possible distribution. Repost to *
* any electronic communications service and *
* BBS on which it does not already exist. *
*
* Thank you. *
* Fred Fish 20-Jul-87 *
*

I have just spoken with Martin Murray, president of Inovatronics, 11311 Stemmons Freeway, Suite 7, Dallas Texas, concerning the contents of disk number 80 in my library of Amiga software. It appears that some dastardly individual took a copy of a commercial product of theirs, modified it to remove the copyright messages, and then released this modified version on one of the BBS's that I collected material from in the course of organizing this disk. Naturally, we are both VERY concerned about this, and the effect that it might have on the commercial value of their product. The programs in question are in the directory "Tools" on disk number 80.

I am in the process of attempting to identify the original source of this modified version, to notify all recipients that this material is to be immediately removed from circulation, and to otherwise take all appropriate steps to reduce any damage caused by this release. I cannot say more at this time. Please help me out via the following steps:

- (1) Notify any individuals or organizations that you know of that have copies of, or redistribute disk 80, to destroy those copies and to stop distribution immediately. I will issue a replacement disk as soon as the dust settles. Anyone who received disk 80 from me should return the original disk for replacement.
- (2) Please send me a postcard with the name, address and phone number of organizations (including user groups) which you know of that redistribute my disks so that I may determine who the mainstream redistributers are, and track possible distribution channels.
- (3) If you are using these tools, please arrange to get a legitimate copy. I believe you can order a copy directly from Inovatronics, and they are interested in finding out how many honest users there are that will now be willing to pay for the product. Call (214) 241-9515. Consider this a personal plea from me, please do not rip these people off!

The Amiga software industry has grown tremendously since I started collecting and distributing PD and freely redistributable software in late 1985. It is

very hard to keep track of ALL the players with products on the market. For whatever reason (lack of sleep after late night hacking perhaps) I did not connect the name Inovatronics in this material with the "Power Windows <--> Inovatronics" people.

I hope that the individual responsible for deliberately and knowingly causing this situation realizes the extent and seriousness of the situation he has caused, and its implication for the future of Amiga PD software. Please help me to undo any damage I might have done by not being alert enough to see through this deception. Thank you.

- Fred Fish, 20-Jul-87

[LATE FLASH - When it rains it pours, as they say]

Right after I wrote this file out but before I could post it, I received a call from Gary Samad of Software Visions Inc., the author of the excellent Microfiche Filer program (he sent me the demo copy which was released on disk number 88). It seems that on the same disk that there is a program named "snap", which contains binary code compiled from source code that was developed by someone under contract to Software Visions. Gary has requested that the "snap" program be removed from distribution, so all comments above concerning disk number 80 and the directory "tools" apply equally to disk number 88 and the "snap" directory. It hasn't been a fun day folks....

=====
Fred Fish (602) 438-5976 well!fnf
=====

From: fnf@mcdsun.UUCP (Fred Fish)
Newsgroups: comp.sys.amiga
Subject: Re: DISK RECALL
Message-ID: <341@mcdsun.UUCP>
Date: 21 Jul 87 00:06:56 GMT
References: <340@mcdsun.UUCP>
Reply-To: fnf@mcdsun.UUCP (Fred Fish)
Organization: Motorola Microcomputer Division
Lines: 22

In article <340@mcdsun.UUCP> fnf@mcdsun.UUCP (Fred Fish) writes:

>(2) Please send me a postcard with the name, address
> and phone number of org anizations (including
> user groups) which you know of that redistribute
> my disks so that I may determine

Ack, how could I forget! The address to mail them to is:

Fred Fish
1346 W. 10th Place
Tempe, Arizona 85281

Don't send them to me here at work!!! I don't imagine our mail department would appreciate having to sort through 100,000 postcards. :-) Also, common sense would dictate that I already know about Amazing Computing for example. I only need contacts that you personally deal with. Thanks.

- Fred

Public Domain Update

This month, and from now on, these lists of disk contents will be in "reverse" order, with the higher disk numbers first. Because the files on our catalog disk are listed in reverse so that the search program finds the later files first, I have had to keep two lists, one in numeric order for this column and another in reverse for the catalog. Running the list this way means I can keep just the one list.

I haven't had the time to survey this set of disks yet because I've been too busy working on the yearbook. Perhaps you could let me know what's good.

