$3
RRP

Next AUG Meeting - AUCTION!

Sunday, July 21st 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.

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, July 21st at 2pm - Auction
Sunday, August 18th at 2pm - AGM
Sunday, September 15th 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 600 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, 376-6385, 376-7375 (this for 1200/75).
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 the last one edited by Con Kolivas. Equipment and software used was: Amiga 2000, Professional Page, Transcript and Apple Laserwriter II NTX.

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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
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 684E, Melbourne 3001, Victoria.**

CONTENTS

Product Reviews

AMIDOCK Review
(R.Pemberton 14/6/91)

If the Amiga Workbench is such a great user interface why do programmers and hackers spend so much time in trying to improve it?

One of the latest attempts is a emulation of Steve Jobs' NeXT Computer which uses an opening screen known as a "dock". (Incidentally Mr.Jobs co-invented the original Apple Computer back in the dark ages of personal computing - aka the seventies).

The program is AMIDOCK, and its author Gary Knight (who works for Pagestream's parent company SoftLogic by day) claims that it is far more versatile than as its NeXT cousin.

OK, now for those of you not familar with the NeXT computer. AMIDOCK will provide you with a number of buttons on the WorkBench screen that when pressed will launch other programs. These buttons are fully configurable to run any program you want with a single press.

Here's a brief run down of the program's features:

* AMIDOCK can run programs that either need a CLI or the WorkBench.

* AMIDOCK uses IFF brushes for the button imagery. The brushes used are standard IFF files and can be customized to your individual wants and desires. In fact many of the programs you will add to the dock will need a brush created for them. The author has included a Dock Image Grid for this purpose.

* Amidock supports an unlimited number of buttons. The buttons are kept in a single line (column or row) and can extend beyond the screen boundaries with the use of the two scroll arrows.

* AMIDOCK can be moved around the screen like any normal window, and can be configured as a vertical column or a horizontal row.

Ok, what do you need to get up and running with the program?

1) You will need a copy of the arp.library in your LIBS: directory. This has been included on the Fish disk. AMIDOCK uses the arp.library for it's file requester.

2) You will need to copy the AMIDOCK program to your C: directory.

3) Copy the Dock directory to your hard drive or your WorkBench Boot Floppy.

4) Lastly assign DOCK: to the directory where the configuration file and the brushes are kept. This will be either the "Dock/Interlace/Maindock/" directory or the "Dock/Non-Interlace/Maindock/" directory depending on whether you run your workbench in interlace mode or not.

5) execute AMIDOCK.

6) AMIDOCK comes pre-configured to run a variety of programs. You will want to reconfigure the dock to run the programs you have.

AMIDOCK does not need to be "run", it will set itself up as a background process and return control to the CLI. AMIDOCK can be added to your startup-sequence and it will allow the startup CLI to close. If you are using AmigaDOS2.0, AMIDOCK can be placed in the wb-startup drawer, just remember to add a tool type of DONOTWAIT to AMIDOCK's icon.

The author has also included many pre-defined button images, and a bunch of blank ones that can be filled with your own designs (via Dpaint etc) - in both interlace and non-interlace forms depending on which mode you run your Amiga in.

As has been noted, why bother with AMIDOCK when you can run most programs via drawers and icons off your workbench anyway. Well, the idea of customizing the screen environment has always had an attraction for Amiga owners - perverse people they must be - and AMIDOCK is yet another way to do it.

The program is shareware (US$25.00), and versions can be found on Fish 459 and 474. If you're interested in seeing what your screen can look like, check out the public domain section of .info magazine May 1991 issue.

Beginners' section

Answers about HARDWARE questions.

1.1.   Why does my battery backup-ed clock not work properly?

Symptoms:
1.   Clock is several minutes/hours early/late.
2.   Clock is RESET to first day of the AMIGA's life.
3.   Clock can't be read from and written to.

The battery backup-ed clock draws its power during power-off of the AMIGA from a small NiCd-battery. There are two often occuring reasons for the strange behaviour of the clock:

1.   The battery is (almost) empty. This should normally only happen after a very long power-off of the AMIGA. (Several weeks/months.)
2.   The battery is old and can't supply the clock with the voltage or current it needs to operate properly.

To solve the problem in the first case you should turn your AMIGA on for several hours to allow the battery to recharge. After this you can set the setclock command and everything should work OK.

The solution in the second case is to have the battery checked and replaced by your AMIGA dealer. In the third case your computer might be infected by a virus that puts some date in the Clock memory that makes it no longer respond. If you execute the command:
         setclock opt reset
everything should work normal again. NB. Use the setclock from your Work- bench V1.2, the V1.3 version might not work always.

1.2.   What are the 8520's?

The 8520 is a chip inside the AMIGA. In the 500/1000/2000 there are two of them. They are custom chips of the company that designed and built the AMIGA.

1.3.   What hardware is broken and can I repair it myself?

Symptoms:
         Printer doesn't work properly anymore.
         Audio sampler produces one constant or random values.

Modem doesn't work properly anymore.
Joy-sticks seem not to be working.

All the previous mentioned devices are driven by the two 8520's in your AMIGA. These are very delicate chips and history has proven that they are very fragile. It might well be the case that one of them is broken. You can check this by exchanging them inside your AMIGA. (They are both socket-ed.) ONLY do this (Opening the AMIGA isn't allowed during the guarantee period!) if you know what you are doing. If exchanging does make a difference one of them is broken and you can replace the broken chip by a new one. You can buy them only at certain places eg. at your dealer. They cost about $10,- $15,- a piece. If you don't want to repair the machine yourself, bring your computer to a qualified repair company.

1.4.   During a boot or RESET the screen changes. What does this mean?

To indicate problems detected within the hardware, the screen is changed to one of the following colours: [See also question 1.9..]

Colour	Diagnostic
dark gray	Hardware OK
light gray	Software OK
blue	Bad Custom Chips
green	Bad CHIP RAM
red	Checksumerror ROM (Bad ROM)
yellow	exception before a GURU-meditation could be given

1.5.   Can I replace the 68000 with an 68010 to get a higher performance?

Yes, in general you can replace the 68000 with an 68010. It is an operation that needs to be done with care because they are large chips and aren't very easy to get out/in the socket. NB Don't put the 68010 in the socked the wrong way around! Don't expect to much performance increase. Only programs with a lot of calculation might run a bit faster but the overall performance increase will be less than 5%.

Because of bad programming there are several programs that will stop run- ning when you are using a 68010. Keep this in mind.

1.6.   What is the difference between the A2000 and the B2000?

Commodore in Braunschweig (Germany) has built the A2000 based on the AMIGA 1000. They added the slots and 512 KBytes RAM. This was done in order to allow an XT-card inside the computer. Later Commodore developed the B2000 which was based on the new hardware also used in the AMIGA 500. It has 1 MByte of

RAM and is prepared for 1 MByte of CHIP RAM.

