

**AMIGA**

# WORKBENCH

\$3

RRP

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## Next AUG Meeting

*Sunday, March 17th 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.**

**Amiga Users Group Inc GPO Box 684E Melbourne 3001 Victoria Australia**

**Australia's Largest Independent Association of Amiga Owners  
The Amiga Users Group Inc has no affiliation with Commodore  
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# AMIGA Users Group Inc.

P.O. Box 684E, Melbourne 3001, Victoria, Australia.

## Who Are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. 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:

527 1995

## 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, March 17th at 2pm  
Sunday, April 21st at 2pm  
Sunday, May 19th at 2pm

## 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 684E, Melbourne 3001.

## 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 300 volumes, mostly 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. Kev's Computer Shops in Coburg and Prahran offer 10% off RR items. Master Systems of Bayswater offer good deals and MidiMouse offer 10% off all software.

## 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.

## The Bulletin Boards

The Amiga Users Group operates two bulletin board systems devoted to the Amiga. The first is *Amiga Central* running on an Amiga 2000 running the Paragon software allowing multi-line conferencing facilities and the other system uses the MAXIMUS message and conferencing system - AmigaLink I, and is available 24 hours a day. Both can be accessed with a modem and appropriate communications software using any of the following speeds: 300 (V21), 1200 (v22), 1200/75 (v23) or 2400 baud (v22bis). Parameters should be set to 8 data bits, 1 stop bit and no parity.

Amiga Central: 376-3887, 376-7375, 376-6385

AmigaLink-I: 792-3918

*Amiga Central* and *AmigaLink-I* are part of a world-wide network of bulletin boards and we participate in national and international Amiga conferences. Both have selected Public Domain software available for downloading and we encourage the uploading of useful Public Domain programs for our users.

## 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, Transcript, PIXmate, DigiView 4.0, Apple Laserwriter NT and HP Laserjet

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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 684E, Melbourne 3001.

## Newsletter Advertising

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

Quarter page \$20  
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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 684E, Melbourne 3001, Victoria.

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## News

Some general bits of guff, collected (gratefully) from the Guru Meditation BBS (say Hi to Ice and Lips!, 3753438)

From: rshaw@theborg.mlb.fl.us (Ron)  
Newsgroups: comp.sys.amiga.tech  
Subject: Re: Why Amiga Gurus????  
Date: 8 Feb 91 23:25:40 GMT  
Organization: Brevard MainFrame, Palm Bay Florida  
Lines: 16

What makes it harder for new Amiga would be programmers to learn programming on the amiga is the lack (especially in the past) of adequate information on how to get started. I have found that most new C programmers in the amiga environment (without any prior knowledge of C) actually thought that they could pick up an amiga specific C programming book or purchase SASC or Manx & learn C language. They had a real shock when they realized that was not the case. In this area we have quite a few IBM C programmers and students with amiga's that took a C programming Course & still were unable to grasp Amiga C. IBM C programmers in the area, just gave up. Hopefully with the new 2 tech disk/mag journals coming out, more of the problems will be alleviated

Ron Shaw..... The only good 8 bit computer is a  
Dead 8 bit compter....  
Mathematics is a state of mind,  
Electronics is a state of being.

From: jms@tardis.Tymnet.COM (Joe Smith)  
Newsgroups: comp.sys.amiga.introduction  
Subject: Re: Recommended Colours for Amiga Workbench Display  
Date: 9 Feb 91 08:28:59 GMT  
Reply-To: jms@tardis.Tymnet.COM (Joe Smith)  
Organization: BT Tymnet, San Jose, CA  
Lines: 13

In article <26793@uflorida.cis.ufl.EDU>  
jma@beach.cis.ufl.edu (John 'Vlad'  
Adams) writes:  
>Anything but blue please. The human eye is most sensitive to blue.  
>Use blue and yor eyes will get tired! :)

The human eye is most sensitive to yellow (green+red). It is the least sensitive to blue. The eye has difficulty

distinguishing between two colors that differ only by the presense or absense of blue. For instance, try reading yellow text on a white background.

--  
Joe Smith (408)922-6220 | SMTP:  
jms@tardis.tymnet.com or jms@gemini.tymnet.com  
BT Tymnet Tech Services | UUCP:  
...!(ames,pyramid)!olive!tymix!tardis!jms  
PO Box 49019, MS-C51 | BIX: smithjoe | CA license  
plate: "POPJ P," (PDP-10)  
San Jose, CA 95161-9019 | humorous disclaimer: "My  
Amiga 3000 speaks for me."

From: kevin@cbmvax.commodore.com (Kevin Klop)  
Newsgroups: comp.sys.amiga.introduction  
Subject: Re: Full Screen Shell  
Date: 13 Feb 91 22:55:52 GMT  
Reply-To: kevin@cbmvax.commodore.com (Kevin Klop)  
Organization: Commodore, West Chester, PA  
Lines: 23

In article <3265@ux.acs.umn.edu>  
jrosnow@vx.acs.umn.edu writes:  
>I was wondering how to have the shell open up so that  
it is the full size of  
>the screen rather than opening it up and then having to  
resize it all of the  
>time. Can this be done? How?

Sure can:

assuming 1.3:  
.  
newshell newcon:0/0/640/512/Shell

will open up a 640 x 512 shell with its window title as "Shell" (no quotes).

-- Kevin --

Kevin Klop  
{uunet!rutgerslamiga!cbmvax!kevin  
Commodore-Amiga, Inc.

"Be excellent to each other."  
- Bill and Ted's most excellent adventure

Disclaimer: I don't know what I said, much less my employer.

From: simonm@mel.dit.csiro.au (Simon McClenahan)  
Newsgroups: aus.general  
Subject: Re: What does munnari mean?

Keywords: curious munnari  
 Date: 14 Feb 91 03:11:37 GMT  
 Reply-To: simonm@mel.dit.csiro.au (Simon McClenahan)  
 Distribution: aus  
 Organization: CSIRO DIT (Melb.)  
 Lines: 25

In article  
 <1991Feb14.003937.6523@solar.card.inpu.oz.au>,  
 brett@solar.card.inpu.oz.au (Brett Sealey) writes:

>  
 > John Tebbutt <tebbutt@rhino.ncsl.nist.gov> wrote to me asking:

>  
 > > Is the name "munari" an acronym of some kind, or is it the name of an animal

> > or something? What is its derivation? I'm just curious because I've seen it

> > so many times on the net, and yet I can't find it in the (American) dictionary

> > It sounds very Australian, maybe an aboriginal word?

>  
 > I know that munnari is a network node in Melbourne, but does the word

> "munari" have any meaning?

>  
 > Just post and I'll pass on the info to John.

>  
 Munnari is located in The University of Melbourne. Like a lot of computers there, they start with the letters "mu" (i.e. murtoa, mullauna, mubboon, etc) I believe these are aboriginal words that stand for something, but I can't remember. Maybe someone from Melbourne Uni could give a better explanation...

--  
 |Simon McClenahan CSIRO, | Cray Supercomputing Support Group |

|55 Barry St, Carlton, | (TEL) +61 3 347 8644 (FAX) +61 3 347 8987 |

|VIC 3053, Australia |

|Internet:simonm@mel.dit.csiro.au |

| Waste not what I want... |

From: djh@cs.mu.oz.au (David Hornsby)  
 Newsgroups: aus.general  
 Subject: Re: What does munnari mean?  
 Keywords: curious munnari  
 Date: 14 Feb 91 05:11:13 GMT  
 Distribution: aus  
 Organization: Comp Sci, Melbourne Uni, Australia  
 Lines: 13

In article  
 <1991Feb14.031137.20527@mel.dit.csiro.au>, Simon

McClenahan writes:  
 > Maybe someone from Melbourne Uni could give a better explanation...

The names are from "Aboriginal Words of Australia, A. W. Reed, 1965"

munari short-tailed goanna  
 murtoa home of the lizard (used to be munnari)  
 mundamutti home of the solitary man (kre's machine)  
 muri sun (yes, it's a SUN)

plus about 250 more ...

- David.

