

**AMIGA**

# WORKBENCH

\$2

RRP

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*Picture: Groucho from DigiView4.0*

## Next AUG Meeting

*Sunday, April 22nd at 2pm*

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

**AUG meetings are held at Victoria College Burwood Campus  
Burwood Highway, Burwood - Melways map 61 reference B5.**

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

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

## Who Are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. With over 1000 members, we are the largest independent association of Amiga users in Australia. We DO NOT condone software piracy. We can be reached via an answering machine at:

- 563 9293 -

## Club Meetings

Club meetings are held at 2pm on the third Sunday of each month at Victoria College, Burwood Highway, Burwood. Details on how to get there are on the back cover of this newsletter. The dates of upcoming meetings are:

Sunday, April 22nd at 2pm

Sunday, May 20th at 2pm

## Production Credits

This month's newsletter was edited by Con Kolivas. Equipment and software used was: Amiga 500 with SIN500-2 memory board, Professional Page, and HP Laserjet with JetScript.

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## Contributions

Articles, papers, letters, drawings, cartoons and comments are actively sought for publication in Amiga Workbench. All contributions submitted for the purpose of publication that are printed in the newsletter are rewarded on the basis of one free public domain disk copy per column or half page printed with a minimum of one free copy. Contributions may be sent in on disk, paper or uploaded to Amiga Link or Amiga Link II in the area set aside for this purpose. Please send your contributions in text-only, non-formatted if they are on file and remember to include your address for return of disks and tokens for PD disks. Absolute deadline for articles is 23 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 \$25. 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 or money order for \$25 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 \$6 each including postage on AUG supplied disks, or \$2 each on your own disks. The group currently holds over 200 volumes, mostly sourced from the USA, with more on the way each month. Details of latest releases are printed in this newsletter, and a catalog disk is also 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 Workbench

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

## Amiga Link I & II - Our Bulletin Board Systems

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

AmigaLink is part of a world-wide network of bulletin boards, and we participate in national and international Amiga conferences. AmigaLink has selected Public Domain software available for downloading, and encourages the uploading of useful public domain programs from its users. AmigaLink I (792-3918) is OzNet node number 8:830/324 and AmigaLink II (376-6385) is OzNet node number 1305/998

## Newsletter Advertising

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

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

These rates are for full-size camera-ready copy or Professional Page format only. We have no photographic or typesetting facilities. Absolute deadline for copy is 23 days before the meeting date. Send the copy and your cheque to: The Editor, AUG, PO Box 48, Boronia, 3155, Victoria.

## Amiga Users Group Committee

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## Starting Out - New Amigans

by Rudy Kohut

As a new owner of an Amiga, I was both excited and afraid of the plastic cased machine I had bought. In my case, the excitement was due to this being my first computer; my fear was that I had bought "the wrong machine"! Even though I had been using computers at my work, buying an Amiga was a trip into the unknown.

At work, the PC wasn't mine and someone else had to pay for repairs and maintenance. Of course, not having an Amiga at work meant that I was investing in something I knew about only through reading reviews and seeing them at dealers. I remember having one of the very earliest Amigas in Melbourne brought to my place of work for a demo, as we were just starting to invest heavily in Macintosh PC's, and I was eager to see if the Amiga could give us what we needed. While everyone loved the "bouncing ball", the dealer had no viable business software to sell with the machine, so we passed it by.

Well, two years passed and I was looking for a 'home computer', hoping to find a cheap Macintosh. Using the Mac's at work had been great - they are a splendid achievement in hardware/software integration and deserve their success. But they were pricey - so, remembering the Amiga, I decided to see what the two years had done for the machine and its software. The Amiga 500 had just been released, so the price was very attractive compared to the 1000 and the 2000, and the software was at least passable for my use and very good for my children's use. The "multi-tasking" operating system didn't mean much to me then - I was more sold on the Workbench environment, which separates a "computer as beast" from a "computer as friend". I wanted my children to experience a mouse oriented system, using windows, etc., because I was (and am) convinced that that is the way all systems will end up being approached, (even when "voice activated" systems are developed).

Still, the choice of the Amiga made me anxious because it was not one of the "industry standard" machines, and I had no way of knowing if Commodore would continue backing the machine or whether software would continue to be improved. There may be new owners right now who have the same qualms.

If it is of any help, let me say that two years later, I do not regret buying an Amiga one bit. In fact, I can't believe how 'lucky' I have been in choosing this machine. Commodore, for all our jibes, is supporting and developing the machine. That support is getting better all the time, and the software has developed to the point where much of it leaves the IBM equivalent for dead - or at least has the potential to.

I have accumulated a wide variety of software which continues

to enthrall me and test me; while my children are so adept at using the machine that their teachers get them to help out in computer classes at school. I have seen the Amiga range of software explode in size and quality, and the capabilities of the machine only seem to be partly addressed!

All of this lengthy introduction is meant to say that, while all machines have their problems and create their frustrations, the Amiga is one machine that will pay you dividends in personal satisfaction if you take the trouble to get to know it and use it.

The real point of this article is to share some of my discoveries with you. Nothing really fantastic, but enough perhaps to make your first few months of ownership less frustrating.

There are always things that need to be done so that things work as you want them to. For example, buying a new box of disks and having to "initialise" them before use! I have been asked by new computer owners why they can't save their first article to disk - the computer "refuses" to recognise the disk.

The answer is to "initialise" the disk from the Workbench. The command is in the second of the pull-down menus on the workbench screen. Only after this has been done will the computer know that the disk is set up to receive the data you want to put

## PCM COMPUTERS

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there. Each computer does the same thing.

By the way, if you want to create a disk which will "boot" the computer ie. start it up like the workbench disk, you must use the CLI (command line interface) and type the command "install <drive>". However, this does not put all the necessary files on the disk - you have to copy them over from the standard workbench disk yourself. An easier way is to "diskcopy" a standard workbench disk, delete the unneeded files and add the ones you want. That is what most commercial software does. To "diskcopy" you can either double-click on the "Diskcopy" icon in the "System" drawer or just drag the workbench icon on top of a blank disk on the workbench screen (having two disk drives makes the latter solution easiest). To do a diskcopy, you don't have to have "initialised" the blank disk first - so you can use a disk straight out of the box.

One of the frustrations I have had using commercial software is that, even if they use the "workbench", they often require special files to be in particular directories for their program to use. For example, the "Kindwords" word processing package that comes with the "Starter Kit" has its own fonts - it uses only those fonts and not the standard workbench fonts (except for defaulting to topaz 8 if it cannot find it's own); it also requires that your printer driver be called "EpsonX" (if using the Epson compatible type of printer) before you can use the "Superfonts" program. So if you boot with the standard workbench disk, the program still works but the screen display is limited to topaz 8 font and you can't use the special printer drivers.

The "EpsonX" problem is solved by simply renaming the "EpsonX[CBM\_MPS-1250]" driver to that name or copying the "EpsonX" driver from the Kindwords disk to your workbench devs/printers directory and then reselecting the printer driver in the Preferences window. I say "simply" but even this requires you to know how to use the CLI interface.

The first problem concerning the fonts is harder. What we have to do is to ensure that when we want to use the Kindwords disk without having to "reboot" the computer we tell the operating system to use the "fonts" directory on the Kindwords disk. If you have V1.3 of workbench then the best solution is to use the "IconX" command; if you have V1.2 then get hold of either this command from a friend or the similar public domain program "XIcon".

Using "Notepad" in the "utilities" drawer (or any word processor program that can create an ASCII file with an icon), type in the following lines:

;the "dot" followed by a space on the first line is essential!

```
echo "Looking for df1:fonts..."
```

```
if exists df1:fonts
```

```
assign fonts: df1:fonts
```

```
echo "Fonts reassigned to df1:"
```

```
else
```

```
echo "DF1:fonts not found"
```

```
endif
```

```
wait 2
```

```
endcli >nil:
```

Save this file on either your workbench disk or the Kindwords disk; give it a name like "Assign\_Font". Then make another file like this:

```
;don't forget the "Dot"!
```

```
echo "Looking for df0:fonts..."
```

```
if exists df0:fonts
```

```
assign fonts: df0:fonts
```

```
echo "Fonts reassigned to df0:fonts"
```

```
else
```

```
echo "DF0:fonts not found"
```

```
endif
```

```
wait 2
```

```
endcli >nil:
```

Again, save this to the same disk and call it, say, "ReAssign\_font". Once this is done, exit "Notepad". Open the disk (close it first if it was already open) to make the file icons appear. Select an icon by clicking the icon once and select the "info" menu item on the workbench screen in the first menu column. Change the "default tool" item from "Notepad" (or whatever tool you used) to "Sys:c/IconX" and save the change. Do this for each file. Now, before you use your program, double-click on the "Assign\_Font" icon and the script file will execute changing the "assignment" of the fonts directory to the disk in drive df1:. The "DF1:" can be changed to the name of the disk eg. "Kindwords:" if you want the assignment to relate only to that disk and program. This is what single disk drive owners would have to do. I made the assignment "DF1:" because I have other programs that do the same thing, so I always start them with the disks in drive df1: on my machine.