Both have the same case but are completely different inside. Also, from a software point of view small differences might be discovered.

1.7.   What is the difference between all these kinds of memory?

These are the most common terms used that have to do with memory:

Autoconfig RAM   Memory that is available and known to the system as you power on the machine. This means that you don't have to execute a program to let the operating system know this memory is available. On the other hand

NonAutoconfig RAM needs to be made available, which is usually done with programs like AddMem and AddRAM. With these you are telling the OS where in the addressing space the memory board can be found.

FAST RAM   is any RAM out of the reach of the custom chips. It is known as FAST RAM because code and data may be accessed by the CPU there faster, as it does not have to deal with the bus contention in the CHIP RAM addressing space. On the

CHIP RAM bus, time has to be shared by both the processor and the custom chips. If the custom chips are very active at a given time, the CPU must wait for the bus to be free for it's use. [Some activities of the custom chips can 'cycle steal' from the CPU, causing it to be forced to wait.] Normally, the 680x0 on the Amiga only needs the bus every alternate clock cycle in order to run full speed...thus the other cycles not used are taken up by the custom chips. However, when the blitter is in use, or the copro- cessor (COPPER), you see some of this cycle stealing. As a result, the CPU can usually run quite close to full speed on the CHIP RAM bus, but there is almost always some activity which slows it down a bit. And of course any heavy graphics use will cause considerable slowing if the CPU is forced to run code out of the CHIP RAM area. Now, with FAST RAM on the system, the CPU can generally run full speed, provided the code/data being accessed is in FAST RAM, because the custom chips cannot access this memory medium, and are not using it's bus.

32 bit RAM   There is no difference in the chips themselves. What IS different is how they are accessed. On a 16 bit bus (16-bit memory), 16 bits of data can be operated on at one time (transferred about, etc...). The 32-bit bus can work with 32-bits of data at a time. Thus if you are running two different buses...on 16-bit and one 32-bit, the 32-bit bus can handle more data at a given interval (assuming appropriate processors for each

and equivalent bus speeds). This is handled at the interface logic and bus level, not within the memory chips themselves.

RAM waitstates   You will run into having to have wait states if the memory being utilized is slower than the speed at which the processor needs it to come back. For instance, FAST RAM on the A2000 (68000) is usually rated at 120-100ns...this is perfectly fine for zero-wait state operation on that bus. The processor is incapable of "asking for" the data any fas- ter. Putting 80ns memory here would be a waste of money, as the processor will not be able to access it any faster. [The processor/bus is running at a certain speed. It will not speed up for faster memory]. Now, if you were to put 200ns parts on a FAST RAM expansion board, you would have to put some wait states into that.

FastMemFirst   Memory on the Amiga is prioritized. Now, normally CHIP RAM is given a priority on the system of -10. This is to insure it is not used by programs requesting simply "I want a chunk of memory", and not say- ing "and it needs to be CHIP". This helps to prevent CHIP RAM from being used for things which do not need to be there. Now, FastMemFirst is special. On Amigas with 512KBytes of CHIP RAM, the other 512KBytes which make up the 1 MByte std. complement is what is called "SLOW-FAST" RAM. This is because, while the custom chips cannot use it, it is still subject to the bus contention for CHIP RAM, as it is in fact on that bus. [When you upgrade to the 1-MByte Agnus, this "SLOW-FAST" memory is what becomes the other 512KBytes of CHIP RAM.] FastMemFirst is useful if you have this "SLOW-FAST" memory, and also have true FAST memory on the system. What it does is place your "SLOW-FAST" memory at the same -10 priority as CHIP RAM. Since most true FAST RAM will default to a priority of 0, it places your true FAST RAM ahead of the CHIP and SLOW-FAST memory on the memory lists. This is so programs which do not need to use CHIP RAM (and a program's actual CODE never does for the most part) will be placed in you FAST RAM, and run somewhat faster. SLOW-FAST and CHIP will only be used when either requested specifically by a program, or when your FAST RAM is filled.

1.8.   On boot time on an AMIGA 2000 the first key pressed isn't read.

This can be caused by the fact that the computer thinks that a special key is being held down. E.g. CTRL or LEFT-A, in the last case the m and n (LEFT-A n and m swap screens.) won't work. This can be solved by pressing the CTRL or LEFT-A key yourself. To permanently solve the problem it might be needed to adjust the computer hardware. (Cutting two capacitors on the motherboard.) Your dealer should be able to help you with this.

1.9.   What is done upon boot time?

The following things are done: [See also question 1.4..]

    Clear Chips
    Disable DMA and Interrupts
    Clear the Screen
    Check the Hardware
    Pass or fail the Hardware to the Screen
    Checksum the ROMs
    Pass or fail the ROMs to the Screen
    System setup
    Check the for RAM at $C00000
    Move SYS_BASE to $C00000 if it exists
    RAM Test
    Pass or fail the RAM to the Screen
    Check the Software
    Pass or fail the Software to the Screen
    Set up the RAM
    Link the Libraries
    Find External RAM and link it to the list
    Set up Interrupts and DMA
    Start default Task
    Check for 68010, 68020, and 68881
    Check for an Exception
    System Reset

Letters

some notes on Virtual Reality:

1936: First 3-D movie, 'Nozze Vagabonde"
1969: NASA's first experiments with 3-D computer images
1975: Hardware too large and too expensive for independant research until...
1985: VPL Research Laboratories founded in California.
1987: 'Data Glove' operational. Potential exists to plug our bodies into a computerised world.
1987: First public demonstration of "Reality Built for Two" hardware
1989: Mattel Incorporated introduce the "Power Glove" - computer simulated reality for kids.

"The average family watches television over seven hours a day. This is voluntary enslavement."
- Timothy Leary

"Virtual reality is a new kind of reality that is created with computerised clothing...

what's amazing about Virtual Reality is that far beyond just being a personal fantasy machine, other people can be in it too. It's the first thing that's come along that's shared in just the same way that the physical world is,

but it's completely infinite and open, like dreams. It's a new kind of communication... instead of talking to other people, and sharing descriptions, symbolic references with them you actually make the world with them. "

People are used to being in their little TV worlds, separated from each other, and so, what obviously needs to happen is, technology needs to change...

If you bring Art and Beauty into Virtual Reality, it still is Art and Beauty... if you bring in violence, it ceases to be harmful... it becomes play..."

- Jaron Lanier, VPL Researcher

"It has a tremendous potential for handicapped people...

Virtual Reality will be like, free-basing American television commercials... fired directly into your brain... it has its Orwellian potential, as well..."