From: athos@eyrie.img.uu.oz.au (David Burren)

Newsgroups: uu.phoenix.general

Subject: Re: some files

Summary: Russian email

Date: 14 Feb 91 10:20:35 GMT

Distribution: uu

Organization: img Consultants, Melbourne, Australia

Lines: 18

In article <gR3aX4w163w@guru.pub.uu.oz.au>,  
 nikolai@guru.pub.uu.oz.au  
 (nikolai kingsley) writes:

>  
 > does anybody out there know if these UUCP thingies go to the

> soviet union? if so, how can i get a message to them? i am dying to

> know what the soviets use for ASCII... (did somebody say 'RUSSCI'?)

>  
 > nikolai alekseivitch

Yes there are some UUCP sites in the USSR. Their domain is ".su".

I can't recall any user names, but if you're really curious, and want to send mail all that way, try mailing a polite request to "postmaster@demos.su".

David Burren (Athos) img Consultants  
 Systems Development (general dogs-body) G.P.O.  
 Box 3304GG  
 Melbourne, VIC 3001  
 Email: athos@img.uu.oz.au Australia  
 Phone: +61 3 819 4554

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## Hints & Tips

### HANDY DME HINTS

Some editors (well, now that i think about it, most editors) will automatically move the cursor to the start of the next line when you move off the end of the previous line. Not DME, though. Oh no. It keeps on happily scrolling right until you get to column 255.

here are some handy lines to add to your S:.EDRC file to prevent that:

map right (right while r (down first))  
 map left (left while l (up last))

i still haven't figured out why it keeps going when it gets to the bottom...

also: the 'block mark', 'copy' and 'paste' functions are rather primitive, in that they work on a line-by-line basis. If you have a console snipper like SNIPIT running, you can mark a section of text character by character, and paste it anywhere in the document... more or less. If you try to paste it at the end of a line, it will do a 'return' and the pasted stuff will make new lines of it's own (i ran into this while trying to organise some

stuff into two columns). well, you can get around this in DME by pressing the 'escape' key and entering the command:

map return 'down last'

mind you, this will set up DME so that you can't enter any new lines... i use this as a last resort, before pasting the SNIPped text and then saving it.

of course, you could go out and buy a word- processing program that does this, but as the Dixie Flatline said, 'Why do anything properly when you can do it half-assed?'

nikolai

p.s. does anyone have a good IFF -> GIF converter? i have a program called IFF2GIF, and the GIF files that it produces can be viewed by SHOGIF or VIRTGIF on an Amiga, but it fails miserably when the files are viewed on an IBM-PC with VGIF or GWS.

### Putting a Hard Disk Into a 2000

This isn't such a monumental feat... after getting either a second floppy drive or more memory or a printer, the next most popular peripheral for an Amiga must be a hard disk drive, as is evidenced by the dozens of varieties available. And there are some people who think that a machine isn't 'A Machine' until it can boot from a hard disk.

Unfortunately, because the Amiga is such a 'recent' development (compared to MS-DOS and Macintosh machines), the hard disk hardware is rather expensive. But never fear, the prices seem to be dropping (and the capacities rising) all the time.

The standard Commodore part for hard disks is the 2090A (formerly the 2090, now with an auto-booting capability), which will let you plug two IBM-type drives into your 2000, with a SCSI port out of the back. For anybody who wouldn't know a SCSI drive if they were forced to eat one, the difference between a 'normal' hard disk and a 'SCSI' (or Small Computer System Interface) hard disk is that SCSI drives are connected to the interface card on a 'bus', which lets you add more SCSI drives (or other devices) on to the end, daisy-chaining up to six of them like railway carriages. The Macintosh uses this system (as part of their philosophy that the computer user is a complete idiot and should always be treated as such). Well, the 2090A is all vey well, if you have \$900 plus to spare, but a slightly cheaper alternative (i.e., around \$400) is the Spirit Technology's HDA-506. This board lets you plug an IBM ST506 disk drive controller and two ST506 drives into an Amiga



1000, 500 or 2000, and it will autoboot (which saves a lot of wear and tear on DF0:). So, if you have an IBM drive with either an OMTI-5520, OMTI-5527, DTC-5150 X or DTC-5160 controller card, and you don't want to contaminate your machine with a SCSI drive (come on, if they're used in Macintoshes, there must be something wrong with them), then this is the way to go.

(p.s.... this isn't an advertisement for Spirit Technology products, and i'm not trying to shaft Commodore, but i've never actually seen the HDA-506 advertised, and so if you want to stick an IBM drive in your machine, i think people should know that there are alternatives to the 2090A and the Trump card.)

- saint nikolai

### Cleaning your Mouse

(this has been done before, but then again, some people never learn... me included.)

YES, I KNOW, it's obvious... you do need to clean your mouse every so often... or is it obvious? i've seen mice with rollers so caked in garbage that i dread to think what their owners use for mouse pads. And, face it, dudes, unless you own a snazzy optical mouse, your mouse rollers are going to get clogged with dirt, no matter how clean your environment is. So, where is all this dirt coming from? It's coming from you.

"Lysine, alanine, methionine, carbamino compounds, lactic acid, sex pheromones: a constant stream of organic vapours poured invisibly, day and night, from the human body."

- Bruce Sterling, 'Schismatrix'

and that's not to mention flakes of skin, dandruff, dead cells carried on your exhalations, hair, dust from your clothing (how many of you use your Amiga naked?), very small insects, cat fur and the bits of that peanut butter and jelly sandwich that you ate at the keyboard last night. This stuff gets into your keyboard as well, but you can live without the keyboard, right? That's what the Workbench is all about.

It's quite easy to tell when your mouse is getting dirty... just try and move your mouse pointer in a circle, clockwise and anticlockwise. Then, try it with either of the mouse buttons down (be careful what program is running when you do this!). You may find that the mouse pointer is a bit sluggish around some quarters of the circle (i spotted this while sketching in DeluxePaint). Okay, turn your mouse over, and open the little door that holds the mouse ball in. On some

mice, you may need to push the door up, or rotate it... either way, they are all designed to come off without needing to unscrew any screws. Then, take the mouse ball out. (Also, it isn't absolutely necessary to power your machine down and unplug the mouse to do this.)

Inside, you will spot three rollers. Two of them will be at right angles to each other (say, at twelve o'clock and three o'clock) and the third will be at a sort of forty-five degree angle to the others (say, half-past seven). The first two are the important ones, with sensors for detecting movement, and the third is just to hold the mouse ball against the other two. Nonetheless, if any of them get dirty, it can affect the mouse's performance.

You may be able to spot a band of dirt on the rollers (still, you may not be able to spot it - it might be the same width, or the same colour as the roller itself). Take a matchstick or a toothpick or a long fingernail (NOT a compass point or a screwdriver or a battleaxe or anything made of metal) and try to push some of the dirt off. If it doesn't come off, then it's possible that there isn't any dirt on it - in which case, you're trying to scratch the roller off (not a good idea).

Carefully push the roller around with the toothpick or whatever, and push all of the gunk off. Then pick any extraneous bits off fluff or fur from around the axle of the roller with a pair of tweezers. And then, take the mouse ball (which has probably rolled under the desk by now) and wash it with soap and water. You will have to rub it plus hard with a cloth to see a clean area and a dirty area on the mouse ball.

And then there's the mouse pad. Some people use a bare desktop, some use a pornographic magazine, and some poor souls turn the mouse over and twiddle the mouse ball as if the mouse were a trackball. I used to use a felt pillowcase stretched over a copy of H.R. Giger's 'Necronomicon II', until the fluff coming off it stopped my mouse completely. Then, i bit the bullet and spent five bucks on a 'professional' mouse pad, which had a glossy, flat plastic side (which was too slippery) and a soft neoprene rubber side (which left bands of rubber around the mouse rollers after five minutes.) So i bit a slightly higher calibre bullet and bought a twenty dollar 'Central Logic Systems' mouse pad from a store that sells a certain other 68000-based machine (not an Atari). And that one has served me faithfully ever since. (don't you just love a happy ending?)

O:-) - saint nikolai

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John Wolfskill  
Amiga World  
Senior Writer, Technology



## CLI & Workbench

### Start Your Clock

by Rudy Kohut

Have you ever wanted to start your Commodore supplied Clock program from within your startup-sequence file only to find it "hung" your computer?

Well, I know all about that! I tried to "RUN" the clock program, with the same result. I tried to "RUN" another script file from the initial CLI only to find it still hung!

What bother!! Then I saw the light!