Please note that the "." (dot) is essential on the first line or IconX will not work. This is one of those "undocumented" features of the program! Normally, when executing a straight script file from the CLI, the "." is only used when "keys" are being required. For some reason, IconX will not accept the "If...Else...Endif" statements in a script file without the ".", even though no "key" assignments are being made. I don't know how I figured that out; just trial and error until the program worked!

You may have guessed by looking at those two script files that you could make other "assignments", for example, assigning the "devs" directory (with the printer drivers) to another disk. In fact, because I happen to have a third disk drive (df2:), I am setting up a disk with a "fonts:" directory which has every special font used by all my software in it, and a "libs:" directory with special libraries, and a host of special software (mostly public domain) that I find useful. I then "assign" the "sys:fonts" and "sys:libs" and anything else I need to "df2:", which gives me incredible flexibility with the workbench. This is the next best thing to having a 'hard drive'!

There are other things I have learned to do to make me master of the machine and software, rather than the frustrated end-user. I hope to be able to share more with you next time. Until then, I can be contacted by any new Amiga owner wanting some help. My name and contact details are listed at the end of the "Workbench" magazine in the "Amiga Help Network" listing. Yes I can also help with AmigaBasic as the listing shows. If I am not available, contact anyone listed in the help network - we are all willing to give advice!

### An Acceptable form of Stealing?..

#### Software Piracy

By Alexander McCooke.

The following is a piece I wrote for a school English option last year, preaching on the wrongs of Software Piracy.

Most people would be shocked if a friend came up to them and told them he had just broken into a shop and stolen a software package; however if he said he had just acquired a copy of a great new computer program they'd ask for a copy! The illegal copying of computer software, like that of audio and video cassettes; is just the same as stealing, but few people see it that way. In fact, piracy usually disadvantages everybody -- the authors, computer dealers, the recipients of pirated software, and genuine users of originals.

Many people see no harm in copying software, they see nothing wrong with doing so. People who wouldn't walk off with someone's pen will pirate software. It is very easy to do and almost irresistible. If the illegal nature of piracy is pointed out to them, the main excuse they give is cost: computer software is expensive, and people say that if it was cheaper then they would buy it instead of copying it, but this is no excuse. For one thing if software was not copied illegally then it could be sold more cheaply. But even if software remains expensive, many things also are; a video recorder costs a lot, but if you couldn't afford one would you steal it? There is such a thing as going without!

Pirating software disadvantages those who write, market and

sell computer programs. The computer dealer misses out on sales, and must sell the software for more, and the author of the program does not receive the money due to him or her for writing the program; not only do they fail to receive the money they need for a living, but also they will be less likely to update and improve the program.

Those who pirate software have often not considered the advantages they get from paying for software. First, they get the manual, which they will usually not get with copied software -- the cost of photocopying the manual is much more than that of duplicating disks. If there are problems with pirated software, there will be no support from dealers, companies, or authors. Admittedly not all dealers and companies do offer good support, but those that do should be encouraged.

Most software is distributed on disk, and various methods have been used to stop people making copies of it. However these methods often disadvantage other users of the program who do not want to pirate it. The most common method of "copy protection" is a disk-based scheme, usually an intentional error or extra information is written to the disk, either stopping the program from being copied or preventing the copy from working. For the average user, this stops them from making a "backup" of the program, in case the original is damaged. It is little deterrent for someone who wants to pirate software since they will probably be able to get around it. The protection in some cases also cause the disk drive to be damaged after repeated reading of it. More recently some programs ask when started something like "What is the third word on the fourth line on page seven of the manual?" They may only be used after the question has been answered, working on the theory that most people will not be prepared to photocopy the manual as well as copy the program; which is not always true. It can be very annoying having to get out the manual every time the program is started, and if the manual has been lost...bad luck! Another method is a "dongle", a small device that is plugged into the computer, and without which a program will not work. Although better than many other methods, making a dongle costs money, and they can be a nuisance to plug in.

While it can be argued that copying software for a friend is not that drastic, although it is still wrong, some people make large amounts of money out of mass distribution of pirated software. They "crack" the copy-protection and sell it for less than computer stores are able to. Some user groups and bulletin boards give out large amounts of pirated software to their members, who probably pay to join for this benefit.

People who can not afford to buy large amounts of software should not overlook the public domain. Many programs which could not be marketed commercially, which are still in the development stage, or are written for people who cannot afford commercial products are available as public domain software or shareware. Public domain means that it is free except for the cost of copying a disk; shareware means that if you like the program the author requests a contribution, usually only around US\$10. It is quite possible to build up a large software collec-

tion with only a few commercial packages, and much public domain software.

Piracy: it is illegal, it is stealing, it costs more in the end, it is unnecessary. Why do it?

Ed's note- you may have noticed in the front of our newsletter that we include in bold lettering the words "We DO NOT condone software piracy", as we not only understand the legal and moral implications of doing so, we realise that it is to our benefit to purchase the program legally. You see if you purchase the program, you are effectively rewarding the person on a job well done, and giving the programmer an incentive to write more quality programs. Without paying the purchase price, you are effectively removing the incentive for quality programs - your loss! The most hypocritical comment I hear is people complaining that they can't find any decent programs for their computer system, and then boast that they have not one original program! Listen people, it effectively was the death of the ATARI ST, and if everyone doesn't clean up their act, it may just be the death of something beautiful.

I have owned CBM machines for over 6-7 years, starting with a VIC20, a C64 and finally the AMIGA, and over that period of time the only trouble I have had was the dreaded 1541 alignment. I personally am very happy with the products produced by CBM, and yet all I seem to hear is what is wrong with the company and the products they make. So when someone I know asked me to tell his tale of how he was treated when his equipment failed to work properly, I jumped at the chance.

He has a A1000 with a sidecar and try as he might he just couldn't use a modem or any other peripherals purchased for connecting to the IBM side from the AMIGA, it seemed that the serial port just didn't want to talk to the AMIGA. He brought it into the service department at the computer distributor where I worked. The technicians spent hours trying to locate the fault to no avail; (technicians are not all geniuses). To finally remedy the problem, a replacement motherboard was ordered from Germany, but there was no sign of it arriving. (Kid, if this is so, I wasn't aware of this!)

So fed up with the delay he wrote a letter to CBM detailing the problems he had with one of their products and asked for a solution. CBM was sympathetic, although not able to offer a fix for his problem, offered to totally refund the purchase price on his sidecar. While perhaps not the greatest solution it satisfied him and showed that CBM do stand behind the products that they produce.

Alias the Bloody Kid

## Competition:

AUG is having a colour cover for it's 50th edition Workbench in July 1990 and is looking for potential cover pictures

All members can enter pictures for the competition, and as well as having the fame of having the colour cover of the Workbench, they will be rewarded with a year's free membership and a high quality full colour blow-up of their picture.

Entries can be drawn, digitised, ray-traced or anything else as long as they are original, colourful and interesting. Just send in, or alternatively hand in, on disk, your IFF file to:

**The Editor, AUG**

**PO box 48**

**Boronia 3155**

**Victoria Australia**

Fish Disk #283

Bref A cross reference program for AmigaBASIC code. Generates a list of the BASIC code with lines sequentially numbered, plus a table showing all variables and labels used in the code, and the line numbers where they were used. Created from the CREF program on

disk 166, which was written by Mike Edmonds and Joel Swank. Version 1.01, includes source

CWDemo Demo version of a pop-up utility to control the color register assignments of Intuition custom screens. This is version 3.2, an update to version 3.1 on disk 238. Binary only

FullReset A program to get rid of all viruses, vector modifying programs, and residents, by forcing a specific reset. Binary only

MarbleSlide The aim of this game is to build a slide on a 10 x 11 board of pieces that move around, allowing the marble to reach the goal piece. You play against time. Also includes a board editor so you can build custom boards. Binary only

SensoPro You try to remember and mimic the sound/color sequence played by the computer. Each time you get it right, another sound/color is added to the sequence. Great practice in case you ever find yourself in a "Close Encounters of the Third Kind" experience. Binary only

WatchMan A little screen hack inspired by "EyeCon" on Sun systems. Includes source

Fish Disk #284

ARPTools A group of small utility programs requiring ARP, that have been created to address some deficiencies of the ARP CLI environment, especially to exploit the potential offered by non-named pipes in the ARP shell. Version 1.0, includes source

Back Two programs to assist users of Matt Dillon's Backup/Restore program in making error-free VERIFIED backups onto floppy disks. Also useful as a trackdisk device example. Includes source

Dme Version 1.38 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 1.31 on disk number 169, includes source.