- William Gibson, Author

SCRAMBLES
(aSsortments of Con's RAMBLES)
by Con Kolivas

Greetings and welcome to my last Scrambles column as editor for this illustrious newsletter. Next month, we will have, I believe, a set of people all working together to create the newsletter. The emphasis is on removing the load from one person, thus leaving more energy to be inspiring, different and creative - at least that's the theory. I hear the newsletter will also change such that there will be regular writers, regular column sections and so on, so that no one is ever bored with any month's newsletter. Speaking of which, you may notice that there are very few articles in this month's newsletter - there are two reasons for this; There were a lot of vital bits and pieces that had to go in, and there were very few (and I mean *very* few articles). Oh well, the next editor(s?) will tackle this issue.

Meanwhile.... Lemmings... AAARGH. I suppose everyone who has played this game even for a few seconds will know what I mean. It is one of the most addictive and well thought out games I have ever played. How many times have I stayed up till the wee hours of the morning saying 'Just one more level'. Have a look at it if you have time for games (of any sort) and I'm sure you won't be disappointed.

On the 'Beyond 2000' television show on the 2nd of July, they demonstrated Commodore's CDTV and described it as being the first one on the market. It looked very impressive, and they said there was a personal

computer involved in the hardware - If my understanding of the workings of CDTV are correct, then why did they not say that there was an Amiga operating it? Has anyone else noticed that the reporters of this show are die-hard Mac users? Oh well, that's the way the cookie crumbles.

Auction - yes don't forget that this month's meeting is where this elusive Auction is being held! We still need more donations and we want a big turnout - you'll hate yourself for not coming and missing out on that bargain you've been waiting for. See page 16 for more details.

So, to conclude my last editor's column, I wish to thank all those in the club who supported my reign over the bench these last 32 months. Thanks to all those who also helped me in that time - in particular Lester McClure and the rest of the committee. Good luck to the forecoming editor(s) - I certainly hope they are more organised than I was and create a newsletter that people will sit up and take notice of.

Take good care of your Amiga and she will bring you good fortune and service. Feed her only with the original quality diet she derserves, and service her regularly. And last but not least, make sure you educate the people who don't understand just how well she can perform.

...as he rides off into a digitised sunset...

Public Domain

CONTENTS OF DISK 480

Cryptor — A program that encrypts and decrypts data (files). It uses a mathematical algorithm with password key protection. Has both English and German versions and documentation. This is version 1.0, binary only. Author: Thomas Schossow

NoCare — This utility speeds up your windowing environment. The OpenWindow vector is patched. When someone tries to open a window in the workbench screen, the lower refreshbit in the nw_Flags field is cleared. This way, only NOCAREREFRESH windows will be opened, resulting in faster window movements. Windows opened in customscreens are not affected. This is version 1.5. Assembly source included. Author: Raymond Hoving

TplEdit — A gadtools template editor. It is able to generate nearly standalone C source code. The program will only run under OS 2.0, Kickstart 37.73 or higher. This is version 1.00 Alpha. Includes source. Author: Matt Dillon

UUCPAn implementation of uucp for the Amiga, including mail and news. This is Matt's version for the Amiga, based on William Loftus's Amiga UUCP 0.40 release with news code from his 0.60 release, and months of work by Matt to make fixes and add enhancements. This is version 1.13D, an update to version 1.08D on disk 442, and consists of four parts. Parts 1 and 2 are on disk 479, and parts 3 and 4 are on this disk. Includes source. Author: Various, major enhancements by Matt Dillon

CONTENTS OF DISK 481

K1 — An editor program for the Kawai K1-II synthesizer. Includes a bankloader for single-patches and multi-patches, a single- patch editor, a multi-patch editor, and support for the effect-session and K1 controllers. Version 4.8, binary only. Author: Andreas Jung

MCP — A "TRON" like cycle race game for up to four players. Version 13.76, update to version on disk 338, includes source in assembly. Author: Jorg Sixt

TLPatch　A utility to allow corrections in pronunciation for programs that use the Translate() function. It allows you to extract the exception table from the translator.library, use a text editor to edit the table, and then restore it back into the library. Version 1.0, includes source. Author: Richard Sheppard

WaveMaker　WaveMaker is intended to give beginning music and physics students a "hands on" feel for how complex waves are made by adding a harmonic series of sine waves. A fundamental and up to seven harmonics are available. The resulting waveform can be displayed on the screen or played on the audio device using the keyboard like a piano. A game mode is also provided. Version 1.2, an update to version 1.1 on disk 318, with several bugs fixed, more efficient code, and a new display option. Includes source. Author: Thomas Meyer

CONTENTS OF DISK 482

Ephemer　A program which calculates the positions of the sun, moon, and planets for any date and any place. Includes source in HiSoft BASIC. Author: Yvon Alemany

Molec3D　An interactive 3D solid modelling program for molecules. Produces a graphic, three dimensional representation of molecules, based on 3D coordinates data from geometry optimization programs, X-ray measurements, or any other source. Can handle up to 500 atoms at a time. Requires 1Mb or more of memory. Version 1.022, binary only. Author: Stefan Abrecht

CONTENTS OF DISK 483

ButExchange　An input handler to help left handed Amiga users. It reverses the function of the mouse buttons, so that the left button becomes the right and vice versa. Very small, uses only 168 bytes of memory. Version 1.0, includes source in assembler. Author: Preben Nielsen

ColorSamples　A few executable color samples made by ColorCatch from disk 396. Contains the 'old' colors from kickstart 1.3 and the 'new' colors from kickstart 2.0. Very useful because some programs/icons look awful when displayed in colors other than the ones they were created for. Author: Preben Nielsen

InputLock　An input handler to help Amiga users who have cats other pets (or children) that mess with the Amiga as soon as it is left for a second. It installs an input handler which lets you lock the keyboard and mouse by pressing a few buttons. Very small, uses only 190 bytes of memory. Version 1.0, includes source in assembler. Author: Preben Nielsen

MED　MED is a music editor that can be used to compose music for demos/games etc. It can be used as a stand-alone music program as well. The features include built-in sample editor, synthetic sound editor, MIDI support (up to 16 tracks), and options to read/write NoiseTracker modules. Included are routines that allow programmers to easily incorporate music made with MED in their programs. This is version 3.10, an update to version 3.00 on disk 476. Binary only. Author: Teijo Kinnunen

MouseXY　A small utility that opens a little window in which it shows the mouse coordinates and the color at that position. It can be moved from screen to screen and is able to show coordinates even when you are moving/resizing windows or moving Workbench icons. Version 1.0, includes source in assembler. Author: Preben Nielsen

PicSaver　A small utility that allows you cut rectangular portions of any screen and store them on disk as IFF ILBM files. Also allows easy saving of windows and entire screens to disk. Version 1.0, includes source in assembler. Author: Preben Nielsen

