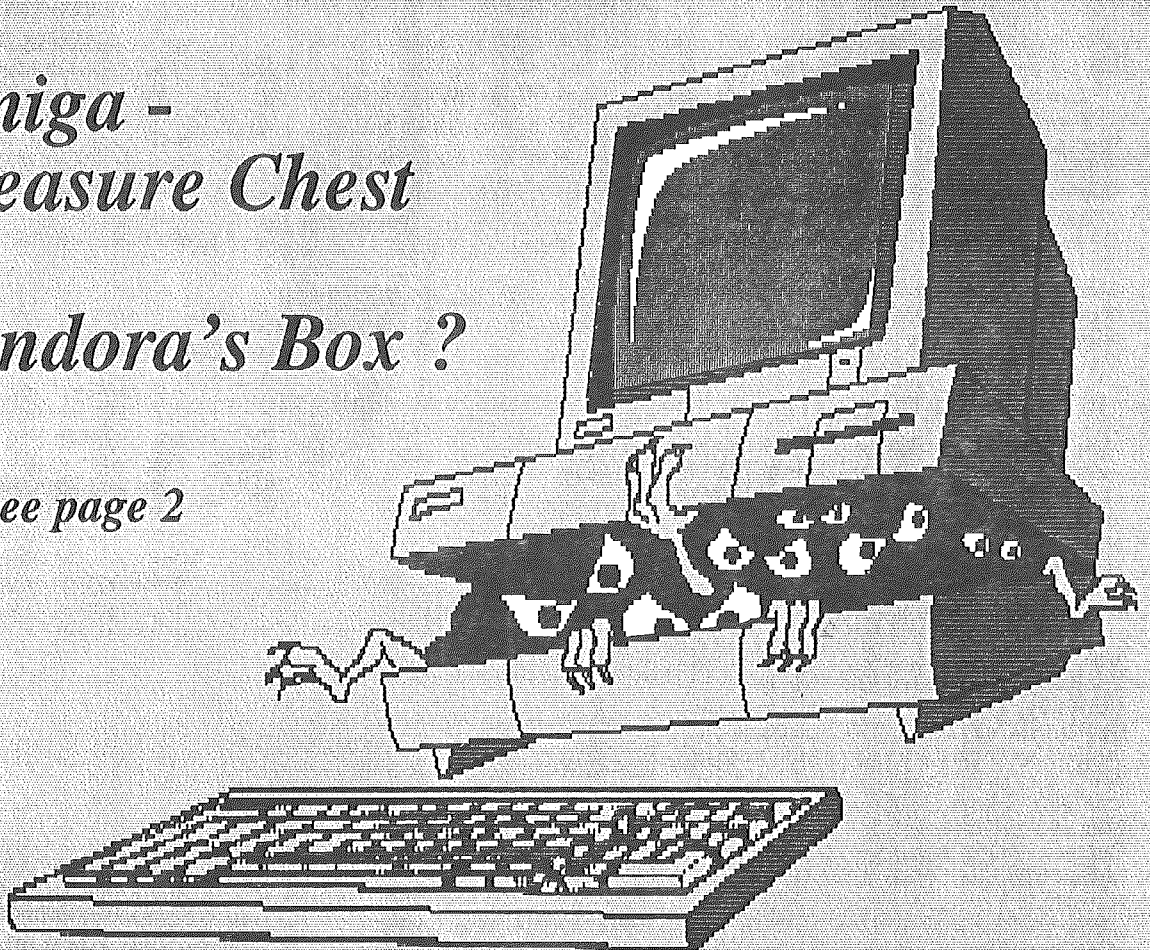


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AMIGA USERS GROUP INC.

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. We DO NOT condone software piracy. We can be reached via an answering machine at: **527 1995**

Club Events

Sunday OCT 20 - BURWOOD meeting
 Tuesday OCT 22 - ART S.I.G.
 Tuesday OCT 22 - SEAUG meeting
 Wednesday OCT 23 - NWAUG meeting
 Monday OCT 28 - MUSIC S.I.G.
 Wednesday NOV 6 - NWAUG meeting
 Tuesday NOV 12 - SEAUG meeting
 Sunday NOV 17 - BURWOOD meeting

An entry fee of \$1 is charged by the groups to cover the cost of hall rental and light refreshments. Meeting times and directions are listed in the rear of the Journal.

Membership

Membership of the Amiga Users Group is available for an annual fee of \$25. Membership forms are available from AUG and in this Journal. Send completed form with a cheque or money order for \$25 to the address above.

Member's Discounts

AUG negotiates discounts for its members on hardware, software and books. Currently, Technical Books in Swanston Street in the city offer AUG members 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. MVB Croydon and Computer Magic Moonee Ponds offer good deals while MidiMouse offer 10% off all software.

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Ass. Coordinator	- Neville Sleep	546 0633
Secretary	- Chris Tremelling	527 2594
Membership	- Peter Barton	850 9250
Book Library	- Ross Johnson	824 7026
Disk Library	- Mark Barnes	807 7036

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Ass. Coordinator	- Tony Prowse	379 7960
Treasurer/Mem	- Paul Pritsis	350 3601
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SEAUG Committee

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Asst. Co-ord	- Len Sutcliffe	776 5419

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Amiga Central	- Gary Gajic (7pm - 9pm)	376 4378
A-link 1	- Bohdan Ferens	792 1138
Workbench	- Ashley Schwall-Kearney	754 5445

Disk and Book Library

AUG has an extensive collection of Amiga Related Books, Magazines and Tapes. Disks from our Public Domain library are available for \$2 each on your own disks or for \$6 each on AUG supplied disks, which includes postage. Details of latest releases are printed in this journal and a catalog disk is available.

The Bulletin Boards

The AUG operates two bulletin boards devoted to the Amiga. Both can be accessed 24 hours a day with a modem and appropriate communications software using the following speeds: Parameters should be set to 8 data bits, 1 stop bit and no parity.

AmigaLink-I: 792-3918

v21. - 300 v22. - 1200 v22bis. -2400
 v23. - 1200/75

Amiga Central

376-3887 v22bis. - 2400 v32. - 9600
 376-7375 v22bis. - 2400 v32. - 9600
 376-6385 v21 - 300 v22. - 1200
 v22bis. - 2400

Workbench Contributions

Articles, papers, letters, drawings, cartoons and comments are actively sought for publication. Contributions may be sent in on disk, paper or uploaded to Amiga Link-1 or Amiga Central in the area set aside for this purpose. Please send your contribution in text-only, non-formatted if they are on file and remember to include your address for return of disks. Deadline for articles is the last wednesday of the month preceding Publication. Contributions can be sent to: The Editor, AUG, PO Box 684E, Melbourne 3001.

Back Issues of Workbench

All back issues of Amiga Workbench are now available, for \$2 each including postage. Back issues are also available at meetings.

Production Credits

This month's Journal was produced by Jim Berry, Lester McClure Alex McCooke & Ashley Schwall-Kearney while nikolai still has his finger in the pie. Equipment and software used :- An A500, an A2000 Pagestream2.1, and an Apple Laserjet. Workbench is published by The Amiga Users Group Inc. and printed by Kwik Kopy Printing Highett.

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Advertising

The Amiga Users Group accepts commercial advertising in Amiga Workbench subject to available space. Contact the Editor for rates and conditions.

Amiga Help-Network

The following is a list of AUG members who have volunteered to share their knowledge/experiences with others. If you also want to help and have your name listed here please contact Lester McClure - 803 5664. The names are not listed in any order or priority. 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.

Introduction to the Amiga / Prowrite	Rudy Kohut	- 807 3911
Amiga Basic (Advanced)	John Elston	- 375 4142
Amiga Basic, A/C Basic	Alan Garner	- 879 2683
C (Introductory), Professional Page	Mal Woods	- 888 8129
C (Advanced)-AZTEC	Andrew Gelme	- 645 1744
C (Advanced)-LATTICE, TeX	Eric Salter	- 853 8857
Amiga Art, Music	Norm Christian	- 798 6552
Music, Audio Sampling, MIDI	Neil Rutledge	- 578 5724
Beginners Help Line	Russ Lorback	- 802 9333
Superbase, Bridgeboard	George Wahr	- 376 6180
Amiga; A/C & AMOS Basics	Bill Jordan	- 417 3521
A1000	Lester McClure	- 803 5664
Graphic Arts - DPaint, Sculpt, etc	Joe Santamaria	- 383 3509

Workbench 3.0 IT'S HERE!!!!

That's THIS Journal not the operating system. This is the third version of Workbench. The Workbench committee have spent hundreds (no exaggeration) of hours on this magazine. One result is appreciation and mild awe at the effort put in by the preceding editors Peter Jetson and Con Kolivas who did it all by themselves. Even when the tasks are spread amongst the committee, it's a heavy load. Well done Con and Peter.

Another result of all this toil is what you have in your hands. We started our discussion with "Does the group need a Magazine?". "YOU BET!" we replied and here it is.

The layout and design changes you can see. A subtler but more significant change is our emphasis on being a service to the group and its activities. We hope to achieve this by promoting the area groups, the book and disc libraries, the Special Interest groups, the help network and any other activities AUG undertakes. Workbench will provide a location for the display of member's work and a forum for the discussion of all things Amigan.

We intend to actively seek contributions of all kinds but will avidly accept unsolicited items. We hope to increase advertising revenue, we will even adjust our rates as they haven't altered since first set in 1986.

Our publishing policies are:

All contributions must be supplied with the Author's name and contact point. Any copyright restrictions must be explicitly stated.

We reserve the right to refuse/disclaim/edit contributions. Any refusal to publish a contribution will be notified and explained to the contributor.