The answer is in another program called "RUNBACK", available on Fred Fish, together with the program called "null-handler" (on the same disk). These programs, plus a little script file magic, enables me to have the Clock sitting on the Workbench automatically. Here's how:

1. Get hold of the RunBack program and the null-handler program. Put RunBack in your "C" directory, and null-handler in your "L" directory.

2. Change the "Devs:Mountlist" file to include the "Null:" device (the Mountlist entry is included on the Fish disk instructions for null-handler).

3. In your startup-sequence file, add the following lines:

- before "LoadWB", add "Mount Null:" (don't put in the quotes)  
- after "LoadWB", add "RunBack Execute s/start\_clock"

4. In the "S" directory, place the following script (ASCII) file, which I have called "start\_clock":

```
if exists Disk:
wait 3 secs
Disk:utilities/clock digital2
endif
endcli
[Put in your disk name for "Disk:"]
[I have the clock program in my utilities drawer - hence
the need to reference "utilities/clock": replace these with
your own path]
[The "wait" command is used to ensure that Workbench
is active and available before running the clock]
```

This may not be elegant but it works! Try it!

## And Still More on Passing Values to AmigaDOS Scripts

by Steve Stubberfield.

Several months ago at a club meeting I asked a couple of people, including Lester McClure, about passing user input to script files and I suspect that this may have prompted Lester to ask nikolai which resulted in the article in the September WorkBench. Since then, with a little reading and experimenting, I have come up with a solution. By using the 'SETENV' or 'Set Environment Variable' command and the appropriate syntax you can input answers to questions and have the script use those answers. The easiest way to see how this works is to look at an example so I have written a demo script file. I'll assume that some people know very little about scripts so I'll explain it line by line and for this purpose I have added line numbers for reference only. Sorry to those experienced users who may find reading this a little tedious but we have to cater for the learners (I'm still a learner myself!). If you want to try out this demo, just fire up your favourite text editor or word processor (providing it can save a file in Ascii format) and type it in as is (without line numbers of course). Save the file with a name such as 'ScriptDemo' and then enter the command 'Execute ScriptDemo'. Note that this script assumes that the normal AmigaDOS commands are available in the C: directory, the files 'Startup-sequence' & 'Shell-startup' are in the S: directory and the 'Utilities' directory exists.

1. This is a directive to the EXECUTE command which allows substitution of arguments supplied on the command line. In this case we won't be passing any arguments to the script from the command line, however, this directive is required in order for the script to do substitutions in variables so that it works correctly when multi-tasking. See line 20.

2-4. Comment lines. These are ignored.

5-12. These lines load some commands into memory where they will remain resident so that they won't have to be reloaded each time they are needed. You can easily leave these lines out but they do speed up the script a lot (after the initial delay in loading them). Some of these commands may already be resident from your startup sequence. If so, then you will have two copies in memory. This won't affect the script operation at all and any unnecessary commands will be removed at the end. Also, you may notice that not all of the commands are made resident. If they're only used once, there's no point.

3. Comment line.

14. This is just a sign-on message.



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15. This is a test to see if the ENV: directory is set up in the RAM: disk as expected by the SETENV command.

16. If it isn't, this command creates it.

17. Either way, we end up here.

18. Now that we know that the ENV: directory is there in RAM:, we should tell AmigaDOS, just in case it doesn't know too! Once again this is usually done in the standard startup.

19. This just sends another message to the screen asking for the user's name but this time the 'noline' option leaves the cursor at the end of the line ready for the response so it will appear on the same line.

20. There is a number of things happening here. The SETENV command syntax is usually of the form: 'SETENV NAME DATA' and is similar to the Basic statement: 'LET A=123'. This would result in a file called 'NAME' in the ENV: directory containing the text 'DATA'. In this script, however, we have specified the 'NAME' as 'n<\$\$>'. The 'n' part is actually arbitrary and could be anything you like such as 'Fred' or 'MyFile', providing it consists of at least one valid AmigaDOS file character. The two dollar signs in angle brackets will be automatically replaced (by the EXECUTE command) with the number of the CLI from which the script was started, ie. If you start from CLI No.3, you will end up with a file called 'ENV:n3' or from CLI No.1 you get 'ENV:n1'. The '.key' directive in line one is what allows this substitution (and others) to take place. If this did not occur and two or more copies of this script were initiated from different CLIs then they would all be trying to create files of the same name. The question mark at the end of the command is used in the same sense as for most other AmigaDOS commands, ie. It causes the command to print a template on the screen showing what syntax or options are allowed and then waits for the user to enter them directly. In this case, the template will not be printed because the '>NIL:' directive redirects the command's screen output to the NIL: device which effectively means it gets lost! Also, since we have already specified the 'NAME', it will now only be waiting for the 'DATA'. The nett result of all this is that the script waits for you to enter some text and then saves it for later use, in this case the user's name.

21. Prints 'Hello' and leaves the cursor at the end of the line, ready for the next statement.

22. Since we can type the file we've just created just like any other AmigaDOS file, this statement will type the file's contents on screen, ie. the user's name.

23-25. A few messages setting out some options for the

user.

26-27. These statements specify label names which mark this spot so that the script can jump to here from elsewhere within the script. Why two labels? See the comments for line 40.

28. Another message prompting the user for input.

29. See line 20. The only difference here is that we have used a 'q' in place of the 'n' to create a different file name so that we can preserve the previous file containing the user's name for later use. And, of course, we expect a different response from the user to be saved in this file.

30. Leaves a blank line.

31. We already know that 'q<\$\$>' refers to a file but if we place a dollar sign in front of it we now refer to the contents of that file. So what we are doing here is testing if the contents of the file, ie. the user's response, is equal to '1' which is one of the two choices given in lines 24 & 25.

32. If the user chose '1', we type the contents of the file 'Startup-sequence'.

33. After that, we don't need to check anything else so we skip to the line with the label 'Next' to carry on with the next part of the script.

34. We end up here if the user didn't enter a '1'.

35. Now we check if the user entered a '2'.

36. If so, we type the contents of the file 'Shell-startup'.

37. Same as for line 33.

38. We end up here if the user didn't enter a '1' or a '2'.

39. We inform the user of the error and prompt for a retry.

40. The SKIP command is usually of the form 'SKIP LABEL' which skips forward to a line containing 'LAB LABEL'. In this case, firstly, the question mark causes SKIP to print its command template and then wait for user input. Secondly, the command's screen output is redirected to the NIL: device so we don't get to see the template anyway. And finally the 'back' option directs the skip to go backwards. The result is that the command waits for the user to enter a label and then skips backwards to it. If the label entered doesn't exist then the search will end when an ENDSKIP command is found or when the end of the script is reached in which case the script fails. Because the user may enter a 'y' or a 'yes' to answer the question in line 39 we cover this

by having two labels at lines 26 & 27.

41. This is where lines 33 & 37 skip to.

42. This is where we end up from line 40 if the user didn't enter a 'y' or a 'yes'.

43-45. Another message using the user's name again.

46. Shows what utilities are on the disk.

47. Prompts the user to enter a program name.

48. Same as line 29 except we expect the user to enter a file name. Actually, any valid AmigaDOS command line can be entered here (with quotes as required).

49. Same as lines 31 & 35 except we are checking for a carriage return only.

50. If only a carriage return is entered, we assume the user doesn't want to run any programs and so we skip to the label 'Exit'.

51. Otherwise we end up here.

52. Print a blank line.

53. At this point the file created by line 48 should contain the name of the program the user wants to run so now we can EXECUTE it just like any other script file.