FileTest This routine is used to recursively descend the file system tree from a specified directory location, reading the files into memory (if they will fit) as it goes. Useful as a complete test of file system integrity. Includes source

IconTools Here are some tools for icon tricks. Note that these tools are really hacks because they exploit some areas of the .info files that the current version of WorkBench does not clear or reset upon loading the icon. There are three programs here which allow WorkBench drawer windows to appear in non-standard colors and allow you to move the position of the file name text to anywhere in the icon's graphic. Released to the public in the hope that 1.4 will allow more flexible user customization of the WorkBench appearance. Includes source

RecurDir A recursive directory program that is useful as an aid in ZOOing files in nested directories. Allows one to easily ZOO the complete contents of a disk. Includes source

Fish Disk # 285

AvailMem A small free memory counter that continuously displays the amount of free chip and fast memory in bytes (as opposed to K). Version 1.03. Includes source

DynaShow A program and example image using a dynamic HiRes technique to display up to 4096 colors in high res with overscan. Dynamic HiRes uses a different 16 color palette on each scan line. Version 1.1, binary only.

'Liner 'Liner is a freely distributable outliner. It can be used to create outlines of any length, in a number of different formats, and can save the outlines as straight text for export to other programs. Version 1.32. Includes source

MSizer A program that allows you to resize a window from any corner when holding down the left mouse button and the left Amiga key. Includes source

Plasma A plasma cloud generator program that uses the extra halfbrite mode. Plasma clouds are a special form of fractal which show very smooth color gradations. Version 1.f, includes source

Rubik Translation to C of a Rubiks Cube solver program originally written in Basic by John Murphy. Includes versions to do an "unwrapped" 2D solution, and a more visual 3D solution. Version 0.0, includes source

Fish Disk #286

CCutils Eight small CLI utilities that use the cclib.library shared library. Includes a program to display disk usage on your menu bar, a program to check the integrity of IFF files, a program to remove shared libraries from memory if they are not being used, and more. Binary only

EW Patch for Intuition OpenWindow() and CloseWindow(), creating a Mac-style frame whenever a window is opened or closed. Very short, includes source in assembler

FastDisk A disk optimizer providing two ways of optimizing. Originally written by Thorsten Stolpmann. This is version II, now featuring an Intuition interface, ARP support, bug hunting, and Lattice C compatibility, done by Oliver Wagner. Includes source in C

S220to8SVX Converts sound samples from a Roland S-220/S-10/MKS-100 to 8SVX IFF 8-bit samples. Version 1.0, binary only

Txt2Exe This program takes a text file, creating a runnable command which will output the text. Allows various operations to be done on the text. Binary only

Uedit Version 2.5d of this nice shareware editor. Has learn mode, a command language, menu customization, hyper text, and other user configurability and customizability features. Binary only, shareware, update to version 2.5b on disk 254

Fish Disk #287

**DAsm** A multipass, symbolic, macro assembler for multiple target machines, including 6502, 68705, 6803, and 6811. Supports conditional assembly, addressing mode overrides, arbitrary number of named segments, pseudo-ops for repeat loops, data generation, etc. Version 2.12, includes source

**FullView** A text viewer that uses gadgets at the bottom of the screen (thus can display text 80 columns wide), opens up to the full height of the Workbench screen, has fast scrolling, and can work with compressed files (file compression program included). Shareware, binary only, source available from author. This is version 1.1, an update to the version on disk 242

**JPDirUtil** A directory-utilities type program with many built-in commands, and 16 customisable gadgets. User configurable in many ways. Can be iconified to Workbench screen. This is version 1.11, binary only

**MouseCoords** A small assembly utility which shows you the current position of the mouse pointer. Can be "jumped" to operate on any screen. Includes source in assembly

**OSK** A software keyboard, which allows you to type using the mouse. Can be made to send keystrokes to any window, and can be iconified. Includes source

**PopDir** A small utility which "pops open" to help you look at the contents of a particular directory on demand. Version 1.6, an update to version 1.4 on disk 204. Includes source

**Unshar** This program extracts files from Unix shar archives. It scores over similar programs by being small and fast, handling extraction of subdirectories, and recognising a wide variety of 'sed' and 'cat' shar formats. Version 1.1, includes C source

**VirusX** Version 4.0 of a popular virus detection/vaccination program. This is an update to version 3.20 from disk 216. Includes a check for the new Xenovirus

**ZeroVirus** A fully integrated virus checker and killer, with bootblock save and restore features. Finds both bootblock and file based viruses. Uses Brainfiles to recognise viruses, and has "on-line" Brainfile editing facilities. Can be iconified to Workbench screen. This is version 2.01, an update to version 1.3 on disk 242. Binary only

Fish Disk #288

**DiskSpeed** A disk speed testing program specifically designed to give the most accurate results of the true disk performance of the disk under test. Automatically updates and maintains an ASCII database of disk results for tested disks. This is version 2.0, an update to version 1.0 on disk 251, with a few new features and a cleaner user interface. Includes source in C

**PlotData2D** Plots data onto a custom user defined screen and window, reading the plot and screen/window definitions, along with the X and Y data pairs, from a disk file. Supports linear, log-log, and semi-log axis plots. The data can be plotted with lines, symbols,

or both. Includes numerous example plots. Version 1.0, includes source in Fortran

**Scriptit** A script language that allows you to automate actions you would normally have to do manually. Scriptit can do anything that you do manually, by either the mouse or keyboard, by using a set of commands that instruct Scriptit to simulate specific mouse or keyboard actions. Also has an ARExx port, so it can be driven by ARExx allowing ARExx control over programs that do not have ARExx ports. Includes both a recorder to generate scripts and a player to execute them. This is version 1.20, binary only

Fish Disk #289

**AmiGo** A Go board and player for the Amiga. You can play against another human, against the Amiga, or have the Amiga play itself. Version 1.0, includes source

**Atree** A disk utility which imitates similar utilities widely available on IBM compatibles (PC Tools, Xtree, QuickDos, etc). The intent is to allow the user a graphic representation of the entire directory structure on a disk device, including the files in each directory, and the capability of moving quickly through the tree to a directory to access its files. Version 1.7, binary only

**LHarc** An archive program like Arc and Zoo, with a heavy emphasis maximum compression for minimum archive size, using LZHUF compression. This is Amiga version 1.0 (compatible with MSDOS version 1.13). Binary only

**Orbit** Plots the ground trace of satellites on a map of the earth, using the orbital elements for some 130 satellites, from a list which is updated every two weeks on CompuServe. Version 1.2, binary only

**TreeWalk** A command for visiting all the files of a subtree of an Amiga file system, testing every file in the specified subtree against a supplied "filter" expression, and if the file passes through the filter, to issue the specified command with that file as one of the arguments. It is designed to be reasonably fast, robust, and not use a lot of stack space or any other critical resources. Includes source

Fish Disk #290

**DPlot** A simple display program for experimental data, with the goals of supporting paging through lots of data and providing comfortable scaling and presentation. This is version 2.0, an update to version 1.0 on disk 237, and incorporates several significant enhancements. Binary only

**IPC** An IPC (Inter-Process Communication) package, with the goal of creating a standard for IPC on the Amiga that is flexible enough to handle the widest possible range of applications. The protocol used addresses different problem areas than ARExx, and emphasizes different aspects of the communication process, such as fast communication and preservation of data structure. Includes source

**KillReq** A small program which disables Intuition's

**AutoRequest** function. In particular, this prevents AmigaDOS from putting up system requesters, which is useful if you are operating your Amiga remotely and can't use the mouse to click CANCEL. Unlike similar utilities which affect only a single CLI, KillReq disables ALL requesters. This is version 1.0 and includes C source

**Xicon** Xicon lets you use icons to call up scripts containing CLI commands. This is version 2.5, an update to version 2.01 on disk 157. New features include automatic selection of the correct execution directory, the option to have keyboard interaction, and the use of IF, ELSE, etc DOS commands. Binary only