PointerX　Spins the hands of any pointer that looks like the standard AmigaDOS 2.0 Workbench "busy" pointer (a clock). Will also work with any application that uses the same pointer. Includes source. Author: Steve Tibbett

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. Version 1.1, an update to version on disk 418. Includes source. Author: Steve Tibbett

PWKeys　An input handler that allows you to manipulate windows and screens by pressing keys on the keyboard. It currently lets you perform 17 different functions. Includes an interactive program to define hotkeys. Very small, uses only 1124 bytes of memory. Version 1.0, includes source in assembler. Author: Preben Nielsen

TD　A program like TrackDisplay on disk 399 by Olaf Barthel. It monitors and displays the current track for each floppy disk connected to the Amiga. Version 1.0, includes source in assembler. Author: Preben Nielsen

CONTENTS OF DISK 484

BootPic　BootPic allows you to install nearly any IFF picture that you like in place of the WorkBench hand that appears after a reset. Version 1.0, includes source in assembly. Author: Andreas Ackermann

EZAsm　Combines parts of "C" with 68000 assembly language. The resulting code is optimized as much as possible. Now bundled with A68k and Blink for a complete programming environment. New "c.lib" functions and more. This is version 1.5, an update to version 1.31 on disk 431. Includes example source and executable files. Binary only. Author: Joe Siebenmann

MSClock　A clock utility, which displays memory, date, time and online time (if connected to another computer via modem) in the titlebar of the WorkBench screen. This is version 1.3, includes source. Author: Martin Steppler

Spright　Spright is a sprite making utility. Simple or attached sprites can be saved to a file ready to be added to your program. The colors used with the sprite(s) will also be saved. Version 1.2, binary only. Author: Todd Neumiller

TextPlus　A word processor for the Amiga, with both German and English versions. This is version 3.0, an update to version 2.2E on disk 465. New features include the ability to print footnotes and serial letters, multiple windows, an ARexx-interface with 120 commands, powerful block-operations, ANSI-compatibility, ability to load files crunched by PowerPacker, etc. Shareware, binary only. Author: Martin Steppler

Viewer　Displays IFF pictures fast! Version 1.0. Includes source in EZAsm. Author: Joe Siebenmann

CONTENTS OF DISK 485

Drawmap　A program for drawing representations of the Earth's surface. This version includes a completely rewritten user interface and some new functions. Version 2.25d, an update to version 2.0 on disk 315. Includes source. Authors: Bryan Brown & Ulrich Denker

NiftyTerm　NiftyTerm is an h19/VT102/VT52 emulator for the Amiga. It was originally designed to be used with DNet, but it has been expanded so that it may be used as a normal terminal emulator. Niftyterm was designed to be a good emulation of these terminals, as well as being fairly small and fast. Version 1.2, an update to version 1.0 on disk 403. Binary only, source available from authors. Author: Christopher Newman, Todd Williamson

Spades　This is an Amiga version of the card game spades. It is a one player version, where the computer plays your partner and two opponents. This is version 1.2, an update to version 1.1 on Disk 392. Includes source in C. Author: Greg Stelmack

CONTENTS OF DISK 486

Metafont　Amiga port of the Metafont package, a program to create TeX fonts. Includes versions for 68000 and 68020. Disk 487 contains a copy of the Metafont font source files from the TeX distribution tape, including the Computer Modern Roman and the LaTeX fonts. This is version 2.7, binary only. Author: Donald E. Knuth, Stefan Becker (Amiga port)

SoundEd　Demo version of an 8SVX sound editing package, written in machine code for optimum speed and minimum size. Can also be used for digitizing with SoundEd or Perfect Sound hardware. Version 1.0, demo, binary only. Author: Howard Dortch and Mike Coriell

CONTENTS OF DISK 487

AssignX　A 2.0-only utility to create assignments when you get a "Please insert volume" requester. Also lets you cancel the request, forever. Installs by dropping into your WBStartup drawer. This is version 1.2, an update to version 1.0 on disk 475. Includes source. Author: Steve Tibbett

MFSrc　A copy of the Metafont font source files from the TeX distribution tape, suitable for use with the Amiga port of Metafont on disk 486. Included are the Computer Modern Roman and the LaTeX fonts. These should be sufficient to run a normal TeX installation. Author: Various

Notice of Annual General Meeting

The annual general meeting of the Amiga Users Group Incorporated will be held on Sunday 17th of August 1991 at Victoria College, Burwood campus, lecture theatre 1 at 2:30 p.m.

Agenda

- Minutes of the previous annual general meeting.
- Business arising from the minutes.
- Co-ordinator's report.
- Consideration of Financial statement pursuant to Section 30 of the Associations Incorporation Act 1981.
- Consideration of the Special Resolution to alter the Rules of the Association.
- Election of Office Bearers for 1991–92.

Special Resolution

The special resolution deals with changes that need to be made to the Rules of the association to make the running of the association more practical. They clear up once and for all, the problems we have had with membership "nomination" rather than membership "application" and the election of office bearers. A copy of the constitution is available for downloading on *Amiga Central* and a printed copy is available upon application for a small fee to cover photocopy costs.

At the Annual General Meeting of the Amiga Users Group Incorporation, the members will vote in person or by proxy on the following resolution:

That the Rules of the Amiga Users Group Incorporated be changed as follows:

That in rule 2.(1)

"Financial year" means the year ending on 31 December.

be changed to read:

"Financial year" means the year ending on 30 June.

That rule 3.(1) be changed to read:

A natural person who applies and is accepted for membership as provided in these rules is eligible to be a member of the Association on payment of the entrance fee and annual subscription payable under these rules.

That rule 3.(2) be changed to read:

A person who is not a member of the Association at the time of the incorporation of the Association (or who was such a member at that time but has ceased to be a member) shall not be admitted to membership:-

a) unless he applies as provided in sub-clause (3); and

b) his admission as a member is approved by the Committee.

That rule 3.(3) be changed to read:

An application by a person for membership of the Association:-

a) shall be made in writing; and

b) shall be lodged with the Secretary of the Association; and

c) shall be accompanied by the sum payable under these rules as the entrance fee and the first year's annual subscription.

That rule 3.(4) be changed to read:

As soon as is practicable after receipt of an application, the Secretary shall refer the application to the Committee.

That rule 3.(5) be changed to read:

Upon an application being referred to the Committee, the Committee shall determine whether to approve or to reject the application.

That rule 3.(6) be changed to read:

Upon an application being approved by the Committee, the Secretary shall, with as little delay as possible notify the applicant in writing that he has been accepted for membership of the Association.

That rule 3.(7) be changed to read:

The Secretary shall, upon payment of the amounts referred to in sub- clause (6) within the period of 28 days, enter the applicant's name in the register of members kept by him and, upon the name being so entered, the applicant becomes a member of the Association.