54. We arrive here when we're all finished.

55. So we tell the user.

56. Comment line.

57-64. Now we tidy up by removing those memory resident commands that we added earlier. Note the different syntax in line 67. The version of RESIDENT in memory cannot remove itself so we must load another copy from disk to do the job.

```
1 .key ""
2 ;
3 ;Script Demo by Steve Stubberfield 22-Oct-90
4 ;
5 Resident c:Resident Add
6 Resident c:Echo Add
7 Resident c:SetEnv Add
8 Resident c:Type Add
9 Resident c:Lab Add
10 Resident c:If Add
11 Resident c:EndIf Add
12 Resident c:Skip Add
13 ;
14 Echo "*NScript Demo*N"
15 If NOT EXISTS ram:Env
16 Makedir ram:Env
17 EndIf
```

```
18 Assign ENV: ram:Env
19 Echo "What is your name? " noline
20 Setenv >NIL: n<$$> ?
21 Echo "*NHello " noline
22 Type ENV:n<$$>
23 Echo "*NHere are some files you can view:*N"
24 Echo "1. s:Startup-sequence"
25 Echo "2. s:Shell-startup"
26 Lab y
27 Lab yes
28 Echo "*NWhich one do you want to see? " noline
29 Setenv >NIL: q<$$> ?
30 Echo ""
31 If $q<$$> EQ "1"
32 Type s:Startup-sequence
33 Skip Next
34 EndIf
35 If $q<$$> EQ "2"
36 Type s:Shell-startup
37 Skip Next
38 EndIf
39 Echo "You didn't enter 1 or 2, do you want to try again? " noline
40 Skip >NIL: back ?
41 Lab Next
42 EndSkip
43 Echo "*NOK " noline
44 Type ENV:n<$$>
45 Echo "Here are some programs you can run:*N"
46 Dir Utilities
47 Echo "*NWhich program do you want to run? " noline
48 Setenv >NIL: q<$$> ?
49 If $q<$$> EQ ""
50 Skip Exit
51 EndIf
52 Echo ""
53 Execute ENV:q<$$>
54 Lab Exit
55 Echo "*NEnd of Script demo."
56 ;
57 Resident Echo Remove
58 Resident SetEnv Remove
59 Resident Type Remove
60 Resident Lab Remove
61 Resident If Remove
62 Resident EndIf Remove
63 Resident Skip Remove
64 c:Resident Resident Remove
```

on every PC screen. Also, both the Amiga and the PC will use the same status of the Caps Lock key. Version 2.0, shareware, binary only. Author: Alexander Hagen

Tron Another game about the lightcycle race sequence in the science fiction computer film "Tron". One or two players and other options. Written in GFA-BASIC and then compiled. This is version 1.23, an update to version 1.1 on disk 355. Now includes source in GFA-BASIC. Author: Dirk Hasse

### CONTENTS OF DISK 412

AutoAddRAM Allows you to add several non-autoconfig memory boards at once, optionally specifying priority and memory chunk name. This is version 2.03, binary only. Author: Jonathan Potter

Check4Mem Allows you to check from a batch file for a specified amount of memory with certain attributes. If the requirements are not met, a WARN returncode is generated. This is version 3, an update to the version on disk 242. Binary only. Author: Jonathan Potter

CopperBars A simple but pretty demo of some rolling copper bars. Author: Jonathan Potter

CopperMaster This program allows you to easily create your own custom copper lists for the Workbench screen. Author: Jonathan Potter

CustReq A glorified ASK command for your startup-sequence. It generates a requester with the specified text, positive and negative gadgets (either of which can be the default), and an optional timeout value. This is version 4, an update to the version on disk 242, binary only. Author: Jonathan Potter

DirectoryOpus A slightly disabled demonstration version of a powerful commercial directory utility. Very user friendly and configurable, with many features. Binary only. Author: Jonathan Potter

FAClock Front Analog Clock. This clock program always stays at the very front of the display. Binary only. Author: Jonathan Potter

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 files compressed by PowerPacker. Also shows IFF pictures. This is version 2.02, an update to version 1.1 on disk 287, binary only. Author: Jonathan Potter

Image-Ed An icon editor that allows you to draw and edit images up to 150 by 90, in up to 16 colors. Allows freehand drawing, empty or filled rectangles, ellipses, triangles, lines curves, and polygons, copy, flip about x or y axis, stretching and condensing, flood fill and complement, text with selection and loading of font style, undo, magnified and normal sized images, and two active drawing screens at once. This is version 2.4, an update to version 2.2 on disk 242. Shareware, binary only, source available from author. Author: Jonathan Potter

JoyMouse A simple program that allows you to use a joystick as a mouse. Binary only. Author: Jonathan Potter

JPDirUtil A directory-utilities type program with many built-in commands, and 16 customizable gadgets. User configurable in many ways. Can be iconified to Workbench screen. This is version 1.12, an update to version 1.11 on disk 287. Binary only. Author: Jonathan

## Public Domain

### CONTENTS OF DISK 411

BPDI Demo version of a new strategy game written in GFA-BASIC. German version only. Binary only. Author: Dirk Hasse

DiskPrint Prints labels for 3.5" disks, primarily for PD library disks. Label data files can be loaded into memory so labels for special disks are available without having to type anything in or without having to wait for AmigaDOS to read in the full directory. Version 2.3e, shareware, binary only. Author: Jan Geissler

Mind A design for artificial intelligence (AI) based upon linguistics. The included animation shows how one node on a syntax tree flushes out the currently active concept in a mind contemplating a scene of the external world through the eye. Includes five documents describing the theory behind the animation. Author: Arthur Murray

PCStatus Bridgeboard user's program that displays the status of the CAPS, NUM, INS, and SCROLL key in a separate window



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- Potter
- NoReq A very short program that alternately turns on and off the DOS requesters. Useful for bulletin boards or other systems that may be unattended for long periods of time. Includes source in assembly. Author: Jonathan Potter
- 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. This is version 1.2, an update to the version on disk 287. Binary only. Author: Jonathan Potter
- PopInfo A small utility which "pops open" to give you information about the status of your devices and memory. This is version 4.0, an update to version 3.0 on disk 242. Binary only. Author: Jonathan Potter
- SuperPlay A versatile sound playing utility, that will play any file, with user definable volume and speed. Will also play files randomly from a list. Binary only. Author: Jonathan Potter
- SwapName A variant on the "rename" command that instead swaps the names of two files. Binary only. Author: Jonathan Potter
- TicTacToe A simple TicTacToe game. Binary only. Author: Jonathan Potter
- 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 III 1.15, an update to version 2.01 on disk 287. Binary only. Author: Jonathan Potter

### CONTENTS OF DISK 413

- Aerotoons Animations with anthropomorphed aircraft as the center of their humor. Includes "Swiss Army F-16 In Combat" and "Stealthy Manuever II". Author: Eric Schwartz
- Juggette Some cute "juggler" animations from Eric Schwartz. Includes "Juggette Anim", "Juggette\_2", and "Juggler Demo 2". Author: Eric Schwartz

### CONTENTS OF DISK 414

- Anims Some more cute animations from Eric Schwartz. Includes "Batman", "LateNight", and "Terminal". Author: Eric Schwartz
- Din A library that allows you to share image and text objects between programs. The din.library is ideal if you want to write an editor and a DTP program that can share text, or a drawing program and a DTP program that can share a brush. Requires AmigaDOS 2.0. This is version 1.0, some source included. Author: Jorrit Tyberghein
- LilaA shareware utility that allows you to print listings or other text files on Postscript printers, with header, page numbers, and multicolumn pages. Can print in portrait or landscape orientation. This is version 9004b, an update to version 8912a on disk 368, binary only. Author: Bertrand Gros

- PPAnim An anim player for normal IFF ANIM opt 5 (DPaint III,...) files or ANIM files crunched with PowerPacker. The decrunching is done automatically as the file is read. Features many command line options, palette change during animation, full overscan PAL/NTSC support and yet it is only 7K. Compatible with AmigaOS 2.0. Some new 2.0 features (ASL requester) supported. Version 1.0, binary only. Author: Nico Francois

- PPLib A shared library to make life easy for people who wish to write programs that support PowerPacker. Loading crunched files from C or assembly is made fast, short and easy. This is version 34.2, an update to version 34.1 on disk 371, and fixes a relatively serious bug. Library binary only, source examples included. Author: Nico Francois

- WrapA program to wrap a Sculpt-Animate 4D image around a sphere or cylinder. You can even use relieved surfaces to construct planetary objects or other textured shapes. Version 1.32, shareware, binary only. Author: Martin Koistinen

### CONTENTS OF DISK 415

- CBBSA WORLI-like BBS system for use in amateur radio. Originally written for IBM-PC compatibles, it was ported to the Amiga by Pete Hardie. This is version 6.71a, an update to Version 6.1c on disk 241. Binary only, source available from Pete Hardie. Authors: Hank Oredson, the CBBS group, Pete Hardie

