NEW LOCATION FOR
FEBRUARY MEETING
See Rear Cover For Details

Exhilarated Mouse?
(see p.2)

Number 69   February 1992

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**

Membership

Membership of the Amiga Users Group is available for an annual fee of $30. Membership forms are available from AUG and in this Journal. Send completed form with a cheque or money order for $30 to the address above.

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 $4 each on AUG supplied disks, which includes postage. Details of latest releases are printed in this Journal and a catalog disk is available.

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 Maxwells of Abbotsford offer 10% off all software.

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

Club Events

SundayFeb 16- Holmesglen meeting
Monday Feb 17- MUSIC S.I.G.
Tuesday Feb 18- ART S.I.G.
Wednesday Feb 19- NWAUG meeting
Tuesday Feb 25- SEAUG meeting
Wednesday Mar 4- NWAUG meeting
Tuesday Mar 10- SEAUG meeting
Sunday Mar 15- 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.

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.

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.
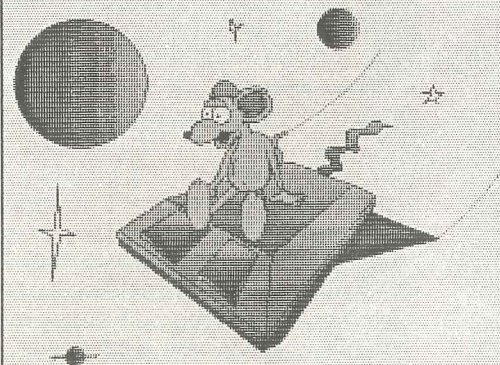
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Advertising

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

The Amiga Users Group Committee

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

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Ass. Coordinator	- Tony Prowse	379 7960
Teasurer/Mem	- Paul Pritsis	350 3601
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Disc Library	- Alan Cheng	380 5588

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Ass Co-ord	- Russell Porteous	585 0202
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Treasurer/Memb	- Howard Alexander	575 2200

Club Services

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

A.U.G. Help-Network

Here is a list of AUG members who have volunteered to share their knowledge/experiences with others. If you want to help and have your name listed here please contact Lester McClure - 803 5664. They are not listed in any order or priority. Please **keep contacts to reasonable hours** (6 - 9 pm unless otherwise noted) and remember the 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
Modula-2	Peter Evans	- 584 2765

Ashspeak...

Well done Russell Porteous and all who helped with the 1992 disk issue. We had 15 machines at the copying session, the most Amigas that I have seen in one place! The next week we put 1,000 labels on the disks. then we put them into envelopes with the January news sheet and updated contact list, admirably produced by Alexander McCooke. Well done to all of you, a good disk and the Workbench Committee appreciated the break. Missing from the disk was the file describing the music composed especially for the disk by members of the music SIG, its included with this months SIG reports.
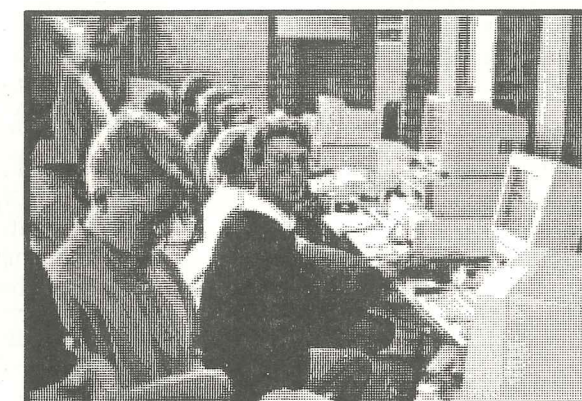
In the December edition I lamented the demise of Software Buyers Service. Lament no more, SBS is back! Check out the advertisement in this issue.

February's AUG meeting will be at HOLMESGLEN COLLEGE, CHADSTONE. Directions are on the back page. AUG is testing Holmesglen as an alternative to Burwood. All are welcome, so come along and test the facilities.

I received a call over the holidays from GREG SHEPPARD. Greg and his company produce Educational Videos mostly for schools. He is trying to contact people who make animations on the Amiga, preferably using Deluxe Paint. Greg needs some animations made for various productions and is prepared to pay! If any artist/animators are interested give him a call on 689 3833(BH).

This months magazine masters were printed on a Texas Instruments laser printer kindly loaned to us by ADAPTEL. AUG would like to thank George and Steve for their help and assistance.

Ashley

Power Mouse

by Richard England

THERE ARE several utility programs which enhance the basic features of mouse input under Intuition, including Dmouse, Mach, PopCLI, ClockDJ and others. All of these programs are public domain or shareware, and are available on the Fred Fish disks and on Bulletin Boards. This article will firstly describe their common features, then their individual provisions for keyboard macros, and finally their specific individual features.