That rule 4.(2) be changed to read:

An annual subscription shall be determined from time to time by the committee and is payable in advance on or before the date on which that member's subscription falls due in each year or on such other date as may be determined by the committee.

That rule 4.(4) be deleted

The committee may determine proportional subscription for members admitted during the year.

That rule 4.(5) be changed to read:

If any member's subscription is overdue for one month, notice of such fact shall be sent to him by the secretary, and if he omits or neglects to pay his subscription within one calendar month next after the date of such notice, his name may be removed from the register and from the date of such notice, he shall forfeit his rights of membership.

That a new rule 4.(7) be added to read:

The committee may, in the case of meritorious service to the Association, and at its discretion, declare a member to be an Honorary Life Member, and waive all future subscription fees for that member.

That rule 23.(6) be deleted

A nomination of a candidate for election under this clause is not valid if that candidate has been nominated for another office for election at the same election.

PPrint   A printing utility, designed for all those who slowly but surely become frustrated with programmers who think that they can do a form feed better than their printer can. This one relies on the printer itself to do the formatting, and on the program to send the settings. Features include a full icon driven user interface, the ability to convert tabs to any size, and the ability to save a number of standard settings. Version 1.10, includes source. Author: Marc Jackisch

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LordOfHosts A strategy game for two players based on a board game called "Shogun". Features include flexible mouse/joystick controls, undo and redo of up to 500 preceding steps, fully intuition- ized user interface. Version 1.0, complete source code, precompiled include files and debugger files included. Author: Tim Pietzcker

MidiTools   A group of several different utility programs for those who run a Midi system. Update to version on disk 159. Includes three new programs, two of which are synthesizer editors, and compatibility with AmigaDOS 2.0. Binary only. Author: Jack Deckard

SGD   This program makes it possible to delete games, that are saved by any of the existing Sierra adventures (e.g. Leisure suit Larry). The program has a LEARN-option for including new adventures. Version 1.0, binary only. Author: Maico Ditzel

SuperDuper A very fast disk copier and formatter. Can make up to four unverified copies from a ram buffer in 36 seconds. Verified copies from a ram buffer take 67 seconds for one destination drive, plus 34 seconds for each additional destination. Binary only. Author: Sebastiano Vigna

View80   Scrolling text file reader with three scrolling modes controllable via keyboard or mouse. Opens file requestor if no filename is given. Automatically configures screen size for PAL or NTSC machine. Version 2.0, an update to version 1.1 on disk 365. Binary only. Author: Federico Giannici

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Automata   Automata is an extremely versatile, cellular automaton simulation. Virtually every aspect of the simulation can be altered, saved, and later recalled. Also supplies many powerful editing functions (such as patterns, rotations, reflections, etc) for creating and modifying cell configur- ations. Additional features include editable icons, an immense variety of rules from which to choose, "music" which changes as the cell configuration changes and methods to speed execution from 3 to 60 (or more) generations per second. Binary only. Author: Jerry Mack

MkBmap   Builds Amiga format bitmapped fonts from PostScript fonts. Uses the library "post.library" (disk 468) to render the characters. Best results are obtained with fully hinted type 1 fonts, such as those supplied by Adobe and other vendors. Version 1.0, includes source. Author: Adrian Aylward

SKshA 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 1.7, an update to version 1.6 on disk 381. Lots of new features and bug fixes. Binary only. Author: Steve Koren

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AmiCheck   An easy to use, intuitive, friendly checkbook program. Allows you to enter your checks in a very natural style, giving you a running balance as you do so. Options include reconciling your checkbook, starting new registers with outstanding checks only, printing all, cleared, outstanding, or selected entries, and more. Version 2.0, shareware, binary only, requires AmigaDOS 2.0. Author: Jeff Hoag

AntiLemmin Another great, humorous, animation from Eric Schwartz. This one was obviously inspired by the wonderful Lemmings game. Lasts a full two minutes and ten seconds. Requires at least 2 Mb of memory. Author: Eric Schwartz

Recolor   A fully configurable icon recoloring tool that can swap or shift the colors of selected icons and truncate the depth of the icon color map. Binary only. Author: Michael Sinz

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bBaseII   A simple database program using an intuition interface. Stores, sorts, and searches for information. Limited to 9 fields in each record.

Features include fast sorting, search in any field, and best of all, it's really easy to use. Binary only. Author: Robert Bromley

DICEDillon's Integrated C Enviroment. A C frontend, pre- processor, C compiler, assembler, linker, and support libraries. Features include ANSI compatibility, many code optimizations, and autoinit routines (user routines called during startup before main is called). This is version 2.06.21, an update to version 2.06.15 on disk 466. Includes bug fixes and experimental dynamic object module loading support. Shareware, binary only. Author: Matthew Dillon

fBlanker   A utility for blanking the screen after a defined period of no action. Shows a multicolor Amiga checkmark. This is version 1.1, binary only, requires AmigaDOS 2.0. Author: Markus Stoll

Klondike   A single player card game. Version 1.1c, binary only. Shareware. Author: Peter Wiseman
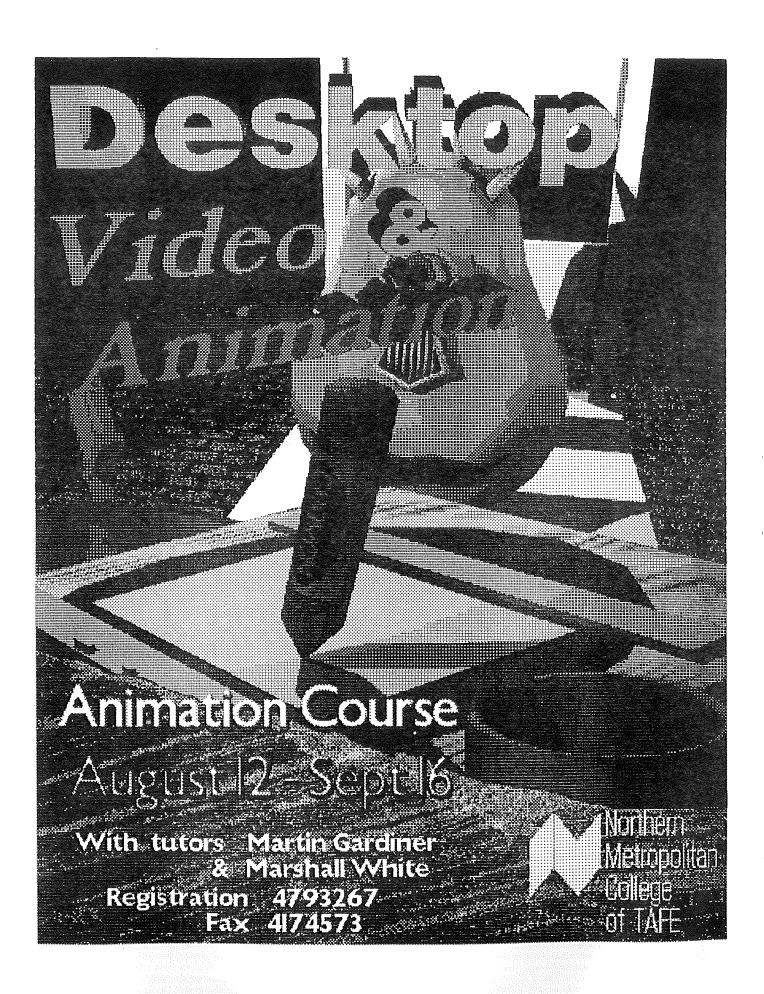
CONTENTS OF DISK 492