Fish Disk #291

**GMC** A console handler with command line editing and function key support. GMC provides extended command line editing, function key assignment in four levels, extended command line history, online help for functions in the handler, and an iconify function. Version 4.0, binary only

**Keyboard** Functions to translate RAWKEY Intuition messages into usable keycodes. Includes source

**Sim** A simulator for register-transfer nets, which are used to describe hardware systems. This version also provides a compiler to define new devices in addition to Sim's internal devices. This is version 4.2, an update to version 4.0 on disk 229. Binary only

**SKsh** A ksh-like shell for the Amiga. Some of its features include command substitution, shell functions with parameters, aliases, local variables, local functions, local aliases, powerful control structures and tests, emacs style line editing and history functions, I/O redirection, pipes, large variety of built-in commands, Unix style wildcards, Unix style filename conventions, filename completion, and coexistence with scripts from other shells. Very well documented. Version 1.2, an update to version 1.0 on disk 279, where it was called ash. Binary only

Fish Disk #292

**Devstat** Assembly code example of locating and listing information about all mounted devices. Includes source FileRequestAssembly code example of a file requester. This is version 2.0, an update to version 1.0 on disk 173, where it was called FileSelect. New features include 3 speed scrolling of filenames and ghosting of unavailable devices. Includes source

**MultiPlot** A package for making 2D plots conveniently. Tim Mooney wrote the original program, which was then enhanced by Alan Baxter with a nicer user interface, support for the PLT: device, and support for file conversions. Rich Champeaux and Jim Miller wrote the PLT: handler which emulates a plotter by accepting HP-GL commands, creating a raster image, then dumping it to any preferences supported graphics printer. This is version XLN and includes source to MultiPlot. Update to version 1.2 on disk 231, where it was called just "Plot". This version is 2D only

Fish Disk #293

**ClockDJ** A utility which combines a clock, mouse accelerator, screen blanker, window manipulator, function keys, and macros into a single program, written in assembly language for maximum efficiency. Includes an ARExx port. Version 4.07, binary only

**CrcLists** Complete CRC check files for disks 001-292 using the brik program. These were made directly from my master disks. I have switched to brik, from the crc program used to make the lists on disks 133, 146, and 173, because it has more features and because source is available. This is an update to the lists on disk 233

Fish Disk #294

**DNet** A link protocol that provides essentially an unlimited number of reliable connections between processes on two machines, where each end of the link can be either an Amiga or a Unix (BSD4.3) machine. Works on the Amiga with any EXEC device that looks like the serial.device. Works on UNIX with tty and socket devices. Achieves better than 95% average throughput on file transfers. This is version 2.10.13, an update to version 2.0 released on disk 220. Includes sources for both the Amiga and Unix versions

**FmsDisk** A file based trackdisk simulator, useful for creating a floppy-like partition on your hard disk (so you can diskcopy to a floppy) without actually having to create a special partition for it. Also useful for testing new filesystems and such. Supports up to 32 units, with either the old filesystem or the new fast filesystem. Includes source

Fish Disk #295

**GnuGrep** The grep program from the GNU project. Replaces grep fgrep, egrep, and bmgrep. Currently does not expand Amiga style wildcards, so if you wish to scan multiple files you will need to use it with a shell that does this for you. This is version 1.5, an update to version 1.3 on disk 204. Includes source

**Lhwrap** A program which will read tracks directly from your floppy disk, compress them using adaptive Huffman encoding, and output them to a file. The resulting file can be used by lhwrap to reconstruct an image of the original disk. This is version 1.03 and includes source

**MandelMountains** A program that renders three-dimensional images of blowups of the Mandelbrot set. Includes several example images. Version 1.1, shareware, binary only

Fish Disk #296

**Comal** Demo of AmigaCOMAL (missing only SAVE), an incremental p-code compiler from Denmark. COMAL is a language with the design goal of

combining the modern structured approach of Pascal with the ease of use and interactivity of BASIC. There are versions of COMAL for IBM, VAX, CP/M, C-64, Amiga and various European operating systems. Includes a complete turtle graphics package. Is perfect for education yet powerful enough for applications programming. Version 2.0, binary only

**Patch** A port of the very useful UNIX utility which applies context diffs to text files to automatically update them. This is a port of version 2.0.1.6 (patch level 12), which Eric has dubbed Amiga version 1.0. It is an update to an earlier version on disk 129. Includes source

Fish Disk #297

**Clean** A small program written in assembly code, to be used in conjunction with a cleaning disk, to clean your floppy drive heads. Version 1.0, includes source

**DevKit** A collection of C and ARexx language programs to facilitate the software development process. With DevKit, you can launch your compiler from within your editor, have the cursor positioned on your errors, look up the autodoc page for any Amiga function at a single keystroke, find a system structure within the include files, or find any function in the code you are writing. Version 1.2, includes source

**Elements** Very nice interactive display of the the Periodic Table of Elements. Can display a large amount of pertinent data about a selected element along with a good deal of general and miscellaneous info. This is version 1.3, an update to version 1.2a on disk 253. It adds a non-interlace mode and extend selection of two elements. Binary only, shareware

**Hypno** A "bouncing polygons" type program like Mackie, LineArt, and Bezier. Includes source in C

**Jed** A nicely done, intuition-based editor that is quite user-friendly. Features word-wrap, auto-indent, newcli, alt buffer, split-window, keyboard macro, help, printing, and more. This is version 1.1, an update to version 1.0 on disk 180. Shareware, binary only

**SuperMenu** An information display system you can use to quickly and easily display text files (and sections of text files) with the press of a button. Version 1.62, shareware, binary only

**WriteIcon** Sample code that creates an icon using a compiled-in image, the source of which can be created with Icon2C on disk 56. Version 1.0, includes source in C

Fish Disk #298

**BBChampion** This is BootBlockChampionIII, a very nicely done program that allows you to load, save, and analyze any bootblock. This is version 3.21, an update to version 3.1 on disk 244. New features include checks for five different LAMER viruses and some other enhancements.

ts. Binary only

**DClock** A "Dumb Clock" utility that displays the date and time in the Workbench screen title bar. Uses only about 2 percent of the CPU time and about 10Kb of memory. Also has an alarm clock feature and audible beep for programs that call DisplayBeep. Version 1.5, includes source

**Fenster** A program which can operate on windows owned by another program, to close them, change their size, refresh gadgets, move the window to the background, etc. This is version 2.0, an update to version 1.0 on disk 245. Includes source

**FileMaster** A file editor like NewZap or FedUp, which allows you to manipulate bytes of a file. You may also change the file size or execute a patch. Version 1.11, includes source

Fish Disk #299

**Hangman** A simple hangman program similar to one seen on some UNIX machines. Currently runs only from CLI. Includes source in C

**Rxll** An ARexx interface library that makes it easy for programs to implement a complete, robust ARexx interface with minimal effort. Version 1.0, includes source

**SceneGenDemo** Demo of a program called Scene Generator, that generates very realistic looking landscapes. This program is an enhanced, low cost commercial version, of the Scenery program included on disk 155. This is version 2.03, binary only

**Yacc** This is a port of Berkeley Yacc for the Amiga. This Yacc has been made as compatible as possible with the AT&T Yacc, and is completely public domain. Note that it is NOT the so-called Decus Yacc, which is/was simply a repackaging of the proprietary AT&T Yacc. Amiga version 1.0a, includes source

Fish Disk #300

**SuperEcho** A neat program to be used with Perfect Sound-like audio digitizers that generates LIVE audio effects, including Echos, Deep Voice, Squeaky Voice, Many People, M-M-Max Headroom and much more. Binary only

**TACL** An adventure player for games written with The Adventure Construction Language, a commercial computer language. Includes two sample games; one is text-only and the other is text-graphic. Binary only, plus the TACL source code that was used to write the graphic adventure

**TitleGen** A simple script language program for generating vertically crawling title sequences in any font and up to 500 lines long. Good for video production. Version 1.6, binary only

**XenoZap** A program that recursively descends into directories, disabling the Xeno virus in all executable files that it finds. Version 1.0, includes source in Modula-2

### Publishers' Choice.

Darren Bacon

Publishers' Choice is an integrated Desktop Publishing package produce by The Disc Company. They have an address in Australia to which you send the registration card, I posted mine about 6 months ago and have heard nothing since.

The package contains 7 disks and the software included is Kindwords 2.0 word-processor, Pagesetter 1.2, a disk full of fonts, a disk full of clip-art and a laserscript disk. I'll mention the price now, it is very good value at \$200.