Common Features

PopCLI (the feature, not the program) opens a new CLI window with a simple keyboard macro or hotkey (usually left-amiga escape), instead of the user having to activate a NewCLI icon from the workbench. Screenblank turns the screen black after a user-defined time (in minutes), preventing permanent damage to the screen from a long-lasting static image. Both of the these features are available in all of the above programs. All except PopCLI (the program) also provide a mouse pointer blanker after a user-defined time (in seconds), to get the pointer out of the way when working in a particular window. Screenblank can be turned off on a direct command in Mach and PopCLI.

Sunmouse causes the window under the pointer to become active, an ergonomic feature which greatly reduces the number of mouseclicks required in the multi-window Amiga environment. I find this feature one of the most essential, and the one I especially miss on a machine which does not have it installed. Incidentally, the feature is named after the operating system of the Sun workstation where it originated.

Mouse Accelerators accelerate the pointer movement by a user-definable factor, obviating the need for large mousepads, sweeping arm movements, and lifting the mouse. They actually accelerate (not just increase the velocity of the pointer), and therefore small movements of the pointer canstill be controlled by small mouse movements.

Window to Front can be performed by doing a double left mouse click in any window to bring it to the front (a single click is available as a choice in Mach).

> ### These utilities are available on Fish Disks.
> Dmouse - Fred Fish #407
> Mach - Fred Fish #378
> ClockDJ - Fred Fish #529
> PopCLI - Fred Fish #84
> Wicon - Fred Fish #154

Window to Back can be caused by holding the left mouse button down while clicking with the right mouse button to send any window to the back. Screen cycle allows the left Amiga-m to cycle the screens rather than send the workbench screen to back/front as in the standard Amiga workbench (which in some cases can make screens inaccessible that do not have front/back gadgets).

All of these features are available in Dmouse, Mach, and ClockDJ.

Mach and ClockDJ are both visible on the Workbench window as a small menu bar which can be moved to a convenient location. They show a clock and a memory count (which can be defined to show chip/fast or total memory) in their window title bar.
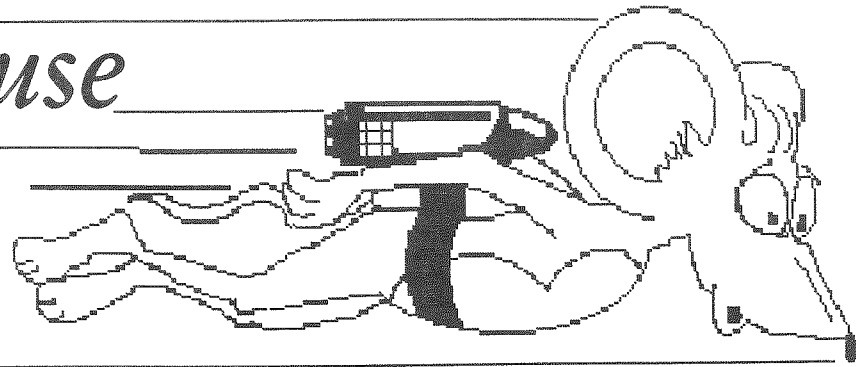
Keyboard Macros

Each of the programs offers its own way of defining keyboard macros, or pre-recorded sequences of keyboard/mouse events which can be activated from a single key combination (or hotkey). Two kinds of macros are possible, namely CLI commands (as if the macro was sent to a CLI window), and input stream replacement strings (as if the macro sequence was a sequence of keys actually typed by the user).

Mach provides a huge variety of commands for input string macros which can be invoked by any combination of key and modifiers (control, shift, alt, and amiga). These can be stored in the configuration file, and can also be defined "on the fly" by triggering the recorder with alt-escape then executing the macro sequence, which can then be edited for conciseness. A complex set/series of keyboard and mouse activities can be recorded, including the activation of menus and gadgets and time-delayed macro commands. The macro definition can then be edited in a string gadget on the user-friendly Mach configuration screen. Mach can also use application-specific macro files identified by the window name of the application.

PopCLI provides command macros which have to be specified as single CLI command line arguments, and so therefore multiple macros must be installed by repeatedly running PopCLI. A much faster alternative is to write a single ARexx script to send multiple macro definitions to PopCLI's ARexx port. The macros can only be invoked with the left-amiga qualifier and a ▶

specific key code (rawkey codes obtained from page 234 of the AmigaDOS manual).

Clock provides both input string and command macros which are stored in a configuration file. The default is sys:clockdj.keys which is a nuisance as it clutters up the workbench disk root directory, but this can be altered with a filezap utility to e.g. S:clockdj.keys. Once again, a complex set/series of keyboard/mouse commands can be specified. Clock allows the AmigaDOS Replacement Project file requester to be included in a macro, which then inserts the selected filename into the macro.

Dmouse does not have any macro ability.