- FileTypes This program can recognize different kinds of files in a directory. Currently recognized types are executable and IFF (all types, ILBM, 8SVX etc.). Includes listing the whole contents of a directory or only files of one or more types. This is version 2.1, and includes assembly source. Author: Sebastian Leske

- Uedit A nice shareware editor with learn mode, a command language, menu customization, hypertext, online help, a teach mode, split windows, copy and paste, undo, and other user configurability and customizability features. This is version 2.6c, an update to version 2.5d on disk 287. Binary only. Author: Rick Stiles

### CONTENTS OF DISK 416

- Budget A program to help with managing personal finances. Version 1.301, binary only. Author: Le Lay Serge Camille

- Clock Two programs to put clocks on the WB screen. The executables are small (2Kb) and take little processor time (1.5%) to run. Version 1.4. Both programs require ARP. Source in C is included. Author: Stuart Mitchell

- Intoxicated A nice little screen hack which affects the mouse. Saying any more would spoil the fun. Includes source. Author: Thomas Albers

- Quantizer FLCLQ color quantizer which converts 24 bit true color images into 256, or less, color images. Uses a fairly sophisticated algorithm, mixing median-cut, popularity, and a custom algorithm. Includes a version for Amiga's with a math coprocessor. Version 1.0, shareware, binary only. Author: Christophe Labouisse and Frederic Louquet

- SoundEditor An 8SVX stereo sound file editor written in assembly language for speed and minimum size. This is V.98, an update to V.80 on disk 355. Many new features including a working digitizer, raw loads, raw mac loads, time markers, rate converters, delay, ramp, filters, scroll, and it will iconify. Binary only. Authors: Howard Dortch, Mike Coriell, Matt Gerald

- Utils A group of small utility programs requiring ARP. "Du" displays the disk space used by a directory, "Head" displays the first lines of a file and "Cookie" displays a humorous message. All executables are very small (less than one disk block each). Assembly source is included. Author: Stuart Mitchell

- WTF WTF (Window To Front) is a little hack which brings a window to the front when double-clicked. Includes source. Author: Thomas Albers

**CONTENTS OF DISK 417**

- Alert** Program to create custom alert boxes and standalone programs to display them. Each alert can be up to 7 lines of up to 77 characters per line. Version 3.6, shareware, binary only. Author: Thomas Jansen
- Coyote** Another cute animation from Eric Schwartz. This one is "Coyote 2: The Road Test", Eric's tribute to Chuck Jones. Has the typical Roadrunner and Coyote mayhem. Author: Eric Schwartz
- DataEasy** A database program which includes a phone dialer, speech output, a simple screen editor for making and modifying the database definitions, a screen print function, form letter printing, sorting, searching, and two small sample databases. Version 1.1, binary only, source available from author. Author: J. Dale Holt
- MemLook** Gives a graphical view of your machine's entire memory area. Features memory gauge and controllable scrolling speed via the cursor keys. Version 2.0, an update to version 1.1B on disk 364. Includes source in assembly. Author: Thomas Jansen
- MostCurrent** Two programs that are to be used with B. Lennart Olsson's Aquarium program. The first program creates a new button called "Most Current". The second program updates the index file so that the "Most Current" button is set for all entries that are the most current versions of their set. Version 1.0, includes source in C. Author: Peter A. Phelps
- QuizA** simple Quiz game. Current quiz subjects include "Bible", "Indians", "New England", "Physics", and "States". Binary only. Author: J. Dale Holt
- WBGauge** A utility to patch AmigaOS 2.0 to bring back the little gauge in the left border of disk windows, showing the ratio of available space on the disk. Version 1.0, binary only. Author: Jean-Michel Forgeas
- WhatIs** A neat little utility which not only recognizes a wide variety of file types (executables, IFF, icons, zoo files, etc), but prints interesting information about the structure or contents of the recognized file types, such as what libraries, devices, resources, fonts, etc. a program uses. This is version 2.0, an update to version 1.2a on disk 334, and is for AmigaDOS 2.0 only. Binary only. Author: Jorrit Tyberghein

**CONTENTS OF DISK 418**

- AtMovies** Another of Eric's cute animations, this one starring his cartoon creation "Amy the Squirrel" and her boyfriend in some hijinks at the movies. Author: Eric Schwartz
- BootCACHE** Utility to turn off the 68020/68030 instruction and data caches upon rebooting. This improves chances of old programs (especially games) working on Amigas with one of these processors (e.g. the A3000). Version 1.0, includes source in assembly. Author: Nico Francois
- LJP** A program to print text files on an HP LaserJet printer. Supports landscape or portrait modes, use of any built-in font, automatic downloading of soft fonts, extremely fast printing, one or two logical pages on a single paper, multiple styles of page headers, adjustable page length and width, user specified pitch and point of a font, selectable margins and tab spacing, multiple copies, optional line numbers, and more. Version 1.01, binary only. Author: Khalid Aldoseri
- ModulaDefs** Implementation and Definition modules for the Amiga's Graphics, Intuition, and Math libraries, to be used with the

Modula 2 compiler from disk 24. Includes a source example of using the modules. Binary only for the rest of the distribution. Author: Jonas Green

- PSX** A public screen manager for AmigaDOS 2.0. Lets you open, manipulate, and close public screens, set the global public screen bits, and provides a good example of using GadTools and ReadArgs. Includes source. Author: Steve Tibbett
- PubScreens** Two utilities to manipulate public screens. You can open and close them, or ask for information. PublicS is the workbench version of PubScreen. AmigaDOS 2.0 only. This is version 1.0, binary only. Author: Jorrit Tyberghein
- Running** A classical maze and puzzle game. You run around in a maze and try to catch the ghosts or spiders. It is completely multitasking friendly and compatible with AmigaDOS 1.2/1.3 and 2.0. You can design your own levels. Binary only. Author: Jorrit Tyberghein
- ScreenX** A program designed to make getting at screens easier, particularly screens that are lost behind other screens that don't give you depth gadgets. You can pop them to the front, push them to the back, save the screen to an IFF file, print it, and even try to close it. This is version 3.0, an update to version 2.1 on disk 158. Binary only. Author: Steve Tibbett

**CONTENTS OF DISK 419**

- ParMParameterable Menu.** ParM allows you to build menus to run whatever program you have on a disk. ParM can run programs either in workbench or CLI mode. This is an alternative to MyMenu which can run only when WorkBench is loaded. ParM can have it's own little window, or can attach menus to the CLI window you are running it from. This is version 2.5r, an update to version 1.1 on disk 375. Includes source. Author: Sylvain Rougier and Pierre Carrette
- ReqAztec** An enhanced version of the interface to req.library for Aztec C 5.0. Includes source in assembly. Author: Pierre Carrette.
- ReqLib** A runtime, reentrant library designed to make it easier for programmers to use powerful, easy to use requesters, for communicating with users. Includes such functions as a color requester, file requester, message display requester and many functions to make the creation of gadgets for your own custom requesters easier. This is version 2.5, an update to version 1.2 on disk 400. Binary only. Author: Colin Fox and Bruce Dawson
- SetColors** A Palette replacement program that does a lot more in only 3K. Can save and load color files, and update preferences. Includes source in C. Author: Pierre Carrette.
- YaccThis** 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. This is an update to the version on disk 299. Includes source. Author: Bob Corbett et. al.