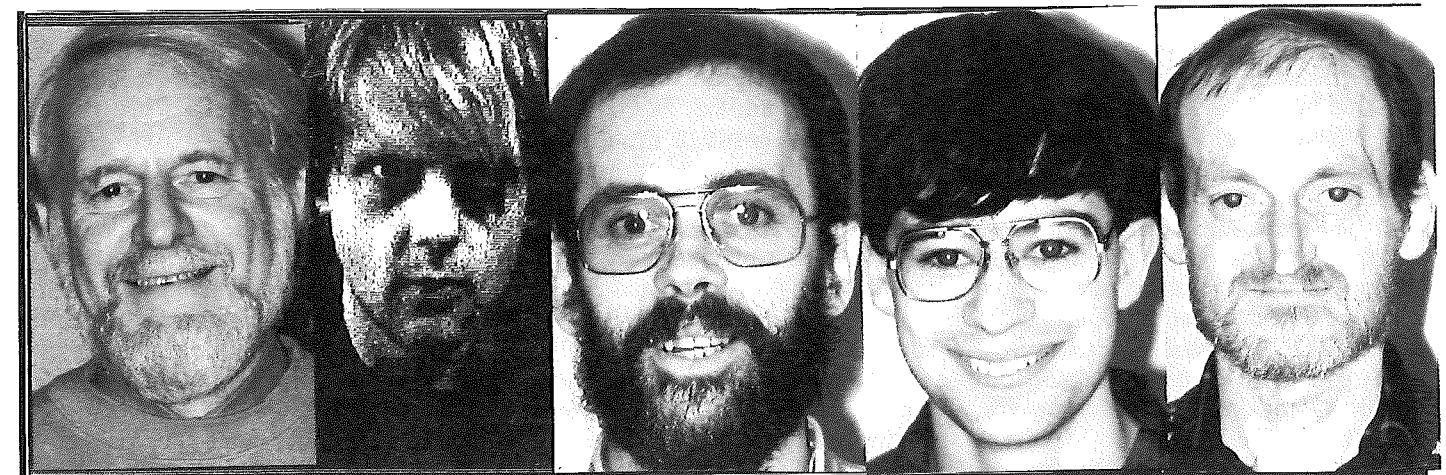
Preference will be given to AUG members

A Contributors Guide will be published in an upcoming issue to help with future submissions.

While we appreciate the advice and information provided by experts, AUG is mainly composed of ordinary users, their problems, achievements and day to day activities are what we hope to feature more of in Workbench. The article Pandora & Pegasus by David Wanless is a good example of what this journal can provide, an eminently readable description of what we do with our Amigas.

We hope more AUG members will make use of the service Workbench provides. " You submit it , we'll publish it ". We are keen to know what you think of Workbench, if you have suggestions let us know, we even think that under the right circumstances, we just might be able to accept criticism without bursting into tears. Pictured below are the Workbench Committee. You can direct all suggestions, submissions, bouquets and brickbats to them.

nikolai wouldn't stand still long enough for a photo. This identikit from the Moldavian Securitate was the best we could do. Catch him if you can!



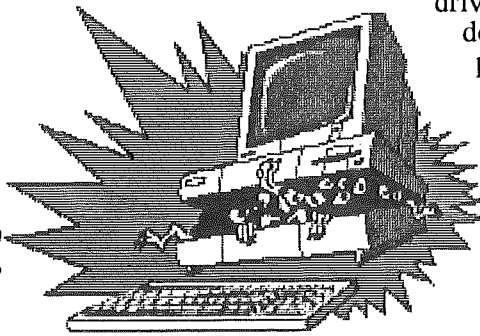
Jim Berry nikolai kingsley Lester McClure Alexander McCooke Ashley Schwall-Kearney

Pandora and Pegasus

- a myth in our time

by David Wanless

FOUR YEARS ago I bought my Amiga 1000 and named it Pandora (something to do with it being a box which, once opened, would cause enormous trouble, I guess)



It's been something like three years since I joined AUG, and in all that time I've been a very passive member - basically just reading the Workbench magazine. Since I live in Canberra, going to the meetings would not be terribly practical, and using the bulletin boards would probably be fairly expensive, but I do read Workbench, which I find useful and interesting, so I thought it was about time that I submitted an article for it, and here it is.

One of the reasons that I've taken so long to start writing this article is that I've kept saying to myself that I had very little to contribute (which you may well vouch for by the time you've read this). After all, I'm not especially knowledgeable about Amigas and I don't use a wide range of either software or hardware - basically a couple of programs, some extra memory, a modem and a printer. Even the modem only gets used for a short time each week or so to further my subversive (-:-) environmental activities (but more of that later).

When I first bought Pandora, I was just starting my honours year in computer science at the ANU, and I wished to be able to write my thesis at home, away from the crowded dingy terminal rooms, with my own choice of music and food, and close to the kitchen and my bed. So I bought a modem (a NetComm 2400A) got copies of microemacs, VT100, TeX and a Modula compiler, and ventured boldly forth into honours. Actually I tell a lie - I

was anything but bold.

I quickly discovered that using Modula-II on a 512K Amiga was no fun at all, so I gave up and did all my programming on the University VAXen, but at least I could do it using my Amiga at home as a terminal [I've since bought a Minimegs 1 Megabyte expansion board, which has worked perfectly from the moment I plugged it in, and

A 20 minute round trip on a bicycle is enough to make you consider whether you seriously need a printout.

has proved very useful. I can now run Modula, but have few reasons to do so]. People soon gave up ringing the house I was in because the phone was engaged all day. The other person in the house tolerated this on the condition that he's got to play games when he's come home. So Pandora became familiar with a few of the game programs available and my landlady and her boyfriend got very good at some of them. I also played a few, but never very proficiently, and after a day's computing, I would rather go out and play with a frisbee or water the garden, than play with Pandora.

If the Modula-II was not a success, the microemacs, TeX and VT100 combination certainly was. I would write a bit of my thesis document using microemacs, run it through TeX, use the screen previewer to pick up obvious

problems, and only when I needed a hardcopy to show to my supervisor, send the TeX source to Uni, reTeX it and print the result. I had to do this because the TeX printer drivers (dvi converters) for dot-matrix printers were pretty hopeless with only 512K of memory.

Since the previewer was so good, and I so hated wasting paper, the difficulty of printing was not a problem, and I survived on only a couple of printouts of each section over the whole year [A 20 minute round trip on a bicycle is enough to make you consider whether you seriously need a printout].

In the end, I wrote the whole thesis document (about 60K of TeX source) and most of the software (several times that amount) on Pandora and the whole thing was a great success. As large as the investment in Pandora was, I think it was very much worth it.

Once I'd finished honours, Pandora retired somewhat. For a while all she did was write a few letters and play games (by now I'd moved home and it was my little brother who was thrashing me, not my landlady). This continued for a few months, until I became treasurer of the local folk music society.

At this stage I started to write committee reports, financial reports and audit statements using Pandora. I also gave up playing games (I use computers all the time for work and would rather do other things for recreation). So don't expect me to tell you about all the latest games.

For my treasury work, I basically just use microemacs (actually MicroGnuEmacs 1b) which is a great little text editor. I use microemacs on the Suns and Pyramid at work so I figure I might as well use similar software at home. I do own a wordprocessor (Kindwords) but it is so slow and has such a lousy command set that I only use it for letters. I even do all of my financial statements using microemacs, when I know that I should probably use a spreadsheet - but I've never had time to learn one; I don't own one, don't wish to buy

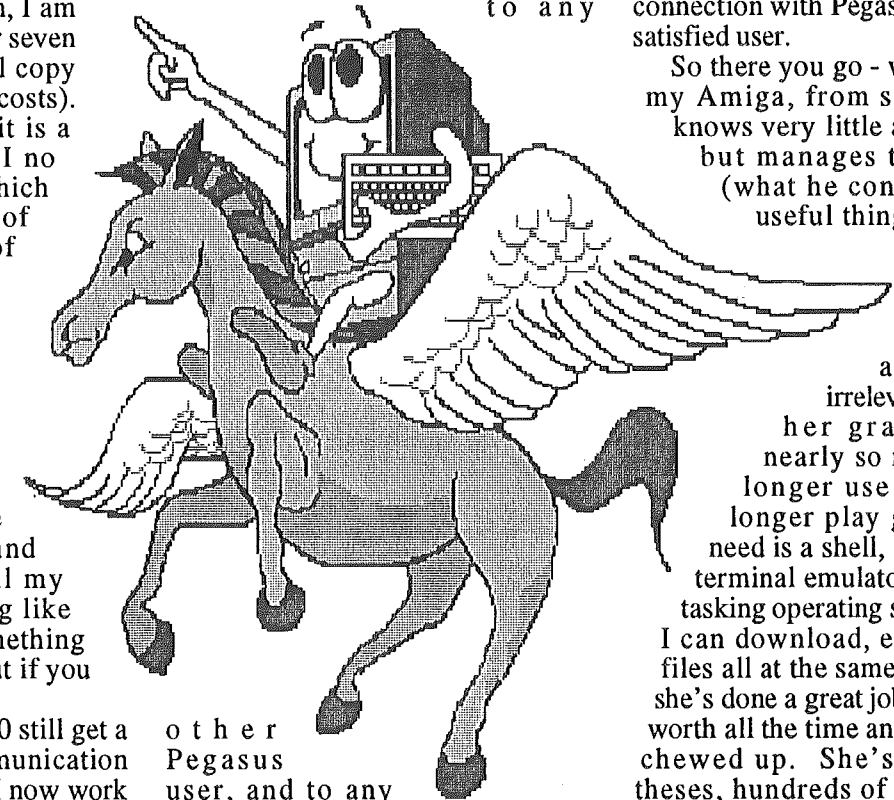
one and dislike using pirated software; and I like my files to be readily transferable to the computers at work.

I'll put in a brief note here about my philosophy on buying software. Of the software I have ever used frequently, I bought the (TDI) Modula compiler (which did actually come in handy for a graphics course I did), microemacs and VT100 are public domain (although I sent a contribution to Dave Wecker for VT100 because I wasn't sure whether it was shareware or what), I have sent off shareware contributions for various utilities (such as print and PopCLI), I bought Kindwords, but I used a pre-release version of TeX. The last one I still feel bad about. At the time that I was using it, I certainly had no money to buy a real version and since I have never used it since and probably never will again, I am reluctant to fork out six or seven hundred bucks for a real copy (which is what I think it costs). There is no doubt that it is a brilliant package, but I no longer write anything which requires the complexity of TeX (which, for those of you who don't know, is an offline text-processor with the ability to print just about anything - especially complex equations, which is why I needed it). I also own a Lattice C compiler (3.03 I think), the Lattice compiler companion, and two games. In general my philosophy is something like "It's alright to copy something and try it out for a bit, but if you use it a fair bit, buy it."