Please make certain you read the message from Fred Fish elsewhere in this newsletter about the recall of Fish Disks 80 and 88.

Fish Disk #88

- DirMaster - A very nicely done shareware disk cataloger, submitted by the author for inclusion in the library. Includes sample database of some disk libraries. Version 1.0a, binary only.
- FuncKey - A shareware function key editor, submitted by the author for inclusion in the library. Version 1.01, binary only (source available from author).
- MFF-Demo - Demo copy of the MicroFiche Filer program from Software Visions Inc. The MicroFiche File is a full-powered database program for manipulation of text, numbers, and pictures. It uses the microfiche metaphor for dealing with your data graphically. This is a full production version except that the save option has been disabled. Includes a sample database of my disk library. Binary only.
- ScreenShift - Screenshift is a small program that allows you to adjust the position of the screen on your display, just like the preferences function. Works from CLI or WorkBench. Includes source.
- Snake - A variant on the old "bouncing lines" program, this one uses multiple vertices and Bezier splines. Includes source.
- ~~Snap - Snap takes a picture of the current front screen and reduces it to produce an icon. Can produce icons of a user specified size. Binary only.~~

Fish Disk #87

- AdvSys - An adventure writing system, as described in the May 1987 issue of Byte magazine. Advsys is a special purpose programming language that was specifically designed to be used to write computer text adventure games. Version 1.2, binary only.
- AutoIconOpen - Example code to fool WorkBench into thinking it is receiving mouse

Claz

Commodities

Diff

Dme

DropShadow

Elib

ID-Handler

Install

MemWatch

MovePointer

MoveWindow

MunchingSq

PalTest

Sc

inputs that select and open icons. This is version 1.2, an update to the version on disk number 73. Includes source.

- Converts IFF picture files to POSTSCRIPT. Works with Amiga HAM pictures, as well as "normal" pictures. Also includes scaling. Version 2.0, includes source.

- Commodities Exchange, an Amiga exec library which can be opened and used by application programs to gain access to input in a very flexible way. This is a "minimal, binary only" copy. Source may be available on a future disk. Version 0.4.

- A simple version of diff. Update to version on disk number 75, includes source.

- Version 1.27 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 number 74. Binary only.

- A program that makes your WorkBench windows have dropshadows. This is version 2.0, the same as on disk number 74, but also includes source.

- Example of building a shared library using small model Manx C. Includes source.

- An AmigaDOS device handler, that generates unique identifiers. Generates a new unique 16 digit decimal number each time it is opened by an application. Version 1.0, includes source.

- Two possible replacement versions of the standard install program (to make a disk bootable). Includes source.

- Memwatch is a program intended to sit in the background and watch for random trashing of low memory by an application under development. If it detects a write to low memory, it repairs it to what used to be there, then puts up a requester indicating what damage had been done. Very useful! Version II, includes source.

- Moves the pointer to any specified location on the screen, specified by X-Y coordinates. Includes source.

- Move a named window to any arbitrary X-Y coordinate and possibly resize it at the same time. Includes source.

- Leo's "Munching Squares" hack, now upgraded to take a single argument for a seed value. Includes source.

- Example code of how to determine dynamically whether or not you are running on a PAL machine. Includes source.

- Program which demonstrates

- generation of good looking pseudo-random scenery. Includes source in C (translated from Draco version on disk number 61).
- Tek4695 - A Tek4695 printer driver. Binary only.
- WBDualPF - An example of using a dual-playfield screen, using a method contrary to documentation in the Intuition Manual. Fixed version of copy released on disk number 41. Includes source.
- WarpText - Fast text rendering routines, to be linked with application programs. Reported to be able to display text as fast, or faster than, "blitz". Includes source.
- Yaiffr - Yet Another IFF Reader. Handles HAM, HIRES, and overscan, includes source.
- Zoo - A file archiver, much like "arc" in concept, but different in implementation and user interface details. Includes some nice features that "arc" lacks (such as file/path names up to 255 characters in length). Version 1.42A, binary only.

Fish Disk #86

- AutoPoint - Autopoint serves two functions: it automatically selects the window underneath the mouse pointer and it provides a very nice screen saver facility. Binary only.
- ClickToFront - ClickToFront extends the user-interface so that a double-click into a window brings it to the front. Now as long as you can see any part of a window you can bring it to the front without having to hunt for the page gadgets. Version 1.1, includes source.
- Cmd - Cmd redirects the serial.device or parallel.device output to a file. Useful for capturing print jobs for debugging or "offline" printing. Version 3, includes source.
- FileIISG-Demo - A demo version of Softwood File IISG, a database manager with sound and graphics. Also includes a database of previously released disks in this library, courtesy of Stan Spence. Binary only.