Dmouse

Although Dmouse does not have any significant extra features, its main claim to fame is that it is small and reliable. Sunmouse in the other programs can get a bit jerky and confused when dealing with some programs (one that I run into often is Mach with Prowrite although this seems to have been corrected in the latest version of Mach) but Dmouse always works.

Mach

Mach is more user-configurable than the other programs and comes with a program SetMach, which creates a window on a separate screen with various gadgets to allow hotkeys etc. to be redefined and stored, including multiple named configurations. It can be told to beep at defined intervals as a reminder of passing time, provides a modem on-line meter for STD callers, and an

alarm. It provides a switchable Qualifier Accumulator for disabled typists to type qualifier keys (e.g. control, alt, etc.) one at a time. It can execute macros at designated times. It has an ARexx port through which it can be told to execute a macro.

PopCLI

PopCLI has an ARexx port through which macros can be defined (in fact it is the only efficient way of doing so). Its screenblanking is unique in that it turns off the display refresh, which allows other programs to run faster. One possible use for this combination of features is to write an ARexx script to tell PopCLI to turn off the screen before running a compiler (or a raytrace?).

PopCLI can also be told to execute a specific key (including a macro key) as if it had been typed at the keyboard, which is another useful feature for ARexx scripts. As noted above, the ARexx port allows speedier definitions of multiple macros to be installed into PopCLI.

ClockDJ

Clock allows windows to be "cut" (with a macro combination) and stored in a buffer and then

recalled at any time (with another macro). This feature can be used to clear up a cluttered workbench screen but is risky and does not work with CLI windows. A better utility program for this function is wicon.

Conclusion

Clearly there are too many individual features to allow a definitive choice of the best of these programs. I originally used Dmouse, which works very well, but currently prefer Mach because of its large number of extras, and its on-the-fly macro recorder. It is the bulkiest (a consideration on a crowded Workbench disk) but can be PAKed. The only other feature I would like to see is the inclusion of intuition macros (e.g. close a window) but I have faked these by using Mach to send ARexx messages to Script. I have had little experience with ClockDJ but plan to experiment with its powerful macro features. Combinations of two or more programs are possible if certain features are turned off to prevent conflicts although I have found this difficult especially with mouse accelerators. Maybe the new commodities exchange will iron out these problems (when we eventually get WB2.0!). ∎
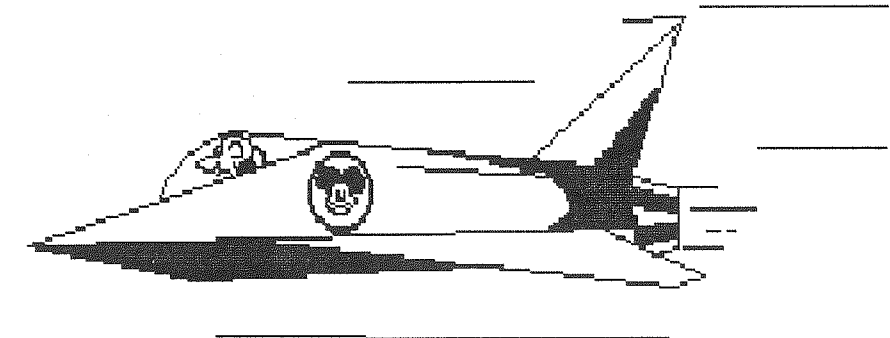
Workbench 2.0 - It's Here!!!!!!!

(The operating system, not the magazine)

by Arnie Robbins

AT LONG last, after many false starts and even more rumours, WorkBench Release 2 is shipping. This Total System Upgrade has been YEARS in the making. It has suffered the travails of innumerable revisions (not really true as each revision did have its own distinct number).

. It has even been named twice. When the announcement of an operating system update was made the intention was to call it Version 1.4 Soon thereafter, the decision was made to call it Version 2 because it was so complete a change that it deserved a full number change and not just a decimal increment. As shipped it is called "Release 2". The version numbers are Kickstart 37.175 and Workbench 37.67 Its generic name is Workbench 2.04

So, just what is in this "Release 2" kit?

*   One Kickstart 37.175 ROM chip (to be installed by dealer)

*   Four Disks;
    Install Disk Version 2.04
    Amiga Workbench Version 2.04
    Amiga Extras Version 2.04
    Amiga Fonts Version 2.04

*   One "Amiga Release 2 Getting Started" booklet which tells you how to install your ROM and software into your system. (48pgs)

*   One "Using The System Software" Manual

Apart from running Software Buyer Service, Arnie is the meeting chair for AUG meetings Burwood.