The modem and VT100 still get a little bit of use for communication with the Uni computers (I now work at the University's Department of Computer Science and I backup my files and some of the network news on Pandora's discs). However, I have for the last couple of years been involved with The Wilderness Society and a couple of other environmental organisations, so when I heard about the establishment of a computer network for environment groups I wanted to join in, and Pandora has since become involved in communications again.

Pegasus Networks is a member of the Association for Progressive Communications, a world wide body dedicated to providing a low-cost global communications service for people and organisations working for peace and the environment ("Think Globally - Dial Locally" and all that). It was set up in late 1989 and so far has about 1000 members in Australia (including various environmental and community organisations as well as individuals).

Using Pandora, I log into Pegasus (which is based in Byron Bay in NSW (PO Box 424, Byron Bay, 2481, ph 066 856 789 if you wish to get in touch with them)) through my local Austpac PAD (a TLA (three letter acronym) for packet assembler/disassembler) for the cost of a local call. I then have access to an electronic mail system by which I can send mail to any



other Pegasus user, and to any user of the various other APC networks (Econet and Peacenet in the USA, the Web in Canada, Greenet in Europe, IBase in Brazil, GlasNet in what was the USSR, and several others). There is also a gateway to Internet/Usenet so I can send mail to academic and commercial sites around the world.

I can also read articles from thousands of conferences (newsgroups for those familiar with Usenet terminology) from all over the world. There are conferences on

recycling, on ethical investment, on the changes in eastern Europe, on rainforest destruction, on South American politics, on permaculture, on disarmament, on the Gulf War, on jobs, on new age medicine, of Greenpeace press releases, and generally on any sort of environmental, political, or social issue which people wish to write about. A few relevant Usenet conferences are also available (aus.conserve, aus.jobs, aus.amiga, ...). At 15 cents a minute there's far too much information available, but I just tend to download some stuff and read it later. I could easily spend all day doing this.

I'm sorry if this has ended up sounding like an advertisement for Pegasus. I suppose it is one, but I just thought I should tell you about one exciting thing that you can do with your Amiga. I have no formal connection with Pegasus - I'm just a satisfied user.

So there you go - what I do with my Amiga, from someone who knows very little about Amigas but manages to do lots of (what he considers to be) useful things with them.

Pandora's
s o u n d

capabilities are basically irrelevant to me, and her graphics ones nearly so now that I no longer use TeX and no longer play games. All I need is a shell, a text editor, a terminal emulator and a multi-tasking operating system (so that I can download, edit, and print files all at the same time). I think she's done a great job and was well worth all the time and money she's chewed up. She's written two theses, hundreds of letters, many Wilderness Society discussion papers, and a few audit statements; she's talked to VAXen, Suns, Pyramids, IBM clowns, and people from all over the place. So I reckon she's done pretty well.

illustrations by Rod Clifton

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Software Piracy a fresh look



by Richard England

THE ISSUE of software piracy has been extensively debated in the pages of many computer magazines. The bottom line seems to be:

- 1) It is illegal
- 2) It is forbidden by the software producers.

However every article that I have read finds its arguments on an important assumption whose validity is never questioned: "That software piracy reduces the revenue to software authors".

This implies in turn that software authors will therefore make inadequate income to continue to produce new products. I do not intend the following article to justify in any way the practice of software piracy. However I do think that rational discussion should be founded on rational consideration of all the issues. One effect of software piracy that does affect all users is the belief by many software authors that it is necessary to use some form of copy protection. This leads to programs that cause excessive drive wear, cannot be loaded onto a hard drive, or are held up while the user looks up a password in the manual.

I have never seen any evidence whatsoever to substantiate the above claim that software authors are missing out on a lot of income that they would obtain if there was no way of copying software.

Pirated software costs between \$0 and the \$5-10 charged by some pirates who sell programs. Commercial software for the Amiga starts at about \$50 for most games and then goes up to as much as \$1000. The assumption behind the above claim seems to be that every computer owner has \$1000 to spend on any program he likes. This is clearly not true, as anyone, who has had to scrimp and save to buy his computer in the first place, knows. My observation is that many people buy their favorite and most used programs, such as their word processor, while some of their less-used programs are pirated.

In my view the best form of copy protection is

(continued overleaf)

Software Theft a pained look



by Arnie Robbins

We received Richard's submission and decided not to publish it unchallenged. We gave Arnie a copy with no author's name on it so it wouldn't affect his reply.

We have taken up the suggestion of a survey and have included question sheets with 50 randomly selected copies of Workbench. It is anonymous, we don't want your name or address. If you receive one please complete and return it promptly. If you don't but still have something to say, let us know and we will publish it with the results of the survey next month...ed

THE ISSUE of software piracy has been discussed in many computer magazines, computer clubs, courts, etc. The bottom line is:

- 1) It is illegal
- 2) It is immoral

The FACT that should

never be questioned is that Commercial Software is the wholly owned PROPERTY of the author.

Software PIRACY by definition reduces revenue to authors. (Do you know of alternate definitions of theft/piracy?)

An unfortunate result of the belief by (mainly games) authors is that they need to protect their property by the practice of using some form of copy protection. As with locks, this only keeps the honest folk honest and inconveniences those who purchase. It also offers a challenge to crackers, who are generally up to the challenge.

Interestingly, there are very few Amiga productivity programs with copy protection. When they are protected it is most commonly with a "dongle" In many cases, when the program is registered and upgraded later, it is returned without the need for the dongle. Dongles are a pain if you lose them or if they are stolen. They also raise the cost of the program. However, they do not cause the problems you mention with other methods of copy protection.

Commercial software for the Amiga starts at about \$50 for most games and then goes up to as much as \$1000. The assumption behind the above claim seems to be that every computer owner has \$1000 to spend on any program he likes. This is clearly not true, as anyone, who has had to scrimp and save to buy his computer in the first place, knows.

I have been trying to follow the "logic" of the above excerpt. I confess that it has me baffled. I would welcome clarification.

If the "fresh" author is saying that we don't all have unlimited sources of income, then I agree. If

(continued overleaf)

Software Piracy

(from previous page)

the difference between the quality of goods available legally or illegally. Original software should come with a good manual, convenient and inexpensive upgrade support, and accessible assistance for users in trouble.

I have heard that legislation is being introduced in Australia to impose a levy on the sale of audio tapes to provide substitute royalties to record producers. The important difference from software is that a

large proportion of floppy disks are for non-copyright data storage so levying them would be grossly unfair. Somehow the issue of record copying is much more accepted, and my impression is that it is a very widespread practice. Very few people have any moral objection to it, in contrast to their views on software copying. One reason may be that a record costs \$20-\$30, while a computer program costs between \$50-\$1000. This difference has more to do with the market than with any judgement about the relative amount of work or artistic value of music compared to software.

The only way to really find out would be to obtain an honest survey of all computer owners, or a representative random sample, either of which would be difficult or impossible. I doubt that AUG is a representative sample of all

computer users. AUG probably includes a disproportionate share of business users and programmers, both of whom are likely to be able to afford or consider it worth their while to buy most or all of their software legally. Many users of pirated games are probably not interested in joining a user group if their only interest is games. Nevertheless it would probably be interesting to conduct some kind of anonymous survey of AUG members to inquire into their attitudes and actions with regards to software piracy. Such a survey would inquire into what proportion of a user's software collection is original, what is the user's software budget, ask if the user would buy originals if copies were not available, and estimate the relative use made of originals and copies.

Software Theft

(from previous page)

he is saying that because of that lack of cash we should take it anyway, then I must disagree. I mean, I want to be able to work hard and earn enough to afford a Silver Ferrari, or a Red Lamborghini, or a Blue Mercedes 300 SL Gull Wing, or even a DynaCadd package, but I just can't afford any of them right now. I do not believe that this gives me the right to take one even if I find it on the street with the "dongle" in the ignition.

It is strange that most of the "protected" software is games that cost between \$50-90 here in Australia. If raw cost were the biggest factor in justification for piracy, you would think that the problem would be with the more expensive packages. "Fresh"'s observation about many people buying their "favorite/most used" program is cute. Maybe it is their favorite because they KNOW how to use it. They have RTFM (Read The Flaming Manual). Or, maybe it is their favorite because they place

value on what THEY have had to work to be able to afford. The less-used (pirated) games are pirated not because they are less-used, but because you can play some/most of them without knowing anything from the manual.

I agree that Original Software should come with a good manual etc. We should also love our neighbor, help the frail and infirm, and support the environmental movement. There are great variations in the quality of software and the support given to it. Your task is to assess which gives you the best overall array of features.

If you feel that the software you have or are about to buy is not properly supported here than let the publisher of that software know. If you feel that the upgrades are overpriced or unavailable, then complain to the publisher.

If you feel that the price asked for the software you want is too high; find another source for the same package, or buy it direct from overseas, or choose a package you can afford.

I believe that by providing software at realistic prices rather than as much as the market can bear, more people will buy rather than pirate software. In addition, the work done with that software will be of much better quality because the

OWNERS will have read the book!

An item of some concern to me is that frequently the pirate copy of a new game or other program is available BEFORE the commercial package has been released in either the US or UK. Where has it come from? How did it get out? Are the crackers so good that they can patch the protection before they have even seen it?

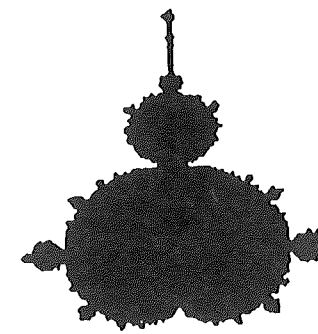
One way to get better software cheaper is to support ShareWare. If you make the presumption that 1/3 of the RRP goes to the programmer of a commercial package, than you will see that if an author releases his/her program as Shareware AND people PAY for what they use you both win. The problem is that too many try a package indefinitely.

I like your idea of a survey, it would make very interesting reading. If possible it should be done anonymously and randomly to try to get a true sampling.