In my opinion Kindwords and Pagesetter are both entry-level products within their categories. However they do lend themselves to some powerful, impressive applications.

Kindwords has a 100,000 spelling checker and thesaurus. It also has some graphics capabilities and includes a set of custom fonts/printer drivers. I don't go much for customised systems, as they can only be used for a specific program. However the quality of the Kindwords system is exceptional on my 24 pin printer. The screen refresh is a pain in the butt, it does a sort of a half screen scroll when it gets to the bottom of the screen (Something like QED, for those who use BBS's). It is slow at times.

Summary of Kindwords? Very useful document processor, I own and use WordPerfect, Kindwords is a couple of steps down from that.

PageSetter is an entry-level desktop publishing system (DTP). I use this to produce a monthly newsletter and have produced tickets for some of the local community group functions. If I needed to use a DTP system on a more regular basis I would buy something else like Professional Page 1.3, but for now I am happy to use PageSetter.

Like most DTP systems, it is memory hungry. To try to have more than 2 pages loaded at a time, along with 2 or 3 fonts and a couple of pictures, is playing with trouble. I have a 1 meg A500 and have run out of memory a couple of times with PageSetter.

The most annoying thing with PageSetter is that some of the programming was obviously designed before the A500 was a twinkle in CBM's eye. To give an example, whilst you are printing, a message box is on the screen and which says, "To abort printing, turn off the printer and click cancel when the (system) requester appears". That's fair-dinkum. If you see something going wrong, you have to turn off your printand wait for the "Printer Trouble...." requester. Most printer drivers have a 30 sec. delay built into them for this message, so you

can image the pain:

Pagesetter takes over most of the Amiga which doesn't really matter, because anyone who tries to multi-task with a DTP program either has lots of chip ram, or is a thrill seeker.

All of your stuff is done in boxes with a DTP system, unfortunately PageSetter can only have one font per box. If you need a few different fonts, you have to make a number of boxes. You can't mix graphics and text in the same box, unless the text is actually a part of the graphic picture.

One of the neat things with the fonts are outlining, bold, italics, shadow, etc. These can be used in combinations and

you can make an ordinary font look very nice with a bit of imagination.

The boxes can have borders which can also be effective with a bit of imagination. There are five different borders to choose from.

Pagesetter has a text editor and a graphics editor both of which are very basic items. The object is to design your stuff on other programs and load them into PageSetter for touching up and printing.

The clip-art disk has around 200 little pictures of varying quality. I've used a number of them with satisfactory results. The font disk has about 35 different fonts/sizes which are of very high quality.

I haven't bothered with the laserscript disk, but it apparently takes advantage of postscript print and can be

used with lasers or typesetters. When I'm very rich I might be able to use this disk.

PageSetter is a very useful tool for people with a small work load. I wouldn't recommend we produce WORKBENCH on it though.

In all, for \$200 you get a nice system for exploring the world of DTP and learning how it works. I recommend this for home use and small groups who might have a monthly newsletter of 2 or 4 pages. Any bigger than that and you are advised to buy something more powerful.

Installing Obese Agnus

The new 8372A Fatter Agnes IC will require the following modifications

\* Note: The correct IC extractor MUST be used P/N 314874-01

## Installing Fatter Agnes in the Amiga 2000

1. Locate Jumper J101 (lower Right of Power Connector CN400, and move the installed Shorting Block to the left, Shorting pins 2 & 3  
\*This will enable Address 19 from the 68000.  
\*See page 13 of A2000 System Schematics
2. Locate Jumper Pad J500 (lower Left of 8520 IC at U301) and use a sharp knife jto cut the trace connecting the two pads.  
\*This controls the EXRAM Signal.  
\*See Page 9 of A2000 System Schematics
3. For PAL Display bend up pin 41 of IC socket (other side of IC socket from pin 1. 9th lead from back edge and 13th from front edge on left side of socket).  
\* See Fat Agnes diagram in A2000 manual pg. A-17
4. Line up pin 1 of 8372A Fatter Agnes with pin 1 of socket and insert IC fully.

## Installing Fatter Agnes in the Amiga 500

1. Locate Jumper Pad JP2 (between 68000 at U1 and ROM at U6) and cut trace between Bottom and Center Pads with sharp knife. Solder the Top and Center Pads together.  
\*This will enable Address 19 from the 68000.  
\* See pg 39 of A500 Service Manual.

If you have a revision 6a A500 skip to 2b.

- 2a. Locate the RAM Expansion Bus Connector CNX. Pins 1 and 2 are on the Bottom Row and Pins 55 and 56 on the Top Row. Count up from the bottom, (by twos), and locate Pins 41 and 41. About 1/8" to the left is a plated hole with a trace which runs straight up, (Parallel with the white silkscreen line describing the CNX Connector Outline.) This trace should connect between Pin 32 of CNX and Pin 32 of the GARY IC U5. This trace must be cut.  
\*This controls the EXRAM Signal.  
\*See pages 39 and 40 of A500 Service Manual

NOTE: There is also another trace running straight up next to the trace which must be cut. This other trace may be obscured by the silkscreen line.

\*\*\* BE VERY CAREFUL THIS TRACE IS NOT CUT

- 2b. Locate Jumper Pad in same position as trace of 2a and

cut trace between bottom and center pads.

3. For PAL Display bend up pin 41 of IC socket (other side of IC socket from pin 1. 9th lead from right edge and 13th from left edge on back side of socket).  
\* See Fat Agnes diagram in A500 manual pg. A-16
4. Line up pin 1 of 8372A Fatter Agnes with pin 1 of socket and insert IC fully

This document was copied from the Commodore fax that went to ComCare centers. I have added the info on Rev 6a. I have successfully changed a Rev 6a A500 and two B2000's with this procedure. All fired up immediately and are still working without any problems. I do not own the special IC extractor to remove Fat Agnes and carefully pried it from the socket with a jeweller's screwdriver. Use or discard this info as you chose. I accept NO responsibility for any difficulties you may have.

AR

Western District

To cater for the Outer Western District, a member by the name of Shane Powell is interested in forming a branch of the AUG out West, with the areas from Colac to Portland in mind. Shane would like to hear from any person interested in being part of such a group which would meet on a regular basis. To get in touch with Shane, call (055) 62 1485

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PUBLIC DOMAIN REVIEW - VirusX 4.0

by Perry Rosenboom

Last month I wrote an article about Tetrax, which is an excellent game available in the Public Domain. This month I thought that I might look at a subject which interests everyone - that of viruses and virus killers and detectors.

I don't propose to go into the lack of conscience (some say intelligence) that people who create these viruses display, because there have been many articles written about viruses, and the people that create them. Fortunately for the majority of us, there are also some people that take the time to create detectors and destroyers for these anti-social pieces of software. I wonder if one day we will ever see the end of viruses on the Amiga? Probably as likely as having an election without politicians....

The program which I'm looking at this month is the latest version of what is probably the best known and most widely used virus detector - VirusX. If your favorite Anti-virus program is better than VirusX (for whatever reason), why not tell us about it by writing your own article and sending it to Con - that way we can all benefit.

At the moment there are two known types of viruses - Boot Block viruses and Link type viruses. Boot Block viruses live on the first two sectors of a disk, which is reserved for the boot block. When a disk is bootable (like Workbench or many games), the virus is the first thing which is loaded into memory. Usually it will stay there (surviving Ctrl-Amiga-Amiga type resets) and write itself to the boot block of any write enabled disk which is inserted into your drive. Some viruses (like the Byte Bandit) will halt your system or freeze your screen after a period of time. Others will display a message, but will not otherwise interfere with the running system. The damage is done when the virus writes itself back to a brand new game disk which you've just bought, that has to be write enabled so that you can save your high score! Many commercial products contain important information in the boot block, and will not run if tampered with. The obvious solution is to turn off your machine for 30 seconds before inserting any new disks which are write enabled, but that isn't good for your Amiga, or your sanity!

Link type viruses (sometimes called Trojan or Trojan Horse viruses) haven't been around as long as the Boot Block type, are just as much of a nuisance, and are more difficult to detect. These viruses attach themselves to programs, or replace them completely, only to emerge at a time when you need it least. Because they don't live in the boot block, these rotten things are not detected by the normal Anti Virus software. If you are selecting an Anti- Virus program for your own use, ensure that it can handle link type viruses.