This is a 3 ring Loose Leaf vinyl covered binder with Thumb tab dividers so that you can easily get to whichever of the ten chapters, three appendices, or glossary you want.
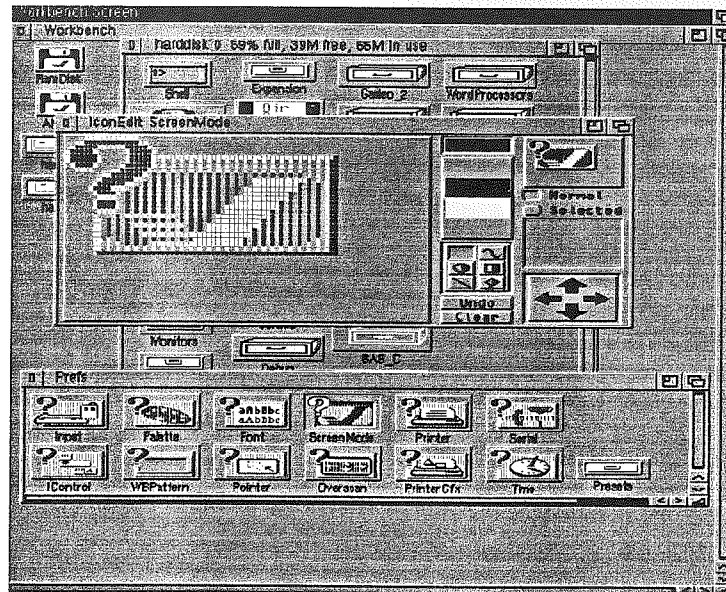
The chapter and appendix headings are;
1. Quick Connect - How to Set Up the Amiga
2. Introducing the Amiga
3. Using the System Software
4. The Workbench Programs
5. The Extras Programs
6. Using a Hard Disk
7. Using AmigaDOS
8. AmigaDOS Reference
9. Editors
10. AREXX
Appendix A. Troubleshooting
Appendix B. Printers
Appendix C. Backing Up Your Hard Disk with BRU
Glossary

This Manual is very well presented and has approx 1000 pgs. It is over 8 Cm thick and weighs 3 KG.

*   One C= green sticker 2 Cm diameter to identify your machine.

*   I'm told that some kits also have an AmigaDOS Quick Reference Card.

Ahh, I hear you ask, "Just what is the cost of "Release 2" ?"

The cost seems to be about A$150. Although deposits were taken for a A$99 price, the final cost has been 'adjusted'.

Is it value for money?

In my opinion, no matter how you decide value in a software package, this one gives it to you. In terms of package size, weight, complete documentation, number of disks, inclusion of ROM, and total functionality of the package, you get excellent value with the C= "Release 2".

Is there anyone I would not recommend this package to? Only the person who uses the Amiga solely to play self-booting games.

In my opinion, all those at Commodore connected with "Release 2" deserve a round of applause. You've done damn good this time!!

(This does not include the marketeers (rhymes with mouse) who ordered such a limited number of kits for Australia). ∎

Further reviews of WB 2.0 will appear in the March Issue.

A Box Of Games

Reviewed by Paul Somers

Hard Driving II

Game Type	- Endurance		
Players	- One	Controls	- Joystick
Game length	- Long	Age Range	- All
Game Play	- 35%	Entertainment	- 40%
Graphics	- 60%	Sound	- 20%
Value for money	- 40%	Overall	- 45%

Hard Driving II is about the worst of the car games, it has a 3D enviroment which is appealing, but nothing else is. The control of the car is hard, the stunts that you are expected to do are impossible, the sound is appalling.

You and your stunt car are to travel through a mine field of stunts. The first few are OK, until you get up to the loop and you have to go fast enough to make it round, but when you go fast you tend to move to the side no matter how you steer - you probably don't make it. The good features are the 3D enviroment, and the 3D instant replays of your foul ups. The game play should be totally fixed up if the makers want it to be any good. They should also put some more effort into the sound effects used in the game; people don't want to be bored stiff - as I was .

Final Word: If you think you are good enough - a hard games player, go for it, otherwise leave it on the shelf.

Where In Time Is Carmen Sandiego (c) BroderBund

Game Type	- Adventure		
Players	- One	Controls	- Mouse
Game length	- Long	Age Range	- 15 +
Game Play	- 80%	Entertainment	- 80%
Graphics	- 89%	Sound	- 70%
Value for money	- 85%	Overall	- 85%

As the technology the police used got more advanced so did that used by the criminals. Now both have a Chronoskimmer, enabling them to travel through time and steal the riches from the past. You, an apprentice time tracker, must follow the notorious Carmen Sandiego gang through time, visiting famous events in history, picking up clues as to which point in time to go to next, gathering enough evidence for a warrant, eventually putting them behind bars. When you've done tracking for the day you can visit the lounge for a cup of coffee. The more cases you solve the higher your floor is and the bigger your office is. In the other *Where is Carmen Sandiego* games, geography was the main thing to know, but not in this one. If you don't know your history then you will have to study if you plan to finish this game. It is a great educational tool, learning history and playing games at the same time.

Final Word: Great graphics and a good challenge to anyone who thinks they really know their history.