LoanCalc   Keyboard and mouse driven mortgage utility. Although similar programs exist, this one is unique in that it is designed to track 'Open' mortgages that allow any size payment to be made at any time, as well as providing a printed amortization table for fixed mortgages with monthly, semi-monthly, bi-weekly and weekly payment schedules. This is version 1.4, an update to version 1.2 on disk 366. Binary only. Author: Robert Bromley

SBProDemo A restricted use trial version of Superbase Professional 4 complete with sample application. The limitations are 35 records max per file, programs can be edited but not saved, and forms can be edited but not saved or printed. In every other respect this is identical to the release product. SBpro4 is compatible with SB4 Windows V1.21. Version 1.0, binary only. Author: Precision Software Limited.

CONTENTS OF DISK 493

AmiBack   Demo version of a new backup utility. Features include backup to any AmigaDOS compatible device (such as floppies, removable hard disks, fixed media hard disk, and tape drives), no copy protection, configuration files, complete backups, incremental backups, selective backups, file exclusion filter, setting of archive bit, etc. Demo version does not have restore, compare, or scheduler. Version 1.03, an update to version 1.0 on disk 447. Binary only. Author: MoonLighter Software

AmigaLib   A library of Workbench/ROM-Kernel interface routines for use with AbSoft Fortran. Includes source. Author: Jim Locker

AmiGantt   A project definition and management tool designed to create a simple, interactive method of outlining the task required to complete a particular project, using the GANTT chart as the input format. AmiGantt displays the project in a multi- window mode with separate windows for the GANTT chart, task information input, resource histogram display, and Pert chart display. Up to 500 tasks may be defined for any project, and a project may contain other projects as tasks. Version 4.0.0, an update to version 3.0.0 on disk 248. Shareware, binary only. Author: Donald Tolson

BBFormat   A floppy disk formatter for diskettes with hard errors. Bad media areas are mapped out so AmigaDOS will not use them. Presently not intuitionized, runs from CLI only. Version 5/7/91, includes source. Author: David Varley

BizCalc   A do-it-all user friendly loan calculator that calculates weekly and biweekly loans. Can generate amortization tables to the screen, to the printer, or to a file. Uses menus, bottons, or keyboard commands, and iconifies. Has six decimal precision option and more. This is version 1.1, and an expansion of MortCalc 2.5 on disk 385. Binary only. Author: Michel Laliberte

Connex   A "connect-4" type game. Shareware, binary only. Author: Adrian Millett

ScreenMod Allows you to modify most of the parameters of any screen structure in memory, including colors and viewmodes. Use- ful for PAL programs which open their screens low. Has a companion program to automate changes later on. This is version 1.0, includes source. Author: Syd Bolton

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BrefA 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. This is version 2.0, an update to version 1.0

on disk 283. This is a major revision, including a new intuition interface. Includes source. Author: Dick Taylor

ButExchange An input handler to help left handed Amiga users. It reverses the function of the mouse buttons, so that the left button becomes the right and vice versa. Very small, uses only 168 bytes of memory. This is version 1.1, an update to version 1.0 on disk 483. Includes source in assembler. Author: Preben Nielsen

DeafLab A program which translates text into hand signs for the deaf. Can be used to directly communicate with a deaf person that has trouble reading text, or used as a teaching tool for learning handsigning. Version 1.7, shareware, binary only. Author: Gary Creighton

InputLock An input handler to help Amiga users who have cats other pets (or children) that mess with the Amiga as soon as it is left for a second. It installs an input handler which lets you lock the keyboard and mouse by pressing a few buttons. Very small, uses only 190 bytes of memory. This is version 1.1, an update to version 1.0 on disk 483. Includes source in assembler. Author: Preben Nielsen

PicSaver A small utility that allows you to cut rectangular portions of any screen and store them on disk as IFF ILBM files. Also allows easy saving of windows and entire screens to disk. This is version 1.1, an update to version 1.0 on disk 483. Includes source in assembler. Author: Preben Nielsen

PWKeys An input handler that allows you to manipulate windows and screens by pressing keys on the keyboard. It currently lets you perform 25 different functions. Features include mouse blanking, screen blanking, mouse acceleration, "sun mouse", mouse/keyboard locking, and an interactive program to define hotkeys and other settings. This is version 2.0, an update to version 1.0 on disk 483. Includes source in assembler. Author: Preben Nielsen

StackWatch Monitors the stack of any selected task or process 30 times per second and reports the allocated stack, maximum stack used, and current stack used. Version 1.0, binary only. Author: Jim Locker

vScreen Allows you to have screens that are larger than the actual display area of your monitor. These larger "virtual screens" scroll when you move the mouse off the edge of the visible section of the screen. Currently does not work under AmigaDOS 2.0. Includes source. Author: Davide Cervone

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AnalytiCalc The AnalytiCalc spreadsheet, directly executable. This version features operation with only one worksheet, many "3 dimensional" sheet addressing primitives, and optional execution from icons. Two images are furnished, one for smaller and one for large internal storage (though both have software virtual memory if needed). These images operate OK under AmigaDos 1.2, 1.3, and 2.0. They include code allowing the spreadsheet to be treated as a series of "pages" so that a cell has a row, column, and (optionally) page, and ranges can be in depth along pages as well as along rows or columns. The mapping is flexible enough so that it can be used to facilitate computing traces of matrices if desired, as well as for more conventional use. Version V25-03B, an update to version V24-01a on disk 328. Includes source. Author: Glenn Everhart

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AvailMem A small free memory counter that continuously displays the amount of (and size of the largest block of) free chip, fast, and total memory in bytes (as opposed to K). This is version 1.12, a Workbench 2.0-compatible upgrade to version 1.03 on disk 285. Includes source. Author: Dave Schreiber