BTW I import and sell original software. I have a vested interest in people buying not pirating. I am not your mother or your priest. You answer to whomever you choose. What I do ask is for you to not try to abuse "logic" to justify your theft.

illustrations by Rod Clifton

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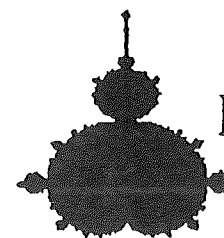
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Genlocks

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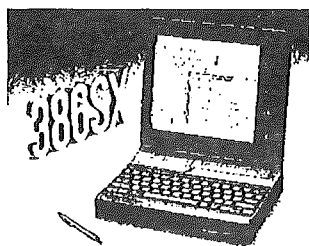
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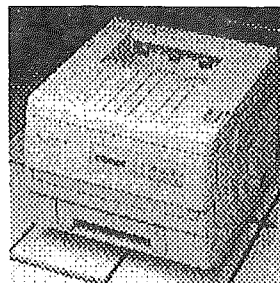
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I tested two units catering to the top and bottom ends of the Genlock market. I used them on domestic equipment, available in most homes. I will be demonstrating both units at the next meeting so come along on Sunday where I will attempt to answer any further queries.

Why do you need a genlock? The term genlock is derived from the term to GENerate signals and LOCK them together. The output signal from your VCR or camcorder is a "composite" signal containing picture information and synchronising or sync pulse. Your computer also generates a sync pulse whose speed and starting point are determined by the internal computer clock (not to be confused with the time of day clock). These two signals are rarely the same. If you try to combine both signals (your home video and Amiga graphics) to record them on videotape, the video recorder tries to lock to the incoming sync signals. As there are two of them it gets 'confused' throws its dummy in the dirt, colours bleed, the picture distorts, rolls horizontally and/or vertically and generally spoils what would have been a brilliant production.

A genlock Locks the sync signals together perfectly, avoiding these problems. While this is the primary function of a genlock, most units also include special effects such as dissolving from Amiga graphics to your video, or overlaying graphics

Darren divides his spare time between wind surfing, trail bike riding, pistol shooting and his Amiga videos.

and video such as Titles & credits. Other effects which we tend to take for granted on television these days can be incorporated into your work so that you can have a professional looking video your friends may even WANT to look at.

ROCKGEN-\$299

Probably the cheapest unit available. This unit is small, simple to use, and still has the necessary features needed for that professional touch. Above all, it works.

The unit comes in a small box 120 x 202 x 25mm. A toggle switch on the back of the unit gives you the choice between using the power from your computer or an external power supply. If you own an A500 and are running a couple of peripherals, (eg. disk drives etc), I recommend using an external power supply so your computers power supply is not overtaxed. This is an optional extra which costs \$16.95.

... the Genlock locks the sync pulses together and avoids those problems

Connecting the Rocgen is straight forward. It has a composite input (for your video) via an RCA plug and an RGB input (for the computer) via a D-connector. The combined output for your video recorder or monitor is via an RCA plug.

The cable to connect the computer RGB output to the Rocgen RGB input, is only 600mm in length. I have my CPU in a cabinet next to my desk and monitor. As a result I could not sit the unit next to me while I

was working. I found this an inconvenience, however most people have their whole computer in front of them so this would not be a problem.

After pulling my monitor plug out of the computer and replacing it with the Rocgen D plug I realised I had a problem. When I bought my system I thought I might have an advantage by buying a multisync monitor. However my wonderful Nec multisync monitor does not have a composite input! I realised the only way I could see what I was doing was to hook it up to my 5 inch TV. So make sure you have a monitor or a large screen TV with a composite or video input.

Pressing on, I took the output from the video and plugged it into the Rocgen input. With some Genlocks it is essential a video signal is connected. The video supplies the sync pulse that tells the genlock to Lock the computer and video together. Without the initial sync pulse present the computer signal will be distorted and roll. The Rocgen has its own sync generator built in. If no external sync is supplied the unit will still allow you to record the

computers output. This is not the case with many professional units.

I fed the output from the genlock into the composite input of my TV. After turning everything on I suddenly found myself with a video in the background and my workbench in the foreground. This looked a trifle odd as only my workbench icons and top menu bar were visible. I realised I was in overlay mode. The first colour (register) in your palette is known as 'register zero'. It can be any colour but will

always be transparent when using a genlock in overlay mode. If your picture contains any register zero colour you will see the video signal through it, tricky in HAM mode. By filling in these areas with another register, (even if it is the same colour as that in register zero), you eliminate the problem. With this you can achieve wonderful framing effects as in the "binocular view" in many old movies.

The only 'control' is the dissolve knob. It allows you to fade between the computer graphic and video. There are three dissolve options.

OVERLAY: Lays the graphic on top of the video picture with all register zero areas transparent.

FADE: Fades from just video signal to just Amiga graphic.

AMIGA: Only your Amiga source is visible (no video) although you can still have a video connected.

GENERAL COMMENTS

After trying all forms of resolution I found only one format I could not record. I own a Digiview system and found that any picture produced in Dynamic Hi Res would upset the signal sync. Whenever I brought a DHR graphic up, the picture would start a slow vertical roll and would only halt when the picture was taken off. I am not sure why this occurs however I found it to be the only format that upset the system. Animations from Dpaint and Sculpt performed flawlessly.

There was a problem in the early units, where the dissolve knob functioned over a very small range of movement (approximately 3mm of turn would fade from one signal to the other). This problem has been rectified. While there is still only a relatively small movement (approx. 10mm) I find this sufficient to operate the unit comfortably.

I recommend using good quality leads. Hi-Fi audio leads can degrade the signal and while I never suffered any colour drop out, I had occasional horizontal screen flicker until I replaced them with proper coax. (I think this is one of the reasons why such a short lead is used on the D plug).

The quality of the output is VERY dependent on individual VCR's. I tried my parents video on the system and found a more flickering though no colour bleeding problems. Remember to use good coax and keep them as short as practical.

If you use the still frame feature on your VCR it can reduce the sync level from your video. The combined output could roll in the same manner the DHR picture did.

DO NOT format a disk when you have this or any other genlock hooked up. I believe the Amigas' formatting procedure uses its' internal clock for sync purposes. When the genlock changes the computer sync then the formatting will be up the creek. I suggest that you do not copy files around your system for the same reason.

Overall the unit is very good. It does the job and providing you stick within guidelines set out in the brief, but comprehensive, manual, you will get many hours of pleasure from it.

... this unit positively reeks of professionalism.

NERIKI DESKTOP-\$1300

This unit is obviously not for the "short of pocket money". I do not say this is only for the professional because if you can afford it this unit will improve the quality of your video work out of sight. This is a true "broadcast quality" genlock, which is limited only by its' input signals. The unit will take direct input from a super VHS or Hi-8 camcorder via their mini din y-c connectors. For optimum use it is advised an SPG (Sync Pulse Generator) or TBC (Time Base Corrector) be used. The connectors on the unit are professional BNC. The external and internal (don't tell the owner that the lid fell off) construction of this Australian made unit positively REEKS of professionalism. I do not have the room to do justice to this unit and note all of the details that should be included. However I will give a brief list of its good and not-so-good points.

The Rocgen has excellent colour and fading qualities however when put next to a unit such as the Neriki you can justify the increased expense. The Rocgen is not bad, the Neriki is very very good. (I am aware of the vast price difference but it is difficult to convey how much difference there can be in a device that performs a similar task).

Very clean switching between modes. (Dissolve does not modify the colour content of the video signal when fading between computer and video. I only noticed this small problem in the Rocgen after I had used the Neriki).

Comprehensive manual and excellent support available from the manufacturer.

On powering up I found my monitor (there is an RGB output from this genlock) had a greenish tinge to it. After contacting the manufacturer, I found the tinge was the result of a phase difference between the Range of Amigas (The Neriki is preset for the A3000 which is different to other Amiga

computers). When buying the unit advise the retailer of the machine you use and the manufacturer will adjust the unit as necessary, or simply open the case, locate 3 resistors in the top left corner and the link directly above them, snip the link and away you go. (It would have been nice if this was mentioned in the manual).

You MUST have a sync pulse present at all times. The unit does not generate its' own and the picture will become very unstable without one. Neriki can supply an excellent sync generator thereby giving maximum quality to your productions. I should have a definite price on the unit at the next meeting. Once the unit is powered up with its sync from whatever source you desire, it is possible to disconnect the sync source and the unit will "free run" which will allow you to use your computer via its normal RGB monitor. There is no composite output when in this mode. This only allows you to work on your computer as normal. (Remember not to do any formatting as it will be corrupt when you use your computer on its own).

Once again I could not not use Dynamic Hi Res. I will try and have

the answer to this problem by the next meeting.

All of the equipment must be powered up in the correct order.

1. Sync source - Video, TBC, SPG or Camcorder

2. Genlock

3. Computer (the genlock then takes control of the computer sync)

Everytime you need to do a reset (Gurus, memory full, lock up etc.) you would have to depower your computer, Not great but to be fair this unit is intended for a specific application. Once your graphics are set up in display packages, anim files etc., it should really just be a case of push a button and away you go.

I do not have the space to do justice to the Neriki but I can say it is an excellent product. Even if you only have a passing interest in the Amiga and video you should come along and view both this and the Rocgen at the next meeting. Thanks to Michael at MVB Computers for supplying the equipment and hopefully we can look forward to more products which we can "try before we buy".

See you on Sunday.



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E&OE

Co-ordinators Comment

Writing a column with a gun against your head is a novel experience. So it is with this month's Co-ordinator's Comment. Ashley, one of our highly-valued Workbench heavies, has been on the phone to me all week to get it done. The technique works because here is the column.

As for the official release of 2.04 in Australia---sometime this month it is said.

At the November meeting, we will have a chance to evaluate several large screen projection devices. Currently, the group has no permanent access to a full colour projection device and certainly none that can accommodate the newer high-resolution modes of the upgraded custom chip set and V37 graphics library routines.

We have a working party out at the moment gathering information for the group on cost, practicality and features of various projection devices. If we buy such a projection device, not only will we save the \$250 a meeting that Burwood College charges us for the use of the AV equipment in theatre 1, but it will be available for all our groups to use during the month. There will be a special general meeting of the group in November that will be presented with the options and hopefully come up with a solution. We will not make this decision at committee level because we are talking about substantial amounts of group funds. Ideally we would like to finance the purchase cost, reducing the financial burden. You must come to the November meeting to help us make this important decision so the group can continue to educate itself about the Amiga.