Home Alone (c) 20th Century Fox

Game Type - Action			
Players	- One	Controls	- Joystick
Game length	- Short	Age Range	- Kids
Game Play	- 65%	Entertainment	- 50%
Graphics	- 50%	Sound	- 50%
Value for money	- 60%	Overall	- 60%

Home Alone is another one of those games that follow the movie in game play. The game only has two levels that cover the main part of the movie.

You as Kevin must set all the traps, which is time consuming going around the house finding the items for the traps and then setting them. The traps have to be all done within a time limit, but there is no clock telling you the time which is a real problem. That should have been put into the game.

When you think you have set all the traps you can begin the second level, that is if your time hasn't run out yet. In the second level the burglars are let into the house, which doesn't follow too well with the story.

Their strength weakens as they go through a trap - the aim here is to have set enough traps to sap their energy, so by the time they get to you, you can finish them off with the aid of your BB gun. There is not much more to it than this. The graphics aren't the best, except for the digitized pictures at the end, depending on whether you got caught or not, but I'll leave it up to you to find out.

Final Word: A bit of a basic game which lacks many things, suited only for younger game players.

Oh No, More Lemmings (c) Psygnosis

Game Type - Strategy			
Players	- 1 or 2	Controls	- Mouse
Game length	- Long	Age Range	- All
Game Play	- 95%	Entertainment	- 90%
Graphics	-85%	Sound	- 89%
Value for money	- 90%	Overall	- 90%

If Lemmings wasn't hard enough, get ready for the next addition to the lemmings family - more music, more traps and more levels. This game, like the original, has easy levels, not so easy levels and near-impossible levels, which will keep you guessing, "Just how do I get all of them, all the way over there?" Not all lemmings are the same. Arebel called Super Lemming is as fast as a locomotive.Getting a lemming over several obstacles is not too hard but when he sprints along it is more challenging than ever before. There are new, sneaky additions, sometimes you can dig through hard rock, where you couldn't before, forcing you to try every possible way when you get really stuck. There are improvements to traps and some new traps to discover, even more effective at messing up your games and killing lemmings.

Final Word: A great game. Play this only if you are finished Lemmings, or you will find this very difficult.

Impact-Vision 24

Professional Video Adapter

by Simon Shead

*T*HIS DISPLAY DEVICE from GVP comes with a host of features and is bundled with impressive software. It is made for professional use, not just in terms of features but also in terms of price, but as Simon says anyone can use it, if they can afford it.

Earlier this year, I attended the World of Commodore Show in Sydney and saw a large number of amazing products for the Amiga. I was looking forward to seeing the Video Toaster in action, and was suitably impressed, however the Toaster in its current form is not available for PAL video users, and therefore next to useless in this country. I was impressed, though, by the large number of display boards and 24-bit devices. I have wanted a framestore since first learning of their capabilities, but it was not until I went to the show that I actually saw them in action. The single product at the show that really hooked me was at the GVP stand. It was called the "PVA" card for the 3000 + 2000, or the Professional Video Adapter. It is currently being marketed as the Impact Vision 24 card, or IV-24. After seeing this card in action, I decided I wanted one. As background, I work with professional broadcast-quality and domestic video equipment, as well as Amiga graphics. I purchased this card for my personal use, but I am trying to get one for work as well.

Firstly, just what is a 24-bit device? Well basically it is a display device that generates the pictures and output you see on your monitor, the difference being it is capable of generating about 16.7 million individual colours, and any pixel on the screen can be any one of

those colours. It does not use any special tricks like HAM, where the colour of a pixel is dependent on its neighbours, or Dynamic Hi-Res where any scan line can contain up to 16 colours, and the colour palette changes with each line. The display device has a quantity of "Video RAM" (very fast memory used for holding the display information, in the case of the IV-24, 1.5 Meg). It is here that for each pixel there is a corresponding byte of information for each Red, Green and Blue value. Each byte can hold a value from 0-255. Three 8-bit bytes per pixel = 24 bits, therefore the name. So the total number of colours = 256 x 256 x 256, or 16,777,216. It is impossible to display this many pixels on screen at once, because you would need a screen 4096 x 4096 pixels to make that many pixels. On a hi-res interlaced normal screen there are 640 x 512 = 327,680 pixels. There are some devices like the HAM-E that achieve the same result by special tricks, but the IV-24 is a true 24-bit board.

Well, what is the IV-24 exactly? It is a single card that fits directly in an A3000, using an Amiga Zorro slot and the video slot. On the 3000 these slots are in-line, so it fits straight in. The board will also fit into a 2000 with an extender cable, as these slots are not in-line. The board comes with a connector slot on it for use with 2000's. The card is Zorro-II to make it compatible with 2000's (3000's are Zorro-II & III). A breakout cable and a multi-sync monitor cable plug into the back of the card. There are separate

NTSC and PAL versions of this card. Apart from lacking a screw-in mounting bracket for the card, there is an incorrectly labelled jumper printed on the circuit board (required to set the board to key from internal or external signals) - they reversed INT and EXT. Oops, GVP! That one gave me a couple of days of confusion.