**CONTENTS OF DISK 420**

- BootX** Yet another virus killer. BootX can check the bootblock of a disk, check memory for any resident viruses, and scan a disk for link viruses. It can load bootblock libraries for you to write on your disks as an alternative for the boring DOS install bootblock. It can load brain files so you can add any new bootblocks that BootX does not yet recognize. BootX is written completely in assembly for maximum

speed and minimum size. Version 3.40, binary only. Author: Peter Stuer

- Iff2Src** A utility to convert IFF pictures or brushes to source (C or assembly). The bitplanes, mask, colormap and image are written to a file. You can convert multiple files at once. Supports new 2.0 ApplCon windows (like IconEd). AmigaDOS 2.0 only. Version 1.0, binary only. Author: Jorrit Tyberghein
- MenuWriter** Allows you to write a menu to the bootblock fo a disk. Allows up to 30 entries of 39 characters long, with commands up to 31 characters long. The loader also allows batch files to be executed. Includes a built in virus detector. Version 3.1, binary only, source available from author. Author: Peter Stuer
- QuickHelp** With the QuickHelp utilities you can make your own help files like "man" in UNIX (it is not compatible however). AmigaDOS 2.0 only. Version 2.0, binary only. Author: Jorrit Tyberghein
- ShowGadgets** A simple utility to view all gadgets in a window. Includes source. Author: Jorrit Tyberghein
- SpaceWar** A two player game with each player controlling a spaceship. The object is to shoot the other player, gaining one point for each kill. The game ends when a player reaches fifty points. Version 1.11, binary only. Author: Jeff Petkau
- SysInfo** A program which reports interesting information about the configuration of your machine, including some speed comparisons with other configurations, versions of the OS software, etc. Version 1.94, an update to version 1.4 on disk 368. Binary only. Author: Nic Wilson
- TTDDD** Textual TDDD is an ASCII version of Turbo Silver's TDDD object and cell description files. The TTDDD format enables users to algorithmically generate objects, scenes, and animations. Includes programs to convert between TDDD and TTDDD formats. Version 1.0, shareware, binary only. Author: Glenn M. Lewis
- WinMan** A very simple utility to manipulate windows. It adds some menus to the workbench, which you can use to shrink, maximize, tile or cascade your windows. AmigaDOS 2.0 only. Version 1.0, includes source. Author: Jorrit Tyberghein
- DMouse** A versatile screen & mouse blanker, auto window activator, mouse accelerator, popcli, pop window to front, push window to back, etc. widget. This is DMouse version 1.25, an update to version 1.24 on disk 407. Includes source. Author: Matt Dillon
- EZAsm** Combines parts of the "C" language with 68000 assembly, giving it the "feel" of a higher level language. Supports all 1.3 functions. Uses braces and "else" like "C". Resulting code is optimized as much as possible. Takes source file you create and outputs a .asm file. Includes example source and executable files. Version 1.3, binary only. Author: Joe Siebenmann
- NoVirus** Another Anti-Virus utility. This one features known and new virus detection, view boot block, save and restore bootblocks, several "Install" options and more. Written in assembly. This is version 3.31, an update to version 1.56 on disk 180, and is a limited demo of the commercial version. Binary only. Author: Nic Wilson
- Zon** An arcade/adventure game that mixes a unique blend of puzzle

solving and arcade adventure. Your mind and your reflexes will both be tested to their limits as you work your way towards your goal, recovering the Rings of Zon. Has 19 levels of action, save/restore your game on any level, stereo digitized soundtracks and sound effects, over 100 objects to discover and explore, up to 300 moving objects on the screen at once, and more. Volume 1, shareware, binary only. Author: George Broussard

**CONTENTS OF DISK 422**

- Gravity** A program which simulates the movements of astronomical objects under the influence of gravity. For example, you can simulate the solar system or two stars circling around each other. Version 1.0, binary only. Author: Guido Burkard
- Imploder** Allows you to reduce the size of executable files while letting them retain full functionality. Uses efficient algorithms (both time and space) as well as taking into full consideration the complexity of the Amiga environment. Very well done. Version 3.1, binary only. Author: Peter Struijk and Albert J. Brouwer
- PopUpMenu** A small program that makes it possible for you to use pop-up-menus with any program that uses standard intuition menus. Version 3.5, includes source. Author: Martin Adrian
- SystemTracer** A tool to view and manipulate various AmigaDOS 1.2 and 1.3 system structures. Version 1.0, includes source. Author: Guido Burkard
- TrackDOS** A program that allows easy transfer of data between DOS, memory and trackdisk.device. DOS means the data contained within a file, memory means the data contained anywhere within the memory.map and trackdisk.device means data stored on a disk not accessible with DOS (eg. bootblocks special loader disks etc.). The transfer of data between these three areas is not normally easy or convenient. TrackDos was written to overcome this. This is version 1.04, an update to the version on disk 365. Binary only. Author: Nic Wilson
- TrekTrivia** Very nice mouse-driven trivia type program for Star Trek fans. Contains 100 questions with additional trivia disks available from the author. Includes selectable skill levels, a cheat mode, and 250K of digitized music. This is version 3.0, an update to version 2.0 on disk 252. Binary only, shareware. Author: George Broussard

**CONTENTS OF DISK 423**

- Hollywood** An easy to play trivia game with such subjects as M\*A\*S\*H, Star Trek (old and TNG), Indiana Jones, general television trivia, and more. Each topic contains fifty questions and a related picture. Each time you answer a question right, a small portion of the picture is added to the screen. Shareware, binary only. Author:
- LCDCalc** Probably the prettiest looking four foundation (with memory) calculator ever written for the Amiga. Written in J-Forth. Version 1.023, binary only. Author: Mike Haas
- Pogo** Another of Eric's cute animations. This one has Pogo and crew trying to hold a conversation with the beautiful Miss Mam'a'selle. Author: Eric Schwartz
- SetRamsey** A program that allows you to test the current settings of the RAMSEY ram controller chip on an Amiga 3000 under Kickstart 1.3 or 2.0, and change them if you wish. Useful for hardware debugging to control static column mode, burst mode, or change the refresh rate. Version 1.02, binary only. Author: Nic Wilson



**CONTENTS OF DISK 424**

**AutoCLI** A 'PopCLI' type replacement that works with WorkBench 2.0. Also fixes the problem with PopCLI crashing the machine if used on a PAL Amiga to open a CLI window with a vertical size greater than 200 lines. Other features include an optional Function-key press with the qualifier to execute an S:script file. Version 1.88, and update to version 1.6 on disk 399, with more enhancements. Binary only. Author: Nic Wilson

**MED** A music editor much like SoundTracker. A song consists of up to 50 blocks of music, which can be played in any order. Editing features include cut/paste/copy tracks or blocks, changing the vibrato, tempo, crescendo, and note volume. Other features include switching of the low-pass-filter on or off on a per song basis, and a cute little animated pointer of a guy doing "jumping jacks" in time to the music! This is version 2.13, an update to version 2.00 on disk 349. Binary only. Author: Teijo Kinnunen

**TurboTitle** A program created for the purpose of subtitling Japanese Animation films and to create a standard Amiga subtitle format. Is perfectly suited for subtitling any foreign film. Version 0.71, shareware, binary only. Author: Robert Jenks

**CONTENTS OF DISK 425**

**A-Gene** Demo version of a shareware genealogy database program. The PAL version has been distributed in Australia and England for some time. This NTSC demo version is complete except that it is limited to 600 persons/300 marriages, does not support a text-editor to add free-form reports to records and does not show Digi-view pictures from within the program. The color requester is not included as this entails adding a library file to libs: and is not really needed. A-Gene needs 1Mb of ram, and a printer/2nd disk drive are a big help. Version 3.10, binary only. Author: Mike Simpson.

**CheckBook** Checkbook accountant is a checkbook recording program intended to be used as a companion to a checkbook register, not a replacement. Offers a simple way of balancing checkbooks, tracking bank transactions, and recording budgeted transactions. Version 0.9, binary only. Author: Jeffrey Almasol

**Downhill** A skiing arcade game. Ski skylar mountain, a dangerous, steep, downright scary mountain with bonus flags to pick up, rocks, bushes, and branches to jump over, all while avoiding obstacles such as trees. The longer you stay up the faster you ski and the more points you get. Binary only, joystick required, works only under AmigaDOS 1.3. Author: David Alves

**HeadGames** A "Shoot-Em-Up" game done with SEUCK game constructor, featuring digitized heads as enemies. Binary only. Author: Neil Sorenson

**CONTENTS OF DISK 426**

**Conman** Extremely useful replacement for the standard console handler, 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. This is version 1.3e, an update to version 1.3 on disk 165. Changes include updates for WorkBench 2.0 console refresh and cut/paste, and improvements to window resizing. Binary only. Author: William Hawes

**Metro** In METRO, you play the role of a city planner. Using limited funds, you must construct a mass-transit subway system capable of meeting the needs of your city. Build wisely and your system will be a success, but poor

planning will lead to disaster and financial ruin. Shareware, binary only, source available from author. Author: Mark A. Thomas and David P. Townsend

**RickParksArt** A collection of artwork from one of the leading Amiga artists. Includes "Bryce", "Clipper", "Einstein", "Falconer", "Lincoln", "Lion", "Mickey", "Norman", and "Stymie". Superb hand drawn images with lots of detail. Author: Rick Parks

**CONTENTS OF DISK 427**

**BlackJack** A blackjack simulation program with the ability to simulate nearly any casino blackjack game in the world. Allows the use of the most popular playing strategies and modifications to them. Has color coded strategy tables to enhance the learning of the strategy. Tracks basic statistics such as number of hands played, bankroll limits, casino profitability and others. Allows from 1 to 7 players, including the computer. Has online help, a demo mode, and a special practice mode. Version 1.01, shareware, binary only. Author: Dan Cogliano

**Chemesthetics** Chemesthetics is a program that draws molecules using the calotte model. This means that atoms are drawn as bowls. Using this model, even extremely dangerous molecules like dioxine look quite nice. Chemesthetics has a fully intuitionized user interface and pictures can be saved as IFF graphics files. Version 2.00, includes source. Author: Joerg Fenin / Metalworx

**Cyrillic** Cyrillic (Russian) 12-point font. Author: Elaine and Timm Martin

**STV** Simple text viewer with mouse and keyboard scrolling, text search, and hooks to be launched onto custom screens. Works great under both Workbench v1.3 and v2.0 and from the CLI or icon. Version 1.00a, includes full C source. Author: Timm Martin.