A word of caution for the inexperienced: Don't assume that an "Unknown Boot Block" message from an Anti-Virus program means that you have a virus on that disk. If you are not sure, put it aside for a more experienced person to look at before killing the suspect virus. You may wind up destroying your favorite game just because it had it's own special boot block!

VirusX 4.0 is the latest version of one of the most popular and well respected Anti-Virus programs developed. The user interface is simple, although the number of viruses which can be detected and killed is very large. Before I launch into VirusX itself, some details are in order.

VirusX 4.0 was written by Steve Tibbett and Dan James, with some help on the documentation side from Jim Mayer. It is written in Lattice C Version 5.04, and source is included. Steve included the source because people accused him of attempting to spread a new virus under the guise of a virus checker. Paranoia? Perhaps, but I bet everyone thinks twice when they see a program with the name "Virus" in the title....

VirusX is freeware, which means that no donation is asked for in order to use it - something which not often seen. According to the author, the motivation behind spending such a large investment in time developing VirusX is the hope that some day viruses will be a thing of the past on the Amiga.

The documentation provided is 11 pages long, and contains instructions on using VirusX, and details of all viruses known to the program. I've included a summary of Viruses which can be handled at the end of this article.

Now that the formalities are over, let's look at VirusX itself. The program is run from the CLI, and when running consists of a just a title bar. There are no fancy graphics, sound or flashing lights - this program is doing a serious job, and has been designed to do that job, and not waste resources doing it.

Put very simply, whenever you insert a new disk, VirusX checks it out for a bootblock virus. If a virus is found a window will pop up, informing you, and asking for permission to remove it from the disk. If a disk with a non standard boot block is inserted, you will also be warned, but be careful about destroying a non standard boot block - it probably deserves more investigation. VirusX is also on the look out for certain link type viruses and will tell you if it finds the virus in memory. VirusX checks the most obvious places on the disk for link viruses, but another program is included (called KV) which will check an entire directory's files for a number of link type viruses, and is probably the most efficient way to check whole disks.

When VirusX is invoked, the small window remains inactive (although the program is still doing it's stuff). Clicking on the window makes the VirusX window active, and you can get information from VirusX in the active state. After making the window active, clicking the right mouse button displays information on the number of disks checked, and what was found. If required, VirusX can display the contents of a boot block so you can scan it for text.

There are some options which are available when invoking VirusX 4.0, including the option of making VirusX active when run, positioning the titlebar, and the type of checking to be done. For maximum effectiveness, it is suggested that

you include VirusX as part of your startup sequence.

I mentioned that a program called KV is supplied with VirusX 4.0, and it is worth mentioning here. KillVirus is a program which has been designed to detect and remove link type viruses from your disks. Unlike most other virus detectors, you don't put it in your startup-sequence and let it run the whole time. You run KV when you want to check files or directories on your disk (hard or floppy).

The version of KV which is supplied with VirusX 4.0 is 2.1, and is written in Manx C by Dan James - source is provided. A page of documentation is supplied, and this page contains all of the information needed, because KV is very simple to run.

This version has the ability to detect and remove the IRQ, Lamer Exterminator and BGS-9 viruses. It will also detect and disable the Xenon Virus. This means that the Xenon virus will be prevented from spreading, but the code has not been removed from your infected files. The Xenon virus appeared shortly before this version of KV was released, and rather than hold up the release, the author added the ability to disable the virus, but not remove it completely.

KV is run from the CLI, and has a number of options available which will cause it to check for specific viruses, or all viruses known to the program. When you run the program, you tell it where to look by supplying a directory name, or file name. Templates are permitted, but as far as I can tell, a template will only work within one directory. I'd like to see the ability to supply an option which will check the whole disk, so that I don't have to run it once for each directory.

So there you have it - the only thing left to do is include the summary of viruses which can be handled by VirusX and KillVirus:-

Viruses which are detected and killed by VirusX: SCA, Byte Bandit, Revenge (a Byte Bandit clone), Byte Warrior, North Star, Obelisk, Pentagon Circle, Lamer Exterminator, Old North Star, 16 bit crew, Graffiti, Diskdoktor (not to be confused with

the "DISKDOCTOR" program that comes with your Workbench disk), Australian Parasite. VirusX will also detect the IRQ virus, remove it from memory, and from the most common places on the disk.

Viruses which are detected and killed by KillVirus: IRQ, BGS-9 and Lamer Exterminator. KV will detect and disable the Xenon virus.

VirusX 4.0 is available on Fish disk number 287, which has the added bonus of Jonathon Potter's latest version of ZeroVirus - all this for two bucks on your own disk!

#### Letter to the Editor

Being interested in electronics and having a computer which has endless possibilities, I am wondering if anybody has the same ambitions as I have, regarding building interfaces to connect to the parallel port. I say this because what I want to do is to monitor the voltage of a battery with an analog to digital circuit and display the results on screen with graphics and numeric format. I built something similar to suit an Amstrad 6128 using the printer port busy line to read a frequency which was proportional to the DC input voltage. However, I do not know much about the Amiga hardware or machine language so I would like to hear from anyone who has either done something similar or who can help me with my project. Also has anyone tried to use the FastFileSystem on a floppy, and if so does it work and how do you go about it? Hoping someone out there can assist in my requests, if so I can be contacted on 436 5018.

Thank you,

Keith Hamilton.

Ed's note - KickStart 1.4 will utilize FFS on floppies, and I have used it - if you want to know the details, look in the previous newsletters in my Scrambles column, or call me.

#### Another letter to the editor

Dear [Ed.] & members,

As a brand new member I wish to respond to the call for contributions to *Amiga Workbench*, as ought any member who stops to consider how much we all gain by the expansion of Amiga info throughout the userworld. Like many others I often get a severe attack of the simulator-munchies, feast until dawn and awaken with an horrific complexion the next afternoon Sound familiar? I stagger into a pot of coffee and assess degree of hangover, which appears a valid indicator of program quality; the worse the hangover the worse the simulator.. A poor complexion goes with the territory, but the hangover most certainly need not! Quality is what it's all about.

#### Hardware Hacks

Darren Bacon

I've collected a few hacks that might be of interest to some people with a sense of adventure. I take no responsibility for any damage you cause to your equipment. Any of these hacks will void the (useless) warranty of your equipment.

#### A501 Memory Expansion

To disable the expansion break the circuit trace which goes to Pin 32 on the card and connect a SPST switch. You will have to re-boot the system every time you wish to switch the expansion in or out.

#### 1010 DRIVES

The pass-thru connector on the back of the older models do not pass the power. This is done so you don't over-tax the power supply. However if you have a beefed-up supply, or you are game (like me), you can alter the setup so it does pass the power along.

You will have to completely dismantle your drive to do this. The object is to remove the little circuit board at the rear bottom of the drive housing.

The power is connected at pins 12 (+5VDC) and 23 (+12VDC) make sure that the traces you are reconnecting go to these pins. Also be careful not to short any other connections.

If you look carefully along the circuit traces on the top of the board you will notice that one of them has been cut. Mine was cut in the front right corner as you look at it in the drive, from the front. Carefully scratch back the protective coating on the board and reconnect this trace.

Flip the board over and you will see another trace which has been cut. Mine was cut at the rear, slightly left of centre. Reconnect this trace and put everything back together. You should now be able to use DF2: by just plugging it in.

I have used three drives and an A501 card for a few weeks now, but I warn you that you may be pushing your power supply too far.

#### DISABLE DRIVES

The following connections, when broken, will disable your external drives. The connections are best done at the drives end of the cable.

It seems clear that we have to encourage users to purchase legitimate product as often as their budgets allow, regardless of availability via pirate sources. We've all had disappointments after falling for deceptive packaging ploys and then figured it's safer to test-run freebies (without manuals), wrestle with them for hours then in many cases work out enough to discard ideas of spending money for a manual. If we have access to reviews/info written about influence from vested interest groups then there will be less hangovers, more support focused toward quality software producers and enhancement of the Amiga experience for all concerned.

*Amiga Workbench* is our forum and it's near starving thru sympathy on our part. Mindful of this I intend to offer some useful info gleaned from megahours of exploration thru a few favorites, and trust other silent pioneers will reciprocate.

Night Stalker

#### NWAUG NWAUG NWAUG NWAUG NWAUG NWAUG

North West Amiga Users Group

A Geographical Special Interest Group (SIG)

#### of AUG

Meetings Held every 2nd Wednesday

at 7:30 pm in Rooms 19 & 20,

1st Floor

Essendon Community Centre,

Cnr Mt Alexander & Pascoe Vale Rds

Moonee Ponds 3039

Meetings Scheduled:

11/4/90 25/4/90 9/5/90

Nwaug members to be members of AUG

NWAUG annual fee of \$5 helps cover

PD, Library and Equipment costs.