As for what it does, the board is capable of generating true 24-bit RGB graphics at Video frequencies (15kHz) in PAL or NTSC, for recording to tape, and VGA flicker free (31kHz) scan rates. Therefore it also includes a display enhancer, making the one in your 3000 redundant. This is controlled by a hardware switch, or more easily by software by pressing Alt-F2.

It is a true 24-bit Frame Buffer, supporting full video overscan (768 x 580), and double buffered 12-bit animation. A frame buffer is an area of memory where a frame of video is digitally held for display.

It is a real time 24-bit RGB frame grabber which gives you a freeze-frame from live video or tape (after being passed through an RGB colour splitter, it needs separate RGB information, not composite video). This freeze is performed in 1/25th of a second, and the result is a 24-bit frame grab which can be transferred to a file for loading into a paint or processing program. This file is LARGE. (A 24-bit, 768 x 580 pic is 1,336,320 bytes before compression. Usually they are about 1 Megabyte.)

The board provides a picture-in-picture (PIP) function, so that ▶

Simon works with an A2000 and other Audio Visual gear for the Police Dept & an A3000 at home.

you can have a PIP window on your computer screen, over your Workbench perhaps. This window can be positioned anywhere, and sized to varying aspect ratios, i.e. 1/2 screen, 1/4 screen etc. The PIP can be reversed so that you have full screen video with a small, fully functional Amiga display in one corner.

It provides high quality video output (as good as any of the high-end encoders, in my opinion), in NTSC or PAL composite, or Y/C (S-VHS).

There is a Digital RGB genlock which allows you to overlay the IV-24 image over incoming RGB sources. This allows you to watch TV behind a fully functional Amiga screen, for example.

There is also a high quality Analog genlock which allows you to overlay the IV-24 image over an incoming composite source. The board also accepts external keying controls for chroma- and luma-keying. External manual control functions (like fade) are available.

Provided on the breakout cable are RGB and composite inputs, and RGB, composite and Y/C (S-VHS) outputs. There are other functions available on the remaining pins of the connector, if you require them.

There is also some impressive software bundled with this package. These packages will only work on a machine with an IV-24 card installed. First is MacroPaint24. This package is still being developed, but a usable working version is shipped with the board, with upgrades on the way. It enables you to draw in 24-bit on the screen in real time. This is a better system than say Toaster Paint, where a quarter-screen HAM image is presented, and you have to scroll around to draw on the full page. Next is Caligari-24. This is a 3-D modelling and rendering package (like Real-3D, Lightwave, etc). It is slightly less powerful than the Broadcast version (which sells for about $5000!) in that you can't do animation and it only has one light source. This package is supported directly by Octree Software, and is extremely intuitive and easy? to use (it is easy once you have read the manual, but there's just so much it

can do, it's hard to remember its features!)

A video-titling package called Scala IV-24 is included. You guessed it, it is a cut back version of the other one. This one won't load background pictures in, you are meant to use it over live video (which is how I do things anyway.) Well, I should say the manual is included, the disks aren't. Apparently the software is still undergoing development and just about ready, they will send it out with the final Macro Paint to registered users.

Lastly is the IV-24 preferences and control software. This controls things like scan rate, colour mode, genlock mode, PIP,

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After seeing this card, I decided I wanted one.

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positive/negative keying, framegrabber etc. It is installed in the system as a commodity and can sit in the background waiting for an alt-Fkey press. The control panel can be called up and activated, or the functions can be called without the control panel there. All features of the board can be called from ARexx, this provides powerful and easy control of the board. This software is also used for adjusting registers on the board to calibrate it to your system. There is also a library required to be installed on your system disk in order to use the board.

The board is more versatile in its inputs than the Video Toaster, it was designed to run with just about any incoming video signal. This means that you do not have to go out and buy a timebase corrector (TBC) to use it. Although it is very forgiving with bad quality video input, I have had my board display some symptoms. Sometimes when using a weak off-air TV broadcast, the display on the RGB monitor will blink or shut off of a moment, then resume without trouble. (A TBC would cure this.) If the user required broadcast quality video output, a TBC would be essential.

An important consideration when getting this board is that it requires a

composite to RGB colour splitter to operate its PIP and frame grab modes. It is mentioned in all the literature I read, and was made known to me during demonstrations, but in my enthusiasm, I overlooked this important item. Luckily, I already owned a PRISM colour splitter for use with Digi-View. This unit provides Red, Green, OR blue from an output to the Digi-View according to control signals sent through the joystick port. Upon examining the unit and schematics closely, I found that it also provided Red, Green AND Blue signals simultaneously through a 9-pin monitor-out plug on the back. A handful of components and a bit of soldering later provided a breakout cable to connect to the board. An RGB colour splitter will probably cost you about $500 - $1000 for something of the required quality. I have not investigated whether the Vidi colour splitter (around $200-300) would work. There was a bit of other cabling and tweaking to get it right for my requirements, but I eventually got there.