DU A Workbench 2.0-aware DU program. Unlike other Amiga DU programs, it will skip over links to files and links to directories. Not only does this give a more accurate representation of how much space the contents of a particular directory are taking up, it also prevents infinite loops when a directory has a link to one of it's ancestors. Version 1.02, includes source. Author: Dave Schreiber

GodsDemo Playable demo of a very popular European game. Author: Bitmap Brothers

MemMometer A program that opens a narrow window and graphically both displays your memory usage like a gauge, and also detects changes in regions of memory over time. Detected changes are catagorized and displayed using color coded bands. This is version 2.20, an update to version 2.10 on disk 350. It accomodates AmigaDOS 2.0 and the Amiga 3000 32-bit memory addresses. Includes source. Author: Howard Hull

Ruler Ruler is a small tool used in the measurement and con- strainment of text. Originally conceived as a tool for insuring that filenames didn't exceed the Amiga's 30 character limit, it is nevertheless useful in any sit- uation when the number of characters in a line of text needs to be counted. Version 5.00, includes source. Author: Thad Floryan, Chad Netzer and Dave Schreiber

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AutoActivate A commodity which activates the window under the mouse-pointer when pressing any key. Requires AmigaOS 2.0. This is version 1.08. Includes german version and source in C. Author: Stefan Sticht

Back&Front Sends a window to back or brings it to front with defined actions. For example put a window in front by double- clicking in it and send it back with the middle mouse button. Any keyboard or mouse event can be trapped. Number of required actions can be changed (double-click vs triple- click). Implemented as a commodity. Requires AmigaOS 2.0. This is version 1.03. Includes german version and source. Author: Stefan Sticht

CenterScreen A commodity which centers the frontmost screen horizontally on hotkey. Useful if you normally operate with overscan screens and an old program opens a normal size screen. Requires AmigaOS 2.0. This is version 1.05. Includes german version and source in C. Author: Stefan Sticht

ChangeColors A new palette tool to change the colors of the workbench or any other public screen. The feature of this tool is its font independance; it uses the font of the screen on which it opens, instead of insisting on topaz 8. Looks really great if you use any other font than topaz on your workbench screen. This is version 1.03. Includes german version. Binary only. Author: Stefan Sticht

LeftyMouse Yet another LeftyMouse, this one implemented as a commodity. Swaps the left and right mousebutton for lefties. Requires AmigaOS 2.0. This is version 1.04. Includes german version and source in C. Author: Stefan Sticht

MouseAccel Yet another mouse accelerator, this one implemented as a commodity. If you find the built-in accelerator too slow, try this one. Requires AmigaOS 2.0. This is version 1.01. Includes german version and source in C. Author: Stefan Sticht

MouseBlanker Blanks the mouse pointer after a defined timeout or if you press any key. Implemented as a commodity. Requires AmigaOS 2.0. This is version 1.13. Includes german version and source in C. Author: Stefan Sticht

NewShellCX An "open shell on hotkey" commodity (like PopCLI). Requires AmigaOS 2.0. This is version 1.05. Includes german version and source in C. Author: Stefan Sticht

NLCalc A calculator program that uses the NL 3D look (see NLDaemon on this disk). It will open on any screen at the touch of a function key. Version 3.1.2, includes source. Author: Davide Cervone

NLDaemon Implements a "New Look" in Amiga programs, by using 3D-like gadgets. Converts standard intuition window gadgets into 3D versions. Version 1.4.3, includes source. Author: Davide Cervone

Reboot A program which reboots your Amiga by calling exec's Cold- Reboot() function. This is version 1.02. Includes source in C. Author: Stefan Sticht

Request Opens the OS 2.0 autorequester from script files. Title, text, gadgets and publicscreen of the requester can be changed by commandline options. This is version 1.00. Includes source in C. Author: Stefan Sticht

WindowShuffle Activates and brings to front next or previous window with hotkeys. Hotkeys can be changed. Implemented as a commodity. Requires AmigaOS 2.0. This is version 1.05. Includes german version and source in C. Author: Stefan Sticht

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CPalette A palette adjusting program that can be brought up on just about any screen, including HAM and EHB. Version 1.1, includes source in assembly. Author: Craig Lever

FreeCopy FreeCopy is unlike most copiers in that it does not actually copy disks. It removes the protection so disks can easily be backed up with almost any program, and in some cases be installed on your

hard drive. Version 1.4, binary only. Author: Greg Pringle

Pauky Demo version of an English to German (and vice versa) word translation trainer. Version 1.2, binary only. Author: David Wetzel

TapeCover TapeCover prints out those little paper inserts for casette tape cases. It lets you enter the name of the songs, and the title of each side. It should work on any printer that can print in that semi-condensed mode. Version 1.0, includes source in C. Author: Greg Pringle

WordSearch This is an automated wordsearch generator. Words orienta- tions can be limited to any subset of the eight primary directions and the puzzle can be rotated or flipped. It has a spartan but functional user interface highlighted by the req.library. The system default font under WB 2.0 is supported for the puzzle display window. Version 1.0, includes source in C. Author: Craig Lever

YatZOne player Yatzee game. This program was written to take up little memory and to multitask nicely. Version 1.0, includes source in C. Author: Greg Pringle

ZoomDaemon Adds a "zoom" gadget to every window that can be resized. Pressing this gadget makes the window as large as possible or as small as possible, or brings it back to its normal size. Version 2.1.3, include source. Author: Davide Cervone

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Diglib An Amiga device independent graphics library for fortran applications. This is an enhanced and debugged version of a public domain library, the development of which was sponsored by the US Government. This library is required for part of the Matlab package, also included on this disk. This is an update to the version on disk 267. Includes source in FORTRAN. Author: Hal Brand, Craig Wuest, James Locker, Mike Broida

Matlab A FORTRAN package (MATrix LABoratory) developed by Argonne National Laboratories for in house use. It provides comprehensive vector and tensor operations in a package which may be programmed either through a macro language or through execution of script files. Supported functions include sin, cos, tan, arcfunctions, upper triangular, lower triangular, determinants, matrix multiplication, identity, hilbert matrices, eigenvalues, eigenvectors, matrix roots, matrix products, inversion, and more. Amiga specific features include workbench startup, polar plots, contour plots, enhanced plot

buffer control, and algorithmic plot display generation. This is an update to the version on disk 267, with many bug fixes and code reorganizations. Includes source in FORTRAN. Author: Jim Locker, Cleve Moler, Mike Broida

CONTENTS OF DISK 500

Signal Two programs designed to make it easy to write shell scripts that must be synchronized with the operation of another, in order to avoid disk thrashing for example. Includes source. Author: Davide Cervone

sWindows A program that allows you to use the title of a window to specify the screen on which the window will appear. This provides a method of opening CON: and RAW: windows on screens other than the WorkBench, for example. Includes source. Author: Davide Cervone

wIconify A program, and number of companion utilities, that allow you to iconify windows on any screen, including custom screens. Iconified windows become small icons on the bottom of the screen, and they can be opened again by double- clicking them. Also allows any screen to become a shared, WorkBench-like screen, and gives you the ability to create new screens specifically for this purpose. Each window can have its own custom icon. There is a programmers interface to allow programs to control their own icons. Version 3.8, includes source. Author: Davide Cervone

Club News

Meeting News:

Auction
THIS MEETING!

see page 16 for more details

Burwood Meeting
now $1.00 at the door.