Meeting Entrance fee of \$1 (\$2 visitors)

covers room hire/coffee/biscuits.

NWAUG - a Multitasking SIG of AUG

See YOU at a meeting soon

#### NWAUG NWAUG NWAUG NWAUG NWAUG NWAUG



Pin 21 - Drive 1 Pin 9 - Drive 2 Pin 20 - Drive 3

### AUGADS

For sale: Original music programs - Dr. T Korg M1 Editor/Librarian, brand new from USA. Worth \$200, sell for \$120. Also latest KCS Sequencer package - vastly improved KCS V3.0 level II with programmable Variations Generator, Automix, etc. Worth over \$600, sell for \$400 (Brand new, but too powerful for my needs!).

Ring Jeremy on (03) 459 5698 or BH (03) 542 4696

All ads placed in the AUGADS are from members only, but are placed free of charge for one month only unless re-submitted.

### WordPerfect 4.1.9

Darren Bacon

Not gonna get too technical here because reviews about word processor's are about as exciting using them. Why WordPerfect? My wife is a typist by profession, we tried out a number of different ones and the best damn word pumper is WordPerfect. It's implementation on the Amiga is better than the IBM (at 4.1 level) and despite its complexity is very easy to use. Other Amiga WP's try too hard to be all-singing, all-dancing page editor's that have fonts, pictures etc, but fail miserably at being word processors.

WordPerfect is currently at version 4.1.9 and most of the bugs from the earlier version have been stomped. Unfortunately, it was originally released with a number of nasty bugs including a brain-dead spelling checker and I think this turned a lot of people off. Very poor from such an excellent company. Since then I have received 3 upgrades and the one I have now is dated 8/10/88. WordPerfect Pacific have released an Australian Dictionary for it, so all the Aussie spellings are 'recognised', US spellings are not 'recognized'. WordPerfect Pacific have a support office in Sydney and have a person specifically for the Amiga version.

WordPerfect's concept of page formatting is a little difficult to grasp at first, but once understood it is a very powerful method. It uses 'hidden' codes which can be accessed or altered at any time. Most features are mapped to the function keys and/or menu's and the standard Amiga editing keys are supported (Cut, Copy, Paste, etc). Mouse editing is a breeze. Left button/drag and you can add/delete Bold, Italics or Underline, as well as Cut/Copy/Paste. It has everything you expect from a word processor, plus many extra things that are handy for a busy office.

The beauty of WordPerfect lies in the Print Command. It is actually a separate program, which is fired up from the main pro-

gram and as such multitasks. You can send jobs to the printer and start work on the next document immediately. Documents can be queued up and their priority changed at any time. Other companies should look at these features and emulate them.

WordPerfect supports hundreds of printers, as well as the preferences ones. It even has drivers for electric typewriters (I use a Brother CE-60 sometimes).

Back to the spell-checker and I have two gripes, it can't check as you type and it is slow (from floppies anyway).

The directory utility is one of the best I've seen and documents can be viewed or printed without loading them into WordPerfect. Delete, rename and word search can be done from here too. WordPerfect can load any format of document by stripping the formatting characters. You have to reformat to suit your needs ofcourse, but I found it very useful when I transferred files from the C128.

Bold, Italics and all the other ordinary stuff is shown on-screen. Some of the other goodies include Undelete (3 levels), Headers/Footers, Macros, Footnotes/Endnotes, Outlining, Columns, Table of Contents generator and Indexing.

The mouse, keyboard and menu's are fully supported at all times, and there is an extensive, online help facility.

Support for the Amiga version has been questioned recently, I have spoken with WordPerfect Pacific and they have assured me that support will continue. There is even talk of producing the software at Version 6.xx level. That means full postscript support with fonts and graphics as well. That would be interesting, because I've used V5.0 on the IBM and it's impressive. Get it on the Amiga and it will blow the competition through the roof.

WordPerfect, is designed for banging out formatted words. No more, no less. It does this better than any other program available for the Amiga. For \$500+ it would want to do it well!

### ENDNOTE

I was amused to find that the WordPerfect spell checker doesn't recognise a few words, these include :- WordPerfect, Amiga, IBM (understandable), A500 and Meg. One annoying thing is that it also doesn't understand words that have apostrophes (like doesn't, it's, etc.) I've written to WordPerfect about this.

### TRANSCRIPT REVIEW

by Neal Glover.

Ever since I have owned an Amiga, which I bought for it's graphic art abilities, I have been keen on pursuing a business in desktop publishing. But it seemed to me that the DTP offerings on the Amiga weren't really up to scratch... until Professional Page, especially the current version 1.3. From what I've read, PageStream, will also be a serious contender when they sort out it's unacceptable bug hassles. The August '89 issue (1.8) of the Canadian "Amigo Times" magazine convinced me that ProPage was the way to go. If you've never seen Amigo Times - you should! It's excellent quality is produced using Amiga software. So I ordered Professional Page 1.3, PPage templates and, because it's their companion word processor - I ordered "Transcript".

Interlink Software in Canberra were like lightning in sending the templates and Transcript. I'm still waiting for PPage. Apparently Gold Disk sent their Australian shipment to Europe.

Gold Disk's Transcript is a stand alone word processor as well as an on-line text editor for PPage. Transcript cannot handle graphics, but as a text editor for PPage, it doesn't need to. It has a "Spel Chek" (as they call it) facility, based on Gold Disk's "Gold Spell II". The Transcript program is also present on the disk in a non-printing form called "Trans Edit", which would be useful if you were running it with PPage, as it chews up far less memory. It also includes "mail-merge" and a "macro" facility, (both of which I haven't used and thus can't comment on), plus the ability to set up your own custom work screens. This is useful in that multiple documents can appear on the screen in their own windows of different colours for easy identification. The editing windows can also be individually shrunk and iconified to get them out of the way without closing them off.

Although Transcript has a "video preview" mode (a Claytons WYSIWYG), the ability to user-define the size and location of editing windows is particularly useful in that you can get close to seeing what you will get while editing, and thus avoid a lot of guess work. Blank "dummy" documents can thus be made and used as the basis for other work.

While text styles are implemented in the usual way with mouse highlighting or keyboard equivalents, Transcript makes use of command codes for justification of text, sub/super script, headers and footers and a whole heap of other stuff that is not always (sometimes *never*) necessary. Although not essential, you can also use embedded commands for page formatting and printer control (Escape sequences). They appear on the editing screen, but don't print on paper or the "video-preview" screen. Unlike WP software like Textcraft and Kindwords, you don't need to (and can't - except via embedded commands) set up the page format in the editing window. It is however, easily done in the "video-preview" window. This is activated through the

"print" menu by printing the document to the screen. You choose your line length and margins and your document can be printed to a printer, disk or the screen. The "video-preview" gives a good view of what you will get on paper in regard to text positioning and style. Since it uses the normal screen font, it won't represent your printer's fonts, but that's unlikely to be a problem. This "two screen" system may sound like a bit of a hassle, but I find it works quite well and didn't take long to get used to it.

The editing mode offers some options that one expects nowadays - spell checking, find & replace, word count and conversion between upper/lower case. You can also create an index for your document, change the screen colours, communicate directly with PPage 1.3 and set returns at the end of every sentence (for transporting the document to some telecommunications services that require that format). Conversely, documents read from other WP's that save in that format, can have all the "returns" removed so that every sentence is no longer a paragraph of it's own. Transcript will read ASCII files, but doesn't appear to save them.

Cut and Pasting between documents can't be done directly. A highlighted area of text has to be saved to disk or RAM, then imported to another document. Although this has it's advantages, I would like to see this method *and* the normal method of being able to directly cut/paste between documents in future

## PCM COMPUTERS

AMIGA A500	Computers with 1 Meg RAM and Philips CM8833 Stereo Color Monitor	\$1510
VDrive5.25	Ext. 5.25" Floppy Drive Drive Disable/Write Protect/Pass-Thru	\$280
RF302C	Ext. 3.5" Floppy Drive Drive Disable and Pass-Thru	\$190
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A500	Monitor Stand - all steel	\$60
A500	Monitor Case and Drive Stand in one with 5.25" Floppy	\$320
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A500	Spirit 2.0Meg Insider with 2.0Meg	\$680
A500	Spirit 2.0Meg Insider with 0K	\$380
A1000	Spirit 1.5Meg Insider with 1.5Meg	\$615
A2000	Microbotics 8Meg Expansion w/2Meg	\$680
A2000	Microbotics 8Meg Expansion w/8Meg	\$1399
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**AMIGA HELP-NETWORK**

The following is a list of AUG members who have volunteered to share their knowledge/experiences with others. If you also want to help and have your name listed here please contact Lester McClure (233 5664 AH). The names are not listed in any order of priority and the format may change in future listings. Please keep contacts to reasonable hours (6 to 9 pm unless otherwise mentioned) and remember one very important basis of this service - they are volunteers...