**CONTENTS OF DISK 428**

**BCBMusic** A set of three original songs written and composed using the freely distributable MED v2.10 music editor. These songs do not require a separate player program because it is actually compiled in with the song. WB2.0 compatible. Binary only. Author: Brian C. Berg

**CyroUtils** Four handy animation utilities from Cryogenic Software. Includes an animation creation tool that allows you to combine selected pictures into a standard animation, an animation information tool that is used to extract certain information from a given animation, an animation combining tool that allows you to join two animations into a larger one, and an animation splitting tool that allows you to split one animation into two smaller ones. Binary only. Author: Cryogenic Software

**ShadowMaker** Demo version of an Intuition based Font shadow generator. In seconds you can convert your favorite fonts into color fonts with professional video shadows built right in. This demo version is missing the characters 'w', 'x', 'y', and 'z'. Binary only. Author: Stephen Lebars

**Train** An electric train construction set game simulation. Shareware, binary only, source available from author. Author: Dennis Saunders

**WonderSound** Wondersound is an additive harmonic instrument design tool with a separate envelope design window and 16 relative harmonic strength and phase angle controls. Version 1.6, an update to version 1.4 on disk 407. Binary only. Author: Jeffrey Harrington

**CONTENTS OF DISK 429**

**ATCopy** A program to copy files from the Amiga side of a system equipped with a PC/AT bridgeboard, to the PC side, using wildcards. Copies directly through the shared memory. Supports CLI and WorkBench usage. This is version 2.1, an update to version 2.0 on disk 406. Shareware, binary only. Author: Peter Vorwerk

**CLImax** A command like NewCLI or NewShell except that it creates a borderless CLI or Shell window on a custom screen. Now you can use the whole display just like a non-windowing computer. Requires ConMan 1.3 or newer. Release three, vastly improved over the first release on disk 224. Includes source. Author: Paul Kienitz.

**Dr** Another alternative CLI directory lister command. This one features extreme optimization for speed, a variety of output formats, hiding of .info files by default, and AmigaDOS pattern matching. It is pure (residentable). It is intended to outperform all other directory listers. Includes the additional utilities ForEvery and Whichever. Release 1.2, includes source. Author: Paul Kienitz.

**FixCLI** A tiny pure command which fixes problems with CLI's not created by other CLI processes. A new CLI or Shell created by such programs as PopCLI or DMouse gets no path and no current directory. FixCLI very quickly and efficiently gives a path to a CLI that does not have one (it looks for other processes that have valid paths) and sets the current directory as specified if none is already set. Put it in your S:Shell-Startup script. Includes source. Author: Paul Kienitz.

**MoveSYS** Reassigns SYS:, C:, S:, L:, LIBS:, DEVS:, and FONTS: to a new disk or directory in one step. Can be used from CLI or Workbench; just click it and shift-double-click a disk or drawer icon. More flexible and robust than some other programs written for the same purpose. It's small and pure. Second release (the one on disk 224 worked from CLI only). Includes source. Author: Paul Kienitz.

**RunBack** A very compact version of the popular utility for starting a CLI process in the background, without preventing the CLI window from closing. This version is pure and only 468 bytes long. Requires the NULL: device, which is included. Using NULL: makes it more flexible and robust than older RunBacks. Can optionally delay up to nine seconds after starting the command. Includes source in assembly. Author: Paul Kienitz.

**Scrub** A floppy drive cleaning program which automatically detects which drive has a cleaner diskette in it. Spins it for thirty seconds while moving the heads around. Pure. Includes source. Author: Paul Kienitz.

**Timer** The timer device made easy! Example of how to create both synchronous and asynchronous waits. Includes a sample C program, a detailed technical discussion, and modules that you can plug in to your C programs. Author: Timm Martin

**Trippin** A Workbench game based on an out-of-print board game. The object is a race in which each move you make restricts your opponent's choice of countermoves. Features a computer opponent of adjustable toughness. Includes source. Author: Paul Kienitz.

**Uedit-Stuff** A variety of configuration material for Uedit. Includes stuff for remembering multiple chunks of deleted text, interfacing through Rexx with a terminal program, displaying matching '(' characters when you press ')', expanding abbreviations into phrases as you type, easily shifting lines and blocks of text left or right, improvements to several existing Uedit features, and more. Author: Paul

Kienitz.

**V** A front-end for Commodore's More or some other text viewer that can be made resident. Can be used from Workbench, greatly reducing disk loading time because V is much smaller than More, which need not be loaded if it is resident. From CLI, causes More to create a new window, specified with an environment variable, rather than using the CLI window. V is itself residentable. Much improved since the version on disk 224, to which it is only distantly related. Includes source in assembly. Author: Paul Kienitz.

**CONTENTS OF DISK 430**

**Lotto** Small lotto number selector with C source. Author: Timm Martin

**Pointer** Use the SID sleepy pointer in your programs. Includes C source, a sample program, and modules that you can plug in to your C programs. Author: Timm Martin

**SculptTools** Programs to create objects for use in Sculpt 4D. Includes Brush\_4D to convert IFF brushes to objects in full color with HAM and EHB support and wrap to various shapes (update to version on disk 361), Fractal\_4d to create fractal mountains with various coloring from brush, checkers or based on altitude, and Spiral\_4d to create a variety of objects based around tubes and helices. Binary only. Author: Bruce Thomson

**SmartFields** SmartFields is a replacement for Intuition string gadgets. It allows you to incorporate into your Amiga C programs the powerful editing capabilities often found in mini-computers. Includes full C source and documentation. Author: Timm Martin.

**SCRAMBLES**

(aSortments of Con's RAMBLES)

*Editor's Column*

Greetings everyone. Thank you for the praise of last month's issue, but I must agree with you - it was far better than the newsletter has ever been before. Most of the important changes were made to that issue and this issue, but there are still some more changes to be made. Unfortunately, my machine is up for some big repairs (and to be upgraded to 1 Meg Chip RAM) so I didn't have the time I wished to spend on the newsletter. However, I thank my brother George for letting me use his machine for the duration.

For those of you who asked where the program 'Imploder' that I referred to in last month's column came from - have a look through the fish disk listing - it is in there somewhere (sorry I can't remember where).

Last month at the meeting of the editorial sub-committee, further directions for the newsletter and specific jobs were decided on. I am pleased to introduce a new sub-committee member by the name of Darryl Hutchins. He will gladly type up any article for you. You can contact him between 10am and 3pm on most days. Check the listing. See YOU at the next meeting.

**Amiga Users Group Phone Listings**

**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 Con Kolivas (484 1339 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
George Wahr	-	Superbase, Bridgeboard	-	376 6180
Bill Jordan	-	Amiga BASIC, A/C + AMOS BASIC	-	417 3521
Lester McClure	-	Lucas/Frances - A1000 32 bit processor system.	-	803 5664
Joe Santamaria	-	Graphic arts - DPaint, Sculpt etc.	-	383 3509

**The Workbench Editorial Subcommittee**

The following is a list of AUG members who have volunteered to help you in the area of article writing for the *Workbench* journal and are topic-specific helpers. You can also help by adding your name to this list.