Eric Salter

NOTICE

*Of an AUG Special General Meeting to be held at
Victoria College at 2.00pm
November 17th 1991.*

*This will precede our monthly meeting. The
Special Meeting is to discuss and decide upon the
proposals to be put to us by the "Projector Group"*

AUG Burwood

The meeting at Victoria collage lived up to standard, the hall accomodated approximately 100 Amiga enthusiasts all of whom had a lot on their mind, the Burwood meeting as we now know it is in a state of transformation. The ideas for meeting topics were running a little thin, the cost of the venue was depressingly high and things were looking grim. Then In strode Arnie!!!, I quickly asked him what was happening this month and he replied "Who Knows", at this point I got his message, the AUG-Burwood was on a soul searching mission and this was the month where all present members could air their dirty washing and let all of their frustrations free.

As the meeting progressed, I began taking notes and soon enough had filled quite a few pages with valuable criticisms and suggestions on ways of improving meetings. On the meeting went, with a brave few calling for Questions & Answers, but still the smelly socks were being waved from the crowd. At the end, we were only a little closer to the truth, and still require "INPUT". If you have a suggestion, please let others know of it by writing to the editor of "Workbench" or passing it on to a committee member.

After the long discussion, along came Q&A and the first topic was of a virus called Saddam, and you guessed it, it does cause the odd problem if your system happens to be infected.

The Meeting went until approximately 4:30 and had produced some valuable "DATA".

The October Burwood meeting is expecting a few special treats (see below) . Hope to see YOU there!

Russell Porteous

AUG Burwood October Agenda

1:00PM Doors Open

Public Domain

Disk and Book Libraries available

Dealer displays
of Software and Hardware

2:00PM

Beginners Group starts in Lecture
#2

Main Meeting starts in Lecture #1

3:00PM

Coffee, Tea, and Bikkie Break

3:15PM Demos

Lecture #1

Genlocks from Roctec and Neriki
will be demonstrated by Darren
Thompson

THEN

G.V.P.'s Professional Video
Adaptor will be demonstrated by
Alan Watson

Lecture #2

Bars & Pipes Professional will be
demonstrated by Norm Christian

5:30PM Doors Close

NWAUG

The Committee

Co-ordinator: Kerry Miller
Asst.Co-ord.: Tony Prowse
Treasurer: Paul Pritsis
Meeting Co-ord: Hugh Leslie

General Committee
Simon Shead George Wahr
Rohan Safstrom Gary Gajic

What has been happening?

At the last meeting we had a demonstration of Simon Sheads new GVP graphics board which has some similar capabilities to the Video toaster. Everyone was suitably impressed both by the fantastic possibilities (ie watching TV in a quarter screen!) and also by the fantastic price!!!

Recently, we have had demonstrations of DeluxePaint IV,

NWAUG has had a number of excellent meetings recently and continues to be a very vibrant and exciting place to be every second Wednesday night!

Elections were recently held and a new committee was elected - it was great to see that there were many more people nominating for positions than previous years and unfortunately there were a few enthusiastic people who didn't make it onto the committee. In particular we saw Greg Rowbury narrowly miss being re-elected. Greg has been a low profile general committee member but has put in a lot of work and was much appreciated by the previous committee. It is hoped that Greg and those others who missed out, will still feel able to contribute in other ways because we'd hate to see the enthusiasm go to waste.

These are the results of the 1991 Northwest Amiga Users Group Election.

was given by John Barlow on the art of "VIDEO POST PRODUCTION", the process of titling video's and editing the final product. John utilized his talents to help produce the video and special effects. In the recent "BHP Steel Awards", his company won a prize for distinguished achievement in their specialized area.

In future meetings, we will be getting together with Lisa Roberts of Animation Network to view a video of their work. Another item of discussion will be the first ever SEAUG/AUG/NWAUG monster "BARBIE", This event will an event of grand proportions (In the spirit of other AUG events like this years AUCTION) and deserves your attention, . Another Item to be reviewed will be the ColourBurst 24 bit (16 Million Colour) board.

The club meetings have been going strong and have a good regular following for an infant. The meetings so far have been quite informative and produced some valuable discussion. As a result of one meeting, when Howard Alexander and Chris Quonoey demonstrated Bulletin Board Software, I became a message point and learnt what problems SYSOP's (Not SiSop) face, both logistically and financially.

Another discussion/demonstration

Russell Porteous

Turbotext the latest games and a whole host of other things including our traditional "Choc Lotto", where people have been trying to outdo each other in producing the best animation etc to go with it. The prizes have been good too - recently someone won a copy of AmigaVision for the price of a \$1.00 ChocLotto ticket!

We have also had some lively and interesting question and answer times where everything from the relative merits of the Amiga versus PC to the horrors of the saddam virus have been discussed.

All in all, NWAUG meetings are not to be missed!

Future Meeting Dates:

October 23rd
November 6th
November 20th
December 4th
December 18th

Hugh Leslie.

SEAUG

After our first month, we have made a few decisions which will govern the operational side of the South Eastern Amiga Users Group. The decision was made to move the SEAUG meeting time, note not the location, to Tuesday's. This change was on advice from Moorrabin city council to guarantee a set day/s of each month when the club could meet and not clash with any other event.

The club meetings have been going strong and have a good regular following for an infant. The meetings so far have been quite informative and produced some valuable discussion. As a result of one meeting, when Howard Alexander and Chris Quonoey demonstrated Bulletin Board Software, I became a message point and learnt what problems SYSOP's (Not SiSop) face, both logistically and financially.

Another discussion/demonstration

Russell Porteous

SEAUG MEETING DATES

October 22nd
November 12th

Come and join us.

MUSIC COURSE MIDI FOR BEGINNERS

If any members have musical instruments with MIDI capability (i.e. 5-pin DIN sockets labelled "MIDI IN" & "MIDI OUT") and do not properly understand the system, they may wish to take advantage of the above proposed free course, which is being arranged primarily for members of the University of the Third Age.

This is not a computer course as such, although computer use will be covered. Enquiries to
Norm Christian, 798-6552.

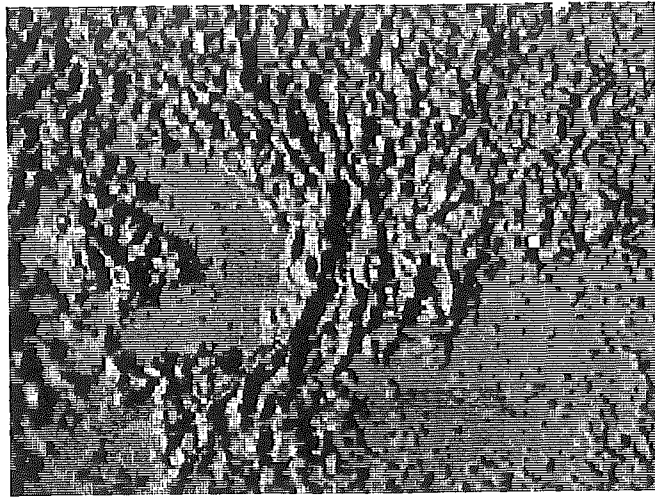


Figure 1.

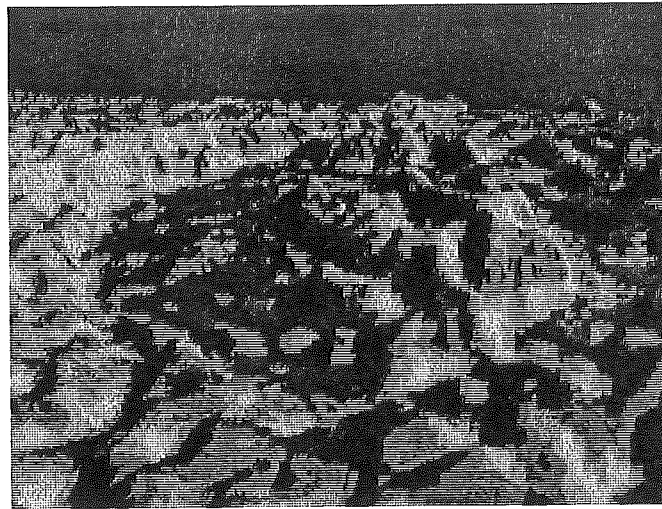


Figure 2.

Art SIG

The September ART SIG was held in Aspendale at the home of the Wood's family, 7 members attended. There were three Amigas available all machines belonging to members of the Wood family. Gwen Wood (Mum) had her Amiga 500 with 2 meg expansion running her Deluxe Paint animations. Joan (Daughter) ran her Amiga 2000 through her synthesiser to provide suitable background music for the animations and the rest of the night. Geoff (Son) brought his 2000 with accelerator and the works along.

The group tends to work by people either bringing interesting projects along, demonstrating what they are doing and how they are doing it or just by someone asking about how to use a particular program or feature within a program. Some of the discussions early in the night resulted in demonstrations of Anim Brushes and the new Morph features of Deluxe Paint IV. There are many members anxiously awaiting their upgrades of Deluxe Paint IV to arrive since at the moment the only versions around are the ones from magazines with the save option disabled.

Dick Bartholomew gave a demonstration of Pro Draw 2, a Structured drawing package as opposed to a Bit Mapped drawing

package like Deluxe Paint. The main difference being that a Bit Mapped drawing is saved as a series of dots that make up the picture, whereas the Structured Drawing is saved as a series of mathematical formulas which describe the curves and shapes in the pictures (all this unseen by the user). If we zoom in on the bit map, then the small dots that make up the picture turn into large squares, parts of circles become a series of large steps. A Structured Drawing still remains a smooth curve even under extreme zooming because the computer uses the curve's formula to recalculate the bit we are looking at. Another advantage of a Structured Drawing is that it prints better. When the printer reproduces a Bit Map it can only reproduce the dots that are on the screen, in low resolution this is only 320 dots across the entire picture. A laser printer or a good dot matrix can put this many dots down in an inch. The Structured Drawing package uses its ability to precisely define a shape to print to the resolution of the printer so curves look much smoother and diagonal lines don't look jagged. Dick also demonstrated another program that comes with Pro Draw 2 that can convert Bit Maps into Structured Drawings.