Neville Sleep	- AmigaBasic (beginner level)	- 546 0633
Rudy Kohut	- AmigaBasic (intermediate) Introduction to the Amiga	- 807 3911
John Elston	- AmigaBasic (advanced)	- 375 4142
Alan Garner	- AmigaBasic, A/C Basic	- 879 2683
Mal Woods	- C(Introductory), Professional Page	- 888 8129
Andrew Gelme	- C (advanced) - AZTEC	- 645 1744
Eric Salter	- C (advanced) - LATTICE, TeX	- 853 9117
Norm Christian	- Amiga Art, Music	- 798 6552
Neil Rutledge	- Music, Audio Sampling, MIDI	- 597 0928
Russ Lorback	- Excellence!, Superbase Professional (Beg-Int) After 9:30 pm	- 756 6640
Darren King	- Amiga Viruses, Modems/communications	- 546 5040
George Wahr	- Side-Car, Bridgeboard	- 376 6180
James Gardiner	- AmigaDOS, Auto-boot hard drives	- 523 6843
Stephen Bell	- Hardware design	- 25 8415
Joe Santamaria	- Graphic arts - DPaint, Sculpt etc.	- 836 9129
John Hampson	- Modula-2 ( <i>Temporarily unavailable</i> )	--N/A--

versions of Transcript.

What I really like about Transcript is it's speed, compared to what I've been using (Kindwords 2). Scrolling and other operations are fast and seemingly unaffected by the size of the document. I've had tons of trouble with regard to slowness and unpredictable printer output with large documents in Kindwords, but there is no such problem with Transcript.

A few minor gripes: Sometimes control commands will print to the video-preview screen and thus actually not work. An example of this bug may produce a whole centre justified document, rather than just the heading. I find that in such cases, the malfunctioning control command needs to be erased and re-typed. This is an inconvenience more than anything else. I've never struck a case that is not correctable. Another bug appears when trying to print super script. Sometimes it doesn't work at all, or sometimes all the document following the first use of the superscript commands ends up printed in superscript. It's possible that I'm doing something wrong, but I tried it different ways (even the one in the manual!) with no success. Tab spacing is not always accurate. As for other problems, there don't seem to be any in the features I've used so far. During many hours use, I haven't had any crashes. No Guru's.

The 80 page A5 size manual is easy to read and informative. Unfortunately it is saddle stitched, so it won't lie flat on a desk. Not to worry. The program is reasonably straight forward so

you don't have to live in the manual. Transcript is on one disk, well packaged and cheap. At \$79, it's a good buy if you can live without pretty pictures. Verdict: I like it!

**Editor's Column**

(written 29-3-90)

Do the sound people know the name Peter Norman? He is the man who wrote the brilliant AudioMaster I/II programs. He is bringing out a new program with no connection to the Audio Master series programs due to a change to an Australian distributor, but with the same idea in mind (does it really offer 900 loop points in a sound sample?), as well as a soundtracker type program that is said to far surpass the norm. Well, he will be at the next main meeting, and will be discussing (/displaying?) his new program! Not one to miss!

I hate saying this each month, but the articles are thinning out, and I seem to get them in bursts only. Please send in articles, and you will be rewarded, and you will get your disk back (but I can't guarantee an instant return on it).

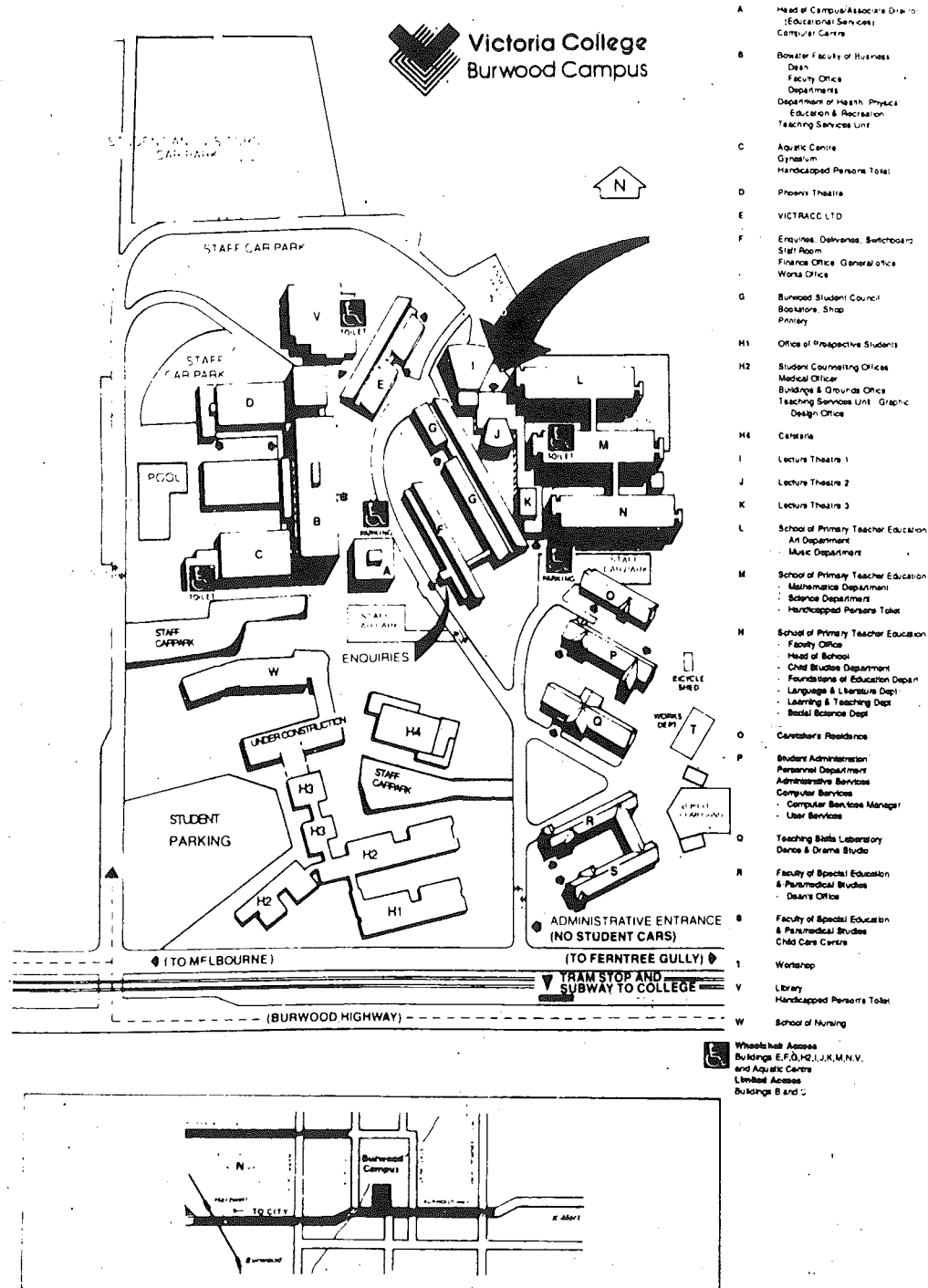
Oh yes, DigiView 4.0 is out, and allows you to use 4096 colours in Hi-Res by altering the palette on each horizontal line - called Dynamic Ham mode, it is useful even where Ham was available because it is more flexible. Well, that about wraps it up, so see you at the next main meeting.

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If admitted as a member, I agree to abide by the rules of the Association for the time being in force					
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# April 1990 Amiga Workbench AUG normally meets on the third Sunday of each month



## Where is Victoria College, Burwood Campus?

Melways Map 61 reference B5.

People often have difficulty locating our meeting place the first few times. Victoria College is on the North side of Burwood Highway, Burwood, just East of Elgar road. Coming from the City along Burwood Highway, turn left at the first set of traffic lights after Elgar road. Follow the road around past the football oval, over five traffic bumps to the car parking area near the netball courts. Further up the road, to the right, you'll find Lecture Theatre 2.