I have been using my board for about two months now with no major hassles. I purchased it from Kevs Computer Shop - its recommended retail price is about $4000 (this does not include colour splitter). I must also thank Power Peripherals (the distributor) for their kind assistance, and allowing me to evaluate the board and confirm its technical specifications prior to purchasing it. I have been extremely happy with the board and would have no hesitation recommending it to anyone. All things considered (even though I gave Power Peripherals two pages of suggestions for improvements and a couple of bugs) I would rate the device/software extremely highly. The upgrades should be here real soon. There is even a new on-board ROM promised. Until then, I'm still going strong with Caligari, there is a lot to learn.

The Impact Vision-24 is made for use by video professionals, but anyone (anyone who can afford it of course) can use it. ∎

Illustration by David Thompson

AUG Burwood

January's meeting set the year off to a great start. 120+ members were treated to several excellent demonstrations by Simon Shead. His main presentation was on Art Department Professional. I added this software to my MUST HAVE list as a result of its powerful features that he was able to demonstrate, although I had to remind myself that he was demonstrating it on his 16 Mbyte Amiga 3000. Once again the large screen projector was used to advantage and made presentations of this standard easily seen by all. Simon also gave an outline of what Workbench 2.0 looks like and helped answer questions about the improvements over V1.3. Thanks Simon for your efforts.

Thanks also to George Wahr who chaired the meeting in place of Arnie Robbins. There was a useful Q + A session and a short Swap/Sell session allowed members to announce items they had for sale. These items can be advertised free in this publication - just let the editor know the details.

John Barlow ran the beginners group to a small but appreciative gathering.

REMEMBER-February will be at Holmesglen, then back to Burwood for March. Try to make it to the Feb. meeting as we wish for as many people to see this venue as possible. The Music SIG and the Art SIG will have displays so come along to chat with them about their activities.

Lester McClure

The January meeting was held at the home of Gwen and Joan Wood, with about a dozen members attending. Norm Christian demonstrated some of the techniques he uses to create his famous "colour-cycling" patterns.

Two interesting videos were shown on Jeff Wood's Sony Video Projector.

The first, shown by Greg Hume, was put together by BECHTEL and MINENCO. The software used was AUTOCAD, MICROSTATION and WALKTHRU on an IBM PC and Silicon Graphics platform. The animations included Mining the moon, cleaning up Three Mile Island after the radiation leak, and a passenger view of what it would be like riding one of the roller coasters at Splash Mountain Disneyworld, to flying at 480 kph, 500 metres above a 13 km coal conveyor at a Coal project in Kalimantan (Borneo) and a WALKTHRU of a large concept building . (This looked a lot like th Eiffel Tower within a glass version of the spire at Melbourne Arts Centre).

WALKTHRU (for real time manipulation of 3D 24 bit graphics) is used extensively in large engineering projects to visualise conceptual design, simulation of dynamic processes and interactive hierarchical movement of objects. It supports realtime animation and single frame animation interface for automated video recording to SVHS or BETAMAX. WALKTHRU accepts a range of formats (ASCII, DXF, GDS, Intergraph, Microstation and Autocad to name a few). The software is mainly used on Silicon Graphics platforms but can be run on an IBM PC 386-22 to a 486-33 with an IRISVISION board manufactured by Silicon Graphics. The board and software are distributed only by Minenco in Australia.

The second video was *A Walk on the Pier* by Andrew Nelson of The Animation Network. Completed in 1990, it combines 3-D and 2-D animation with live action. Programs used were Sculpt-Animate 4D, DeluxePaint III, DigiPaint and Digi-View. Andrew's 3D animations are complemented by Lisa Roberts' 2-D work, the two stylesleading the viewer into quite different realities. These "worlds" are then meshed (with dissolves and overlays using a vision mixer) with the "real" world of live action.

The next meeting will be held at Aspendale on Tuesday 18th February at 7.30 pm. Any one interested in attending should contact John Barlow on 551 4760.

There has finally been a response to my appeal for members to offer alternative venues, and I am grateful to Patricia Rogers for allowing us to meet at her home for the next SIG. Patricia has a Roland piano connected to her Amiga 1000 with Phoenix Board, plus a good sound system.

The January Workbench enabled a start to be made on the collection of original compositions by members. If you are a composer please come along, but if you cannot attend the SIGs, you could mail your disk. Information re musical background, historical details of your composition, etc, would also be welcomed. Files can be in any format as there are several ways of converting them to suit different programs.