Nikolai Kingsley	-	CLI & Shell utilities, Programming	-	772 8472
Jim Berry	-	General Interest Articles	-	807 7321
Norm Christian	-	Art & Music Articles	-	798 6552
Rob Pemberton	-	Beginner-Level Articles	-	571 4579
Ben Barrows	-	Humorous Articles	-	888 8608
Rod Paterson	-	Scientific interest Articles.	-	889 2793
Daryl Hutchins	-	Will Re-Type articles (10am - 3pm)	-	870 6284

**The Amiga Users Group Committee**

When in real doubt, or you have an enquiry, ask a member of the committee, obviously the most relevant one you can think of. If you want to see your name here, you'll have to be nominated at the Annual General Meeting.

Co-Ordinator	-	Eric Salter	853 9117	Kew
Ass. Co-Ord	-	Lester McClure	803 5664	Mt. Waverley
Meeting Chair	-	Arnold Robbins	808 0551	Box Hill South
Secretary	-	Alan Garner	879 2683	Ringwood
Treasurer	-	Neville Sleep	546 0633	Springvale
Membership	-	Peter Barton	850 9250	Templestowe
Purchasing	-	Russel Porteous	585 0202	Cheltenham
Book Library	-	Ross Johnson	824 7026	Malvern
Disk Library	-	David Marks	N/A	N/A
Editor	-	Con Kolivas	484 1339	Thornbury
Committee	-	Bob Laidlaw	359 3930	Fawkner
	-	Hugh Leslie	489 1584	Clifton Hill
(Public Officer)	-	Chris Tremelling	527 2594	St. Kilda East
	-	George Wahr	376 6180	Kensington

**NWAUG Committee (PO Box 25, Coburg 3058)**

Co-ordinator	-	Kerrie Millar	484 5934
Ass. Co-ordinator	-	Tony Prowse	379 7960
Meeting Chair	-	George Wahr	376 6180
Treasurer/Memb.	-	Paul Pritsis	350 3601
General	-	Hugh Leslie	489 1584
	-	Greg Rowburg	484 3909
	-	Simon Shead	383 4905
(BBS SysOp)	-	Gary Gajic	376 4378
PD Library	-	Alan Cheng	380 5588
Book Library	-	Darrel Butcher	439 6283

**PUBLIC DOMAIN SOFTWARE ORDER FORM**

Mail to: Amiga Users Group, PO Box 684E, Melbourne 3001, Victoria

Disk Numbers:									
Don't forget to specify collection name i.e., Fish, Amigan, Amicus etc.									
Disks supplied by Amiga Users Group @ \$6 each								\$	
Disks supplied by member @ \$2 each								\$	
Club Use Only:								Total: \$	
Member's Name:					Membership #:				
Address:									
Postcode:									

**NEWSLETTER BACK ISSUE ORDER FORM**

Mail to: Amiga Users Group, PO Box 684E, Melbourne 3001, Victoria

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

**APPLICATION FOR MEMBERSHIP OF THE AMIGA USERS GROUP INC.**

Membership is \$25 per year. Send your cheque to: Amiga Users Group Inc., PO Box 684E, Melbourne 3001

Surname: _____	Details on this side are optional
First Name: _____	Year of birth: _____ Which Model Amiga _____
Address: _____	Occupation: _____
_____ Postcode: _____	Interests: _____
Phone Number: _____ STD Code: _____	
Where did you hear about AUG: _____	
	Which group do you attend mostly: _____
	i.e., Burwood, NWAUG etc., _____
Signed: _____ Date: _____	

If admitted as a member, I agree to abide by the rules of the Association for the time being in force

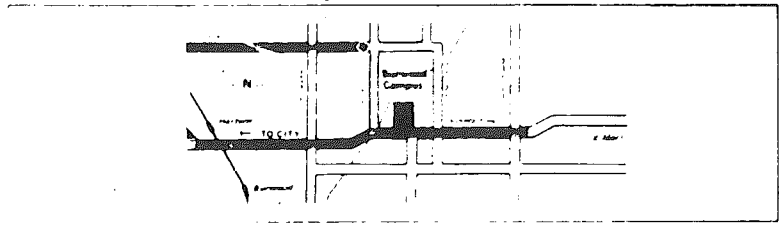
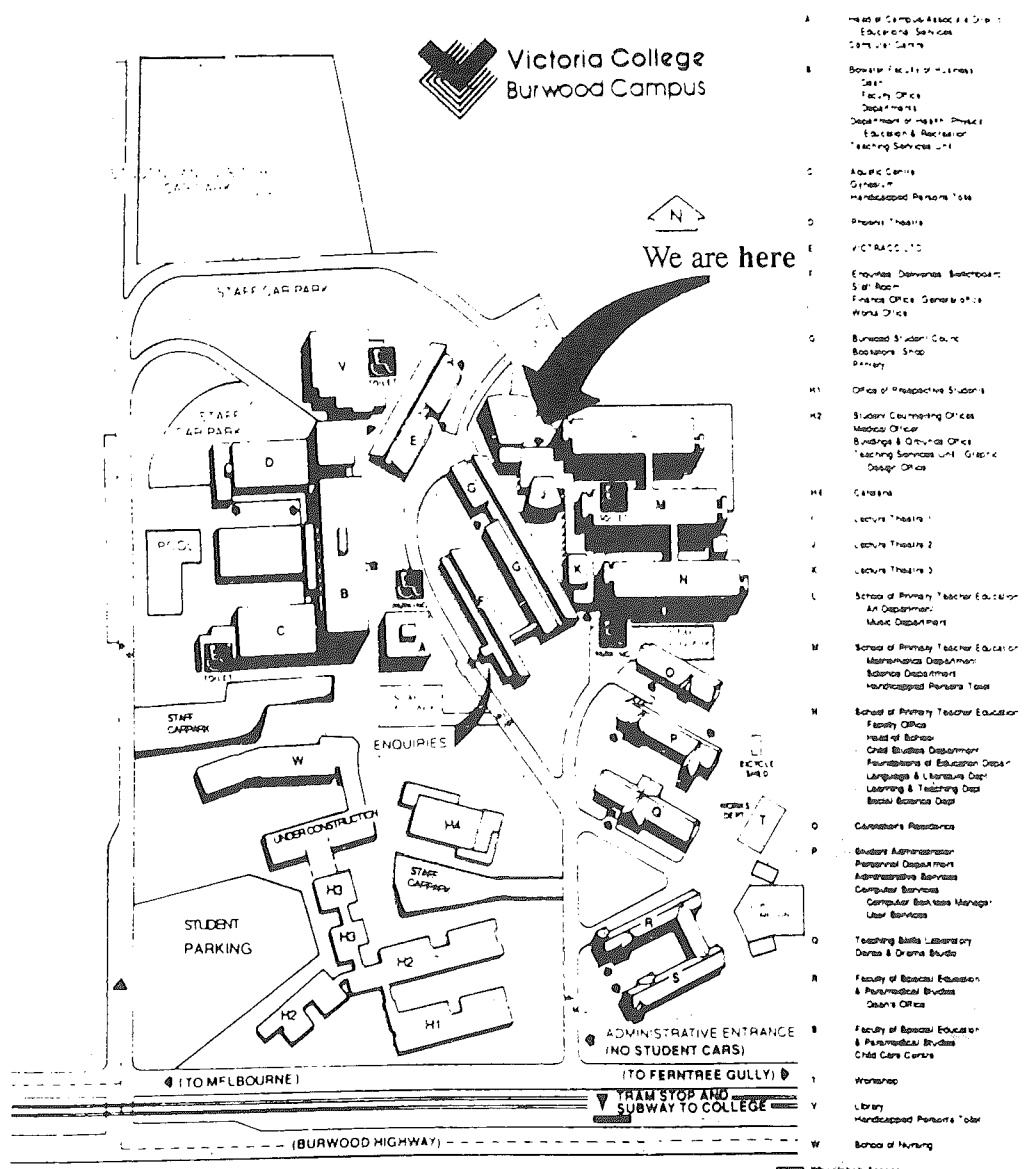
Club Use Only	Date	Paid	Rcpt #	Memb #	Card Sent
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# AUG meets on the third Sunday of each month

Amiga Workbench

March 1991



## Where is Victoria College, Burwood Campus?

**Melway 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.