Fish Disk #85

- Csh - Version 2.06 of Matt Dillon's csh like shell, modified for Manx C. Includes source.
- FileReq - Another file requester, but this one also has a fast pattern matching capability. Includes source.
- Hide - A small utility to allow you to run old or ill-written applications on systems with expansion ram. When hide is running, all memory allocations take place in chip memory. Somehow, something like this missed making it onto my

ImageTools

LowMem

Plot6

RawIO

Rocket

VMore

Vnews

AudioTools

BlitLab

Ed

earlier disks. Binary only.

- A set of shareware tools, submitted by the author, to do various manipulations on IFF images, including comparison of the color palettes of a pair of IFF images, filtering an IFF image in various ways, producing a color usage frequency chart for an IFF image, reducing the size of an IFF image to produce a miniature to use as an icon, converting an icon to an IFF image, and recoloring an IFF image using the palette of a second image, in a least squared error fashion. Shareware, binary only.

- Another fine freely redistributable product from ASDG. This one is a low memory server, which is a compact shared library which allows arbitrary processes to register their desire to be notified of impending memory shortages. This allows good citizen programs to free up memory that they may not need, so other programs can use it. Binary only.

- A star plotting program. Short on documentation and user friendliness, but interesting nevertheless. Also includes source.

- Example of how to set your standard input to what is commonly known as "raw" and/or "CBREAK" mode on Unix systems. Includes source.

- Another interesting Workbench display hack. This one is really a game in disguise. It is the same as the one on disk number 82, but also includes source.

- A shareware program, submitted by the author, that is a "more" like text file viewing utility that can be run on multiple files from either the WorkBench or the CLI. Version 1.00, includes source.

- A simple news file reader, that will read all the news files in a specified directory, optionally starting with a specified file. Includes source.

Fish Disk #84

- Demo programs from Rob Peck's article in the July/August issue of Amiga World on accessing the audio device. Includes source.

- 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. This is version 1.2, an update to the version released on disk number 69. Includes source.

- An editor based on the editor described in the original Software

It is very similar to "ed" editor, but not includes source.

of this game is for one hit the other player's missile, before being hit. The ships and planets but aiming the missile in ce of gravity fields and es makes hitting your fficult. Version 1.04, , author suggests \$5 This is an update to the n disk number 70, and ource in Modula-2.

ns to help reduce problems ding added by xmodem on. OS pipe device which PEN, CLOSE, READ, WRITE, ENE, and EXNEXT. Thus you "named pipes". It also "taps" on a pipe, to . data flowing through the ion 1.2, includes source.

simple way of starting LI at any time without load workbench or exit program you may be using. builtin screen saver mode atically blanks the Amiga reen when there has been or a specified period of sion III, an update to the disk number 40. Includes

me requester that looks one used in Deluxe Paint, le program for using the This is an update to the leased on disk number 34. ource.

e MicroForge SCSI driver. ne SCSI buss device with disk units attached to it. 1, includes source. f Leo's amusing little Sort of a political regarding the quality of a certain San Francisco e TV service. Includes

sk #83

version of TeX, ported to i. Since this is a demo l product, it has several get the flavor of the real to buy the commercial include TeX being limited files, the previewer being pages or less, and only a

AmicTerm

originally written by Will Crowther and Don Woods. Has been extended to a 550 point version. Also speaks as it prints (though I found this feature annoying). Minimum 512K recommended. Binary only.

D2D-Demo

- A new terminal/communications program based on Dan James' "comm" program, but greatly enhanced. Includes a script language, auto redialing, choice of display beep or audible beep, enhanced file requester, and more. Version .50 (beta), binary only.

DX-Synth

- Demo version of Disk-2-Disk from Central Coast Software (submitted by George Chamberlin). Binary only.

DiskMan

- Voice filer program for Yamaha DX series synthesizers. Voices are transferred to and from the Amiga over MIDI. Update to "VoiceFiler" released on disk number 38. Binary only.

Icons

- Another "disk browser and/or dirutil" type program. Version 1.0, binary only.