Len Heitman showed pictures from the space probe Voyager which he had reprocessed using Vista. With the aid of Geoff's accelerated machine Len was able to demonstrate how he achieved his effects. He also showed some fantastic colour prints made on his ink jet printer, we unfortunately can't show them here. We did manage at the meeting to process one picture for printing in the magazine. The original picture is from a NASA space probe passing over the crater Golub on Venus. The picture is actually a radar image that was reprocessed by NASA (Figure 1). Len digitised the picture from a magazine using DigiView. He used Scape Maker to convert it to a format Vista could use. It was this data that we worked on at the meeting. We set the observers altitude and position as well as the altitude and direction of view. A few other settings were made and the computer rendered the scene from the new viewing position (Figure 2). On a normal machine this would have taken a few hours, but with the accelerated machine only a few minutes.

Next Art SIG will be at 7.30 pm on Tuesday, 22nd October at Aspendale. All members interested in any form of Amiga graphics or animation are welcome to attend, and don't forget to bring programs or work you would like to show or like help with. You don't need to be an expert to attend. Please notify me, on 551-4760 if you intend coming. *- John Barlow*

The Book Library & other stuff

Hi everyone! I am sorry for not being at the last meeting to open the library, I hope this didn't cause too much inconvenience. I have just returned from a 15 day vacation in Japan, where I saw (among other things) the W Industries, Virtuality games machine. For those who haven't heard of it, the system creates a virtual reality using a headset with stereo vision (3d) and stereo (quad?) sound. To enhance the effect, when you move your head, the view changes so you may look around inside the computer generated world. The game that I saw was a flight simulator (VSTOL) which ran quite fast except that the screen update was slow when you move your head. The reason that I have mentioned the system here is that it is based around an Amiga 3000. Expect to see the machine appearing in games parlors over the next year.

Down to business. I am currently in the process of implementing some changes to the borrowing system. I now use the membership number, so if it is not already on your card, please write it on (from the envelope with Workbench). The other important change is that the latest magazines (1-2 months) will only be available for reading at the meetings and not for borrowing. I am trying to make it possible for more people to see these latest magazines. I would also appreciate any suggestions.

I intend to setup a reference section for the library containing among others, the latest Amiga reference series. If there are any suggestions as to other books for the reference section or for the general library, just let me know. Remember, the books are not there for people to have for long periods, if the book is useful, buy it!

It is the intention of the library to

- show what is available
- help you decide whether to buy it
- provide reference to books only seldom required.

Finally, the library now rents modems for one month (to allow people to find out what they're all about). The charge is \$20 with a deposit of \$30. If anyone wishes to borrow a modem, just get in touch with me.

ITEMS BORROWED FROM THE LIBRARY MUST BE RETURNED AT THE NEXT MEETING, IF THIS IS NOT POSSIBLE, PLEASE POST IT TO THE ADDRESS LISTED ON THE INSIDE FRONT COVER. When people keep items for longer, they often forget about it and I have to make a lot of telephone calls to recover them. Please help me by getting the items back on time. Thanks.

Ross L. Johnson

Well, my first attempt at writing a column for the newsletter so don't be too critical when reading it.

So what happened at the September meeting??

As usual I was kept pretty busy up in the corner having heaps of fun copying disks. We are averaging about 130 odd disks a meeting which does not leave much time to enjoy anything else that may be happening. David Siviour rocked up with his Amiga 500 to lend a hand with copying only to find that his power supply had died somewhere between his place and Burwood?

Lots of NEW stuff that were kindly copied by our good friends at NWAUG to give you something different to collect. There are lots of NEW demo compilations and music disks. I don't know where I will find the time to check and get a list of all them!!

The music disks are full of Soundtracker/MED modules with a music playing program on each disk so its just a matter of popping them in and away ya go...

The DEMO disks are pretty similar in that you just pop them in

The Disk Library PD, Fish & all that

and a menu will pop up asking you which one you wish to view.

A few hints and tips.

1: If you are a regular mailer of PD, think about keeping the padded envelopes they can be used MANY times over so keep them safe. If you are not going to use them again then bring them to the meeting and give them to me so I can use them. Remember it is your money we are spending on a NEW padded postbag every time!!!

2: If you don't have time to pick up your PD from the librarian then don't panic as it will be mailed out as soon as possible after the meeting.

3: If you have any problems with your PD feel free to give me a call and we can hopefully sort something out. Of course you would have read ALL the instructions carefully first

4: Feel free to pop up and discuss your problems (only with the PD) at any time while at the meeting. As you can understand it does get a little hectic but we will do the best we can to help you.

Mark Barnes

(Mark is not ONLY our disk librarian he is also AUG treasurer. In his spare(?) time he runs his own bulletin board [(03)807-0743].....ed)

Music SIG.

At the September SIG only 6 members were present, but the shortage of numbers was made up by their enthusiasm. A very productive and interesting evening resulted, with emphasis on Bars and Pipes, many of its main features were tried out, for the most part successfully, and all agreed that the Professional version is a quantum leap from the old one. We have a long way to go for complete mastery of this program (if ever), so will continue in the foreseeable future to examine it.

This does not mean, however, that there is not room for other programs and we would be happy to see and hear music any member may care to contribute.

Files produced by DMCS, Music

Studio, or in standard MIDI format can be converted, so it does not matter if you are not currently using Bars & Pipes. All current members of the SIG have agreed to produce at least one sample of their own work next month (SIG members - are you working on this?) If you haven't been yet, here's an opportunity to show what you can do.

A Yamaha PSR-35 keyboard was brought along, tried out, and its features compared with my PSS-790. It was observed that each had its strengths and weaknesses, and this was a useful exercise because too many people buy an instrument without giving enough thought to the use to which it is to be put. A good performance keyboard may not necessarily be ideal for computer use. Members who wish to bring along and demonstrate their own hardware may do so, but please make

prior arrangements with me.

Alternative venues can always be considered; if any member has a MIDI studio available please advise. We would welcome some new faces, especially if those members have any knowledge of B&P. Don't forget to bring some blank disks, as we have a large library of music files, which you will have to edit for your own instrument(s) or which can be converted to suit other programs.

Next meeting will again be at Keysborough at 7.30 pm on Monday, 28th October. If you intend to come, a prior phone call to 798-6552 would be appreciated.

Norm Christian



An Answer to last months Question about Modula-2

The Modula-2 system on Fish Disk 113 is for the demonstration version of the M2Amiga compiler. To be able to use procedures (or variables and types for that matter) for an already compiled module you need access to the Definition Module. Only three such modules are provided. Namely Dos, Graphics, and Intuition. Obviously with a demonstration system they did not want to give everything away. If you print out these Definition modules you will see the procedures and types and variables that you can use.

An alternative to using this compiler is the one on Fish Disk 24. It is a public domain compiler developed at ETH Zurich. This has a number of definition modules too. It is possible to fairly readily devise your own modules to the Amiga's operating system by coding a "glue" module. These modules would have procedures that in them call a provided procedure named LibCall. You can thus set up a call to any Amiga routine provided you know its offset. The technique to use is given in my article 'Modula-2 Survey' p6-8 Workbench Number 11, April

1987. Jonas Green has released three definition modules to work with this compiler. They are for Intuition, Graphic and MathLibO. See Fish Disk 413. He uses the same technique I outlined in the above mentioned article.

I would recommend buying a commercial compiler if you are at all serious about coding in Modula-2.

Further information on Modula-2 on the Amiga is given in my article 'Modula-2' p4-8 Workbench Number 16 Sep 1987. Together these two articles give some information on early examples of Modula-2 on the Amiga and details of some books.

There is no specific book on Modula-2 for the Amiga. However the book 'Mapping The Amiga' which I purchased through the Software Buyer Service covers the C language, assembly and Modula-2.

Any commercial compiler will have information and example programs that run on the Amiga. A book specifically for the Amiga is not essential. Just as well as there isn't one!

The suggestion that there be a Modula-2 area on the BBS is an

excellent one. I am reliably informed that FidoNet carries a Modula-2 conference. It is called COMP.LANG.MODULA and originates from Usenet. Perhaps this conference can be run on the BBS and form a core of messages that we in the AUG can tap into.

Peter Evans

...you can hardly ask for a more comprehensive answer than that. Thanks Peter. Those back issues and any others are available for reasonable rates. Contact Workbench. ed.

WANTED

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PICBASE

- PD Review

by Rob Pemberton

One of the common curses afflicting any home computer user is a gradual loss of control over our disk collection as it multiplies in a seemingly geometric progression, and one can only watch helplessly as the ability to put a finger on "that" certain piece of software when needed, is reduced to a mere shadow of its former self.

In other words we can all use a good disk cataloguer! This is one area where the public domain really shines, and the long list of catalog-type programmes available has now been joined by a really nifty graphic database called PICBASE.

It came into being because the author (Mike Berro) wanted to create a non-linear editing system on the Amiga, similar to those now appearing on Macs & IBMs (at great expense!) in the film and video world. Unfortunately he could not get funding for the project (why not!), so he developed it into the following programme.

PICBASE allows the user to organize and manage all IFF images and brushes stored on any given disk. The program displays a miniature monochrome (8 or 16 level) image of each file, with information such as the full pathname, the creation date, file size, image size and depth, display mode (LACE, HAM, etc.), and filenote (comment).

The images are displayed four at a time, and can be scrolled in real-time. Images can be manually or automatically sorted. You can search for a particular image using

Rob moved through the Vic20, C64 and C128 to the Amiga and regularly reviews PD for Workbench.

keywords. The image files can be renamed, moved, copied or deleted from disk, either individually or in groups using the multiple-select clipboard. Double-clicking an image will display it.

A special "multi-view" window allows you to view up to 108 images at once. The images can also be presented as a slideshow, moving automatically or manually forward and reverse. The images can also be played back in reduced size monochrome form as an animation preview, at up to 30 frames per second.

A list of images can be printed, or saved as a text file, and a script file can also be created. A Help mode also gives on-line information about every gadget.