There was no SIG in December, owing to the date falling too close to Christmas, and the usual January date unfortunately coincided with the Australia Day holiday. Reverting to the original dates will avoid those public holidays in future and make it easier to meet the deadline for this report.

Therefore please note that the next Music SIG will be held at 7.30 pm on Monday, 17th February.

Please advise me if you intend to come, what software or hardware you wish to bring, and to obtain the address in Beaumaris. Phone 798-6552.
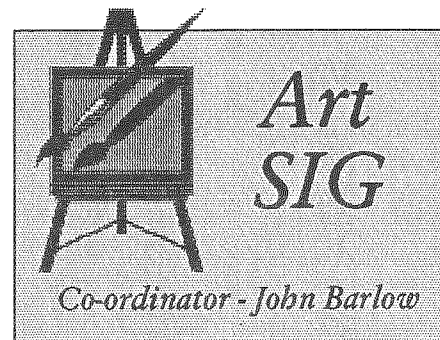
Scanning Service

A number of members have expressed a desire for AUG to provide a scanner/digitiser for use by club members. As our financial situation does not allow for this, and it is impractical to lend such a unit, I have decided to address the matter myself.

Due to popular demand, I will be providing a scanning service to members of the AUG and associated Groups at a nominal charge to cover costs. As I will be unable to provide this service at club meetings, I will conduct the service by mail. Just include the material to be scanned, details of the image required and a cheque for $5, plus $4 per image ($5 for 24 bit). Your images will be scanned and returned to you on disk with your original material, within 2 days (subject to Australia Post delays).

To take advantage of this special offer at this price, you must quote your AUG membership number. I am providing Scanning of images up to A4 size, at up to 600 DPI.

Please include the following details with your order.
Name
Address
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Telephone Number
Membership Number
Usage (for colour correction etc.)- DTP/VIDEO/OTHER
Colour/Greyscale/Monohrome
Resolution required (if you have a specific requirement, provide details on resolution, size, density, etc. The default is for hires 640x512 pixels.)
Amiga Resolution - LORES/INTERLACE/MEDRES/HIRES/OVERSCAN
Colours- 2,4,8,16,32,64,128,256, HAM,24bit,other
Special output formats also available, please call.
(eg JPEG, GIF, TIFF etc)

Enquiries to - Simon SHEAD,
Phone 383-4905 (afternoon or evening preferred)
P.O. Box 248, Coburg, 3058.

Specify areas of material to be scanned (eg. top left picture on page 36)

Can't Hear the Music

by Norm Christian

In the preparation of the January disk an attempt was made to find a suitable SMUS player to enable ALL members to hear the music played through their monitor speakers. SMUS files are probably the least satisfactory form, but they are small and can easily be converted to suit a number of programs.

Accordingly, the music was formatted that way and by the time it was realised that providing a suitable player was impractical or would take up too much disk space, it was too late to make changes. As a result, unfortunately only those members who have DeLuxe Music Construction Set or other programs which will accept SMUS files, can hear this music.

Incidentally, it was intended to publish only the SMUS files, but when the player problem arose there was enough space left to include the parent DMCS-format files, because in condensing to SMUS some mangling occurs, as explained below.

The following text should have been included in the January Workbench

SMUS FILES.

These 3 files are original compositions and are copyright. They were created in Deluxe Music Construction Set and originally were set up to play MIDI instruments. They have been condensed to SMUS, not the ideal format but it has the advantage that the files are very small. We thought about using other formats but decided that the purpose of the exercise was to allow as many members as possible to hear the music. If you have DMCS you may wish to edit them by adding instruments, etc, or by conversion to MIDI. Remember if you do, it is for your own amusement. Do not infringe the copyright.

"Chanson" is a simple little tune with a history. It was written by Norm Christian when he was 16 years old - 60 years ago ! He found the old manuscript recently and transferred it to computer. No instruments were specified as it was intended to be played via MIDI. When loaded to DMCS it will use the default "1st voice" and some notes will not play.

The following explanation refers to the other 2 files and was written by their composer:

HAPPY NOTES by LEN BURGE.

In the transfer from Deluxe Music to SMUS the Bass Clef is on the wrong line of music. Load file to DMCS, go to Score Setup window, choose Staff No. 2, click on Treble Clef, choose Staff No 3, click on Bass Clef. Top staff try a marimba and piano on the other two -- then experiment. If you are using Amiga four channel voices it may be necessary to erase some middle notes in the chords of the piano.

HARMONIC RHYTHM by LEN BURGE

This was designed to be an orchestration on a MIDI keyboard. In the transfer to SMUS, Treble and Bass clefs are incorrect. Load into DMCS and arrange the first four staves to Treble and the last four to Bass. The repetition of the theme allows combinations of instruments to be inserted and heard without returning to the beginning. Suggested MIDI instruments as a starting sound: Channel 1, VIBRAPHONE - Ch 2