(This includes free Coffee/Tea)

Sig Reports

ART SIG.

Norm Christian will host the next SIG, on Tuesday, 23rd July at Keysborough. Please phone him on 798-6552 if you intend to be present. New members or even casual visitors are welcome, so if you are a user of art programs or wish to learn about them, or display your work, we would like to hear from you.

MUSIC SIG.

There have been a few complaints that the music SIG is held too soon after the main monthly meeting, therefore it has been decided to alter the date. Please note that until further notice the SIG will NOT be on the evening after the meeting but a week later, i.e. the Monday immediately following the FOURTH Sunday.

SO..... see you at 7.30 pm on Monday 29th July, at Keysborough. Please phone Norm on 798-6552 if wishing to attend. This is important, as he has limited accommodation.

BARS & PIPES will be the main topic and we would appreciate input from any successful users of that excellent program. Members are welcome to bring their own hardware/software, programs, music files etc. Don't worry if you are only a beginner - help is usually available. Many music files are available so bring some blank disks.

AUCTION

The Amiga Users Group is holding a **GRAND AUCTION** at the July 1991 Burwood meeting. Mark this event in your diary **NOW !** A wide range of items will be available for sale including software and accessories supplied by Amiga dealers. Consider it to be an **"End of Financial Year"** clearance. All proceeds are to go to expanding the club's facilities and services offered to members.

To help make this event a success we need donations of anything you may have just cluttering up your shelves and cupboards - it need not be computer related. Any items **YOU** can spare will help raise club funds and benefit everyone. All donations will be acknowledged and there are basically no limits to what we will endeavor to sell. There will also be the possibility of selling some of your more valuable items with a commission going to the auction proceeds - similar to Trading Post rates.

For the astute buyers this will be an opportunity too good to miss, so start saving your cash now. Check Amiga Central for the latest details or contact : Mark Barnes on 807 7036 or Lester McClure on 803 5664.

AUCTION

PC 91

August 11-14, 1991
Exhibition buildings,
Melbourne

Come and visit the Amiga Users Group at Australia's foremost computer exhibition. We will be on stand 584 at the exhibition and we'll need people to help plan our presentation to the computer community of Melbourne.

We all know the Amiga is a great computer and we have one more month to plan our stand to make it one of the most colourful, vibrant and informative at the show.

We need all the assistance we can get, so if you'd like to be on the team to plan our stand, ring Eric Salter on 853-8857 as soon as possible so we can get underway.

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

For upcoming dates call NWAUG committee

All AUG members are NWAUG members Meeting entrance fee of $1 covers room hire/coffee/biscuits.

NWAUG - A Multitasking SIG of AUG See YOU at a meeting soon.

NWAUG NWAUG NWAUG NWAUG

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 8857
Norm Christian	- Amiga Art, Music	- 798 6552
Neil Rutledge	- Music, Audio Sampling, MIDI	- 597 0928
Russ Lorback	- Beginners Help-Line (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.

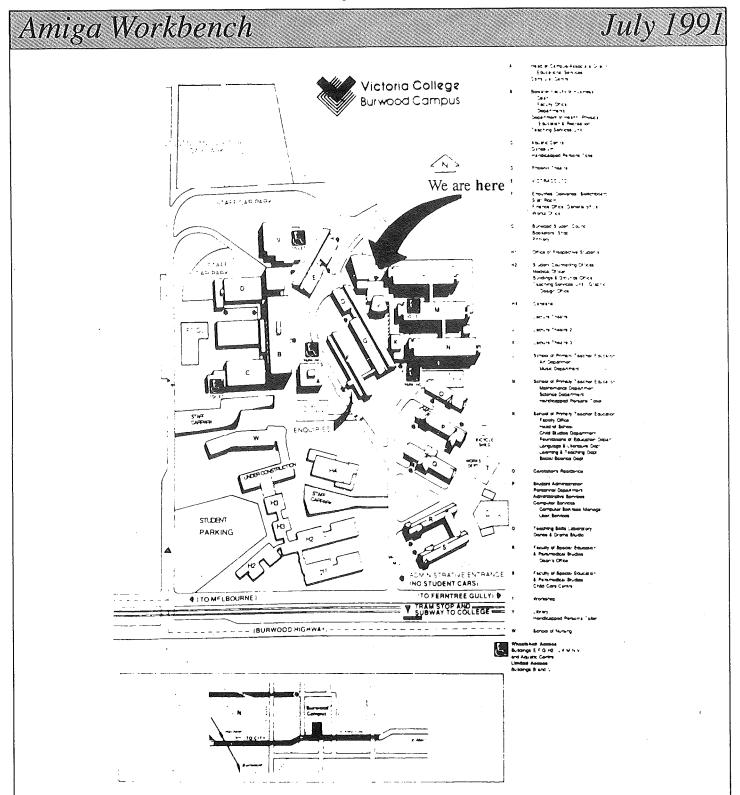|		
Nikolai Kingsley	- CLI & Shell utilities, Programming	- 772 8472
Jim Berry	- General Interest Articles	-807 7321
Norm Christian	- Art & Music Articles	-798 6552
Rob Pemberton	- Beginner-Level Articles	- 571 4579
Ben Barrows	- Humorous Articles	- 888 8608
Rod Paterson	- Scientific interest Articles.	- 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 8857
Ass. Co-Ord	- Lester McClure	803 5664
Meeting Chair	- Arnold Robbins	808 0551
Secretary	- Alan Garner	879 2683
Treasurer	- Nevile Sleep	546 0633
Membership	- Peter Barton	850 9250
Purchasing	- Russel Porteous	585 0202
Book Library	- Ross Johnson	824 7026
Disk Library	- David Marks	N/A
Editor	- Con Kolivas	484 1339
Committee	- Bob Laidlaw	359 3930
	- Hugh Leslie	489 1584
(Public Officer)	- Chris Tremelling	527 2594
	- George Wahr	376 6180

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

Victoria College
Burwood Campus

We are here

↑ (TO MELBOURNE)   TO FERNTREE GULLY) ►

TRAM STOP AND
SUBWAY TO COLLEGE

(BURWOOD HIGHWAY)

STAFF CARPARK

STUDENT PARKING

ADMINISTRATIVE ENTRANCE
(NO STUDENT CARS)

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.