In brief, here's a summary of the features in this jam-packed utility.

● Two modes: full-screen display of 108 "sub-miniature" images, and a

...can be played back in reduced size monochrome form as an animation at up to 30 frames per second.

"story-board" display of 4 miniature images.

● Stores and displays full pathname, file size, creation date, filenote, image specifications and time code for each image.

● Scans directories and disks automatically. Updates data automatically.

● Extremely fast image shrink and color remap on all Amiga graphic modes, including HAM and Halfbright.

● Cut, copy and paste IFF data.

● Copy, Move, Rename and Delete individual or groups of image files.

● Sort the images by pathname, filename, creation date, file size and time code.

● Search for any image.

● Automatic double-buffered slide show.

● Animation preview of miniature images.

● Export image data list to printer or file. Export a script file based on image data order.

● Uses DOS 2.0 if available, otherwise requires the ARP library.

If you don't have a copy of the extended ARP command set yet, please contact your friendly AUG librarian.

● Full prompting on any command that might lose data.

● On-line help: In Help Mode you can click on any gadget and get a full description of what it does.

● File requester keeps track of last used Load path, Save path & file, Copy/Move path and file, and Print path and file. Load path & filename are transferred to Save path & filename only if compiled data is loaded. Full paths are always displayed, even if the user enters an assigned name or relative path.

● Creates data file icons.

● Picbase can be run from CLI, Shell or Workbench. It is fully documented and the programme is very easy to run. The author has future enhancements in mind - such as the ability to load and remap ANIM, IFF24, HAM-E and DCTV images.

Unfortunately this is still an imperfect world. Among the bugs the author has kindly identified for us

Dynamic hires, dynamic HAM, SHAM, HAM-E and DCTV images are

loaded and catalogued, but are not displayed properly. IFF24 images have not been tested, may crash. "Stencil" images (ex DPaint etc..) may also cause PicBase to crash.

Cut, Copy & Paste do not update the display properly when there are less than four compiled images, but you can click on the scroll bar to update the display.

When using WB 1.3, brushes smaller than standard screen size can cause a problem. When displaying a brush, a mouse click to the right of the screen will have no effect. Move the mouse pointer to the upper-left and click. Under 2.0, the mouse is constrained to stay within the screen, so there is no problem. Because of this problem, brushes smaller than standard image size are not displayed centered.

You will find PICBASE (Shareware US\$10.00) on Fish Disk #527, along with a variety of other utility programmes, including a replacement system requester animation that works like a treat!



More Fish.....

termLite

A tiny, almost brain dead telecommunications program written for AmigaOS release 2. Can be made resident, supports cut & paste from console window, written as a simple interface to the serial/parallel device driver. Version 1.0, includes source in 'C'. AmigaOS 2 required. Author: Olaf 'Olsen' Barthel

FISH DISK #536

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 an Intuition user interface, can save pictures as IFF files, and has many example files. This is version 2.06, an update to version 2.00 on disk 427. Includes source in C. Author: Joerg Fenin / Metalworx

InCRev

A small program for a makefile or an lmkfile, to update revision numbers after each successful compile process. (Not related to but much more powerful than the increv program on disk 161 by Bryan Ford.) This is version 1.03, includes source in C. Author: Joerg Fenin / Metalworx

PBBlanker

An enhanced Workbench 2.0 commodity, replacing "Blanker". Can blank screen and mouse pointer separately. This is version 37.04. Needs Kickstart 37.xx. Binary only. Author: Bernd Preusing

WFile

Small but useful tool to interchange ASCII files between different operating systems. Converts foreign symbols and adapts linefeed codes. Can also be used to expand tabs to multiple spaces or vice versa. It has builtin templates for interchange between the Amiga, MS-DOS and UNIX. Profiles can be used for common adaption. Version 1.11, includes source in C. Author: Joerg Fenin / Metalworx

FISH DISK #537

AntiBorder

CLI window frame remover. Turns your CLI window into the largest possible borderless window that can be displayed on the WorkBench screen. I.E. Creates a 80x32 character CLI window for standard PAL Amigas. Version 1.0, includes assembly source. Author: Paul Hayter

BootGames

Two tiny games which fit on the bootblocks of a boot disk. BootOut is a Breakout style game and Squash is a squash type game (just like on those old TV games). BootOut 5.X and Squash 4.3. Incl. assembly source. Author: Paul Hayter

CHIP8

CHIP8 is a programming language popularised by the RCA COSMAC VIP, DREAM 6800, and ETI-660 hobby computers. It is one step up from machine code (actual hex codes), yet allows the creation of some very simple, very small games. Version 1.1, includes assembly source and some demo games. Author: Paul Hayter

Cross

A program that creates crossword puzzles. Has a message data file to allow easy translation into almost any human language, with English and German currently supported. This is version 4.1, an update to version 3.3 on disk 464. Major new features are several new printer drivers including "generic" and "LaTeX", and many minor improvements. Includes source in M2Amiga Modula-2. Author: Jurgen Weinelt

FOFast

Optimizer is a new optimizer for AmigaDOS disks. It can optimize one disk in less than 2 min, 30 sec. FO supports WorkBench or CLI modes and allows you to use unformatted disks as the destination. At least 1 Mb memory required. This is version v1.0. Includes some source in C. Author: Fabien Campagne

PaulCopy

A single drive disk copier for Amigas with 1 Meg of RAM. Copies the source disk completely into memory in one go. Will also work with 512K Amigas, yet will require multiple disk swaps. Version II, includes assembly source. Author: Paul Hayter

PBBlanker

An ultra tiny Screen-Blanker/Mouse-Blanker/Mouse-Accelerator thingy. Is about 700 bytes and doesn't have to be RUN. Version 1.3, includes assembly source. Author: Paul Hayter

SMUSMIDI

Converts SMUS Files output by Electronic Art's Deluxe Music Construction Set into standard MIDI files that can be read by modern sequencing software. Version 1.0, includes sample data files and source in C. Author: Thomas E. Janzen

ZShell

A very tiny (13Kb) CLI shell modelled along the lines of CSH, with over 40 internal commands. Some of its features include command line editing, history buffer, aliases, function key aliases, reverse polish calculator, multiple commands on one line, loops, If-Else-Endif constructs etc. This is version 1.30 and includes assembly source. Author: Paul Hayter

FISH DISK #538

BCBMusic

This is the second set of original

music in the BCBmusic series. This set includes the songs "Still Waiting", "Transpose", and "Trilogy". Like the first set (on disk 428), no player program is required since it is actually compiled in with the song. These new songs include a new equalizer-style graphic display which can be toggled on and off. WB2.0 compatible, binary only. Author: Brian C. Berg

MatLabPatch

Patches for both Matlab and Diglib on disk 499. The version of Diglib compiled for 68000 machines has some incorrectly compiled modules (compiled for 68020) and therefore causes crashes on 68000 machines. The Plot.sub module compiled for 68000 machines in the Matlab archive was linked using the incorrect Diglib and does not run on 68000 machines. This update provides correctly compiled replacements for both those files. Author: Jim Locker

NGTCRelease Two,

Revision 1, of a trivia game based on "Star Trek: The Next Generation" TV series. This is a bug fix containing a new game module. You also need Release Two from disks 506 and 507, and Release One from disks 404 and 405. Created with The Director Version 2. Binary only. Author: Gregory Epley

FISH DISK #539

DTA

"DiskTest" utility for floppy disks, la Norton Utilities. Version 1.12, includes source (SAS-C). Author: Maurizio Loreti

PFA

CLI/Workbench interface to control an Hewlett-Packard DeskJet 500 printer, enabling the user to select an internal font and to print one or more files, or to initialize the printer. Version 2.10, includes source (SAS-C) Author: Maurizio Loreti

RPN

An emulation of an Hewlett-Packard pocket computer on your screen. Version 1.00, includes source (SAS-C). Author: Maurizio Loreti

SimpleRexx

A set of routines that handle the low level ARExx work for you in such a way as to have your application work with or without ARExx on the target system. The goal of SimpleRexx is to make adding at least the minimum level of ARExx support to an application a trivial task. Includes source. Author: Michael Sinz

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, features. This is version 2.6h, an update to version 2.6e on disk 471. Binary only. Author: Rick Stiles

VLTimer

A clock/timer window that sticks on the VLT screen (or on the WorkBench if VLT is not running or opened on the WorkBench) to check connection times (and costs). Version 1.02, includes source (SAS-C); Author: Maurizio Loreti

FISH DISK #540

Browser

A "Programmer's Workbench". Allows you to easily and conveniently move, copy, rename, and delete files & directories from a CLI environment. Also provides a method to execute either Workbench or CLI programs by double-clicking them or by selecting them from a ParM like Menu with lots of arguments. A Browser 1.6 replacement, does everything Browser 1.6 does and a lot more. Version 1.0, includes source in C. Author: Sylvain Rougier, Pierre Carrette

CLIExe

An XIcon style program which uses parm.library. It allows you to execute a script starting from WB and is completely CLI compatible, because it is a CLI. Can use a real script file or take commands in its own TOOLTYPES. Includes source in C. Version 1.0. Author: Sylvain Rougier

ParM

Parameterable 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, can attach menus to the CLI window you are running it from, or to the WB menus, just like MyMenu. This is version 3.00, an update to version 2.5r on disk 419. Includes source in C. Author: Sylvain Rougier, Pierre Carrette

PatchReq

A patch for system requesters and arp file requester. Replace arp file requester with the great req.library file requester. Patches AutoRequest() for requesters to appear under the mouse and more. Version 1.4. Includes source in C. Authors: Sylvain Rougier, Pierre Carrette

Req

An enhanced version of the interface to req.library for Aztec C 5.0. Pragmas supplied and glued put in a library rather than in an object file. Includes source in asm. Version 1.1. Author: Pierre Carrette

SANA

Release 2 of the Standard Amiga Network Architecture device driver specification. This is a specification for the device driver level only. Author: Raymond Brand, Martin Hunt, Perry Kivolowitz