Panel

- Miscellaneous new disk, directory, and file icons, including John Olsen's great "fishdisk" icon (thanks John!). Binary only.

Rocket

- A universal midi patch panel that allows midi parameter info to be sent from the Amiga to any midi device that can accept param info. Version 1.2, binary only.

Sand

- Another interesting Workbench display hack. This one is really a game in disguise. Binary only.

- This program has "magnetic grains of sand" that follow the pointer wherever it goes. Cute. Binary only.

Fish Disk #81

Asm68k

- Full featured macro assembler, version 1.1.0, binary only. Well documented.

AutoFacc

- Autofacc automatically shrinks the ASDG FACC window and moves it to the back. Also allows the number of buffers to be increased or decreased. Most useful from the Startup-Sequence file while booting. Binary only.

Brushes

- Contains 53 custom brushes for use in DPaint while drawing schematics. Includes things like resistors, capacitors, gates, transistors, IC pacs, etc.

CheckIFF

- Program to check the structure of IFF files and report any problems. Binary only.

Conman

binary only. - Extremely useful replacement for the standard console handler, that provides line editing and command line histories completely transparent to any application program that uses CON: windows. This program is shareware, and well worth a donation to the author. Version 0.99B, binary only.

Fonts

- Several miscellaneous new fonts for your enjoyment.

Icon

- Version 6.0 of the public domain implementation of Icon from the University of Arizona. Binary only.

KeyLock

- Freezes the keyboard and mouse until

Scat

the correct password is typed. Protection against inquisitive kids, cats, and other lifeforms. Binary only.

Smush

- Another display hack, created from Leo Schwab's "Ing" display hack. Binary only.

Target

- Another display hack, feed it an iff file and see what happens. Binary only.

- A little program which takes over the mouse pointer and turns it into a gunsight. Pressing the mouse button flashes the pointer and gives a gunshot. Version 1.23, binary only.

SOFTWARE ORDER FORM							
Disk numbers :							
Disks supplied by Amiga User Group @ \$10						\$	
Disks supplied by member @ \$2						\$	
Club Use Only						Total \$	
Receipt #:		Mailed on:					
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: _____

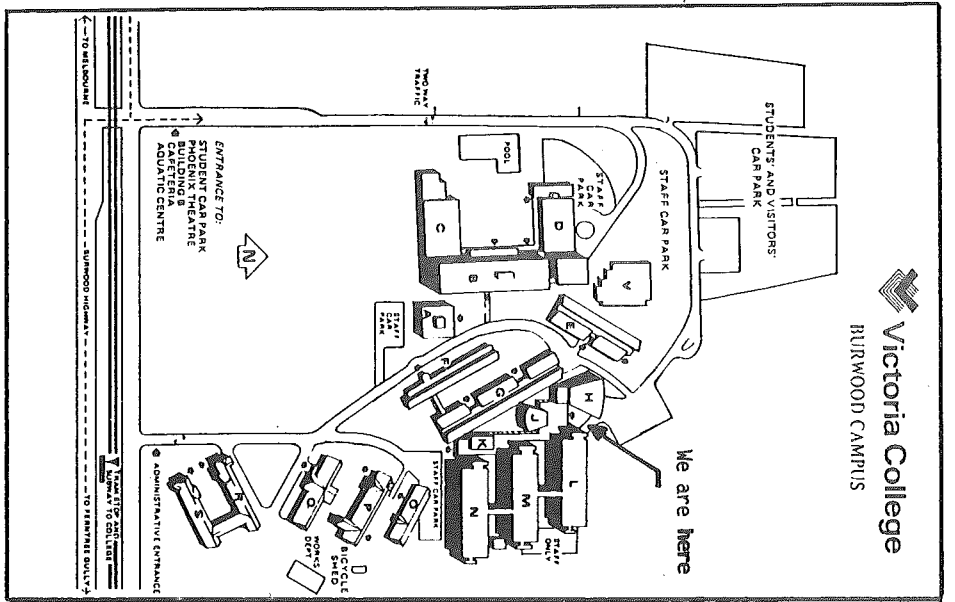
Postcode: _____

Interests: _____

Phone Number: _____ STD Code: _____

What services would you like AUG to provide: _____

Dealer's Name: _____



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.

If you have a Melways, try Map 61 B5.

August 1987 Amiga Workbench

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

AMIGA™ Users Group

AMIGA Workbench
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