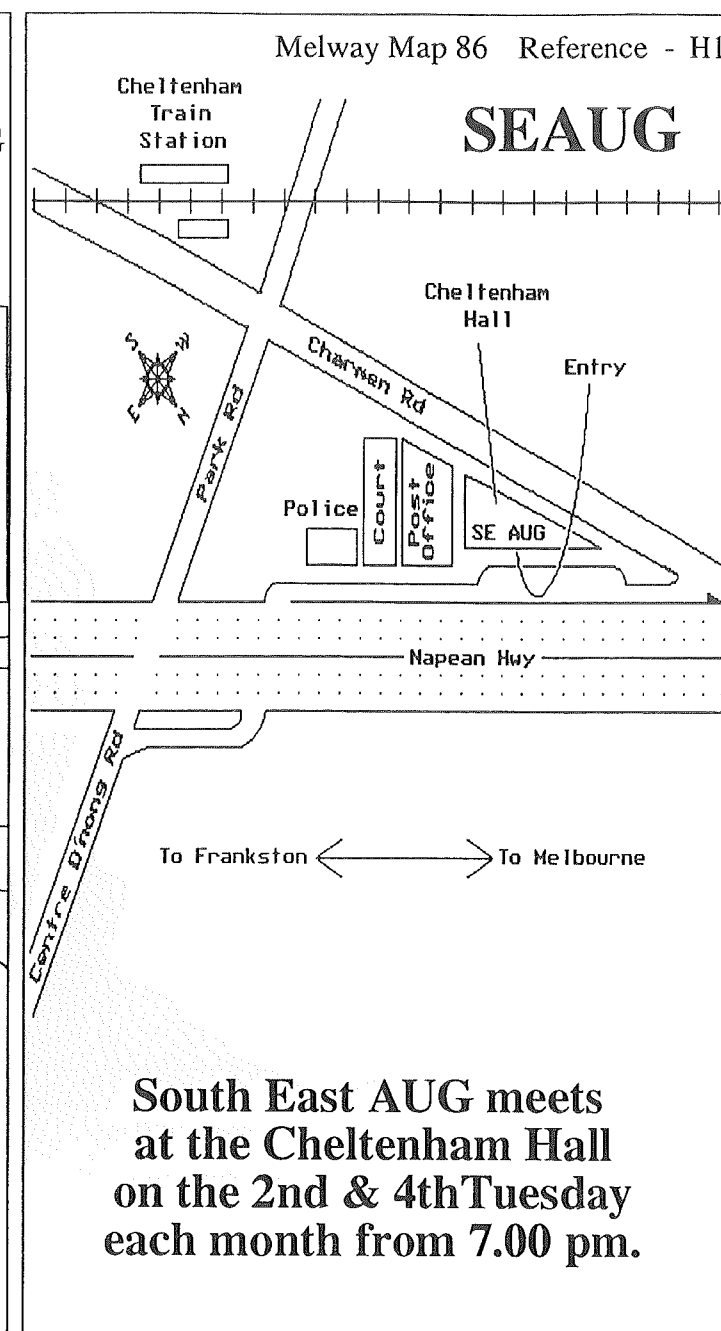
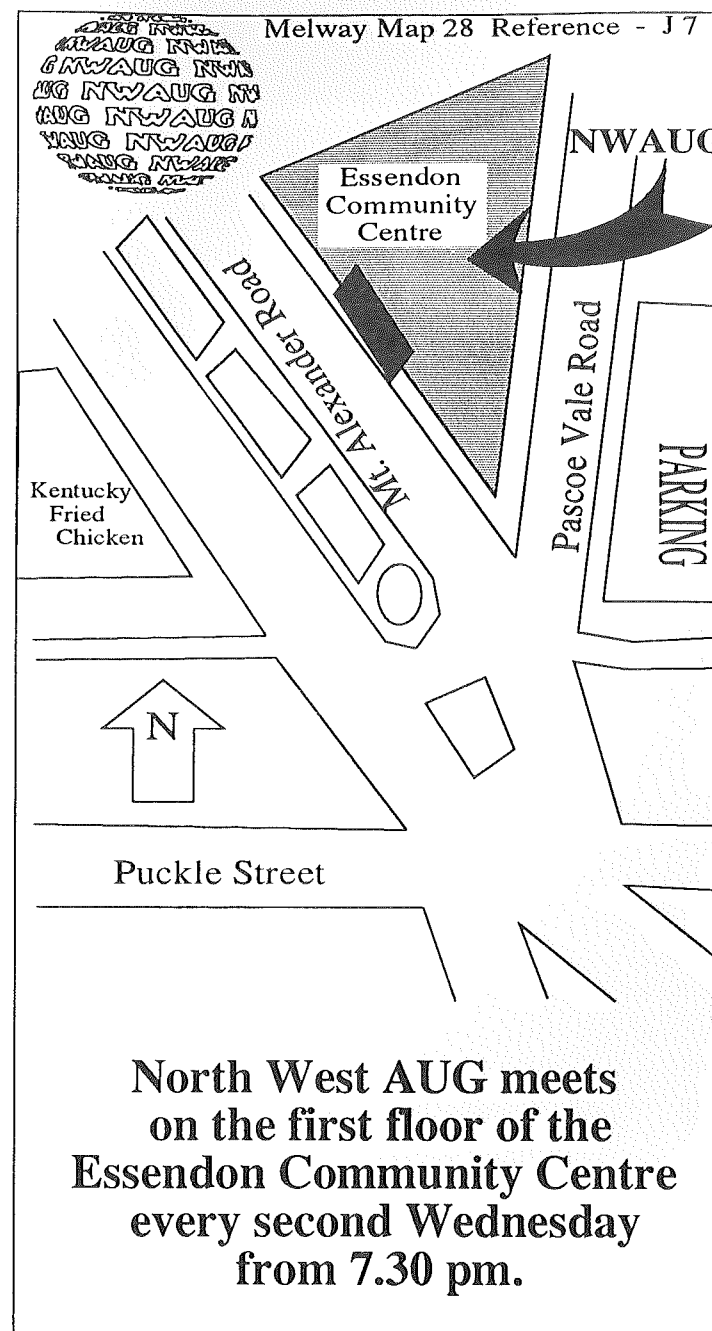
SetColors

A Palette replacement program that does a lot more in only 3K. Can save and load color files, and update preferences. Update to version on disk 419, with bug fix. Includes source in C. Author: Pierre Carrette

WBRun

A RunBack style program which uses parm.library. Runs programs in WB mode from any CLI. Programs are fully detached. The program you run must support WB startup. Not related to WBRun on disk 43. Includes source in C. Authors: Sylvain Rougier, Pierre Carrette.

illustrations by Jim Berry

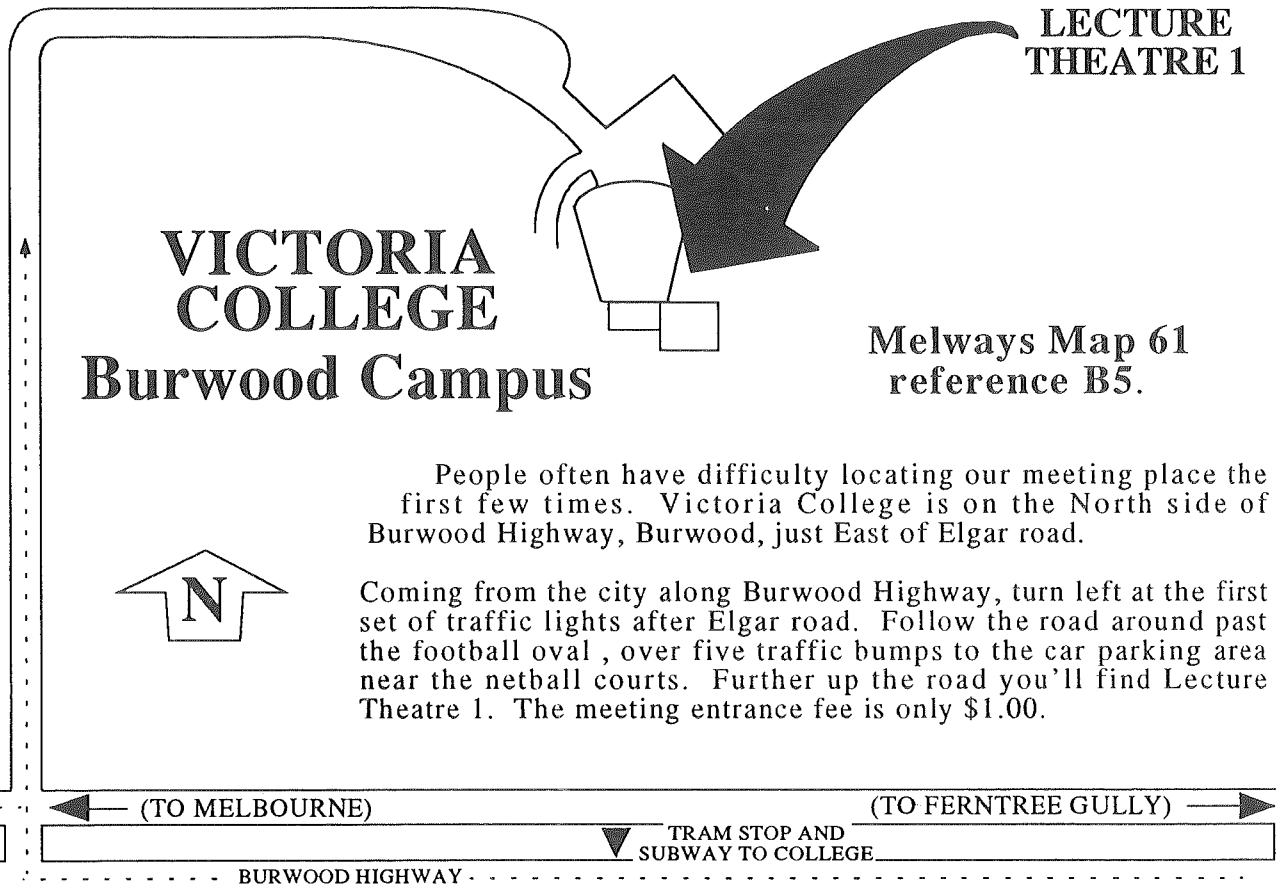


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i.e., Burwood, NWAUG etc., _____

Signed: _____ Date: _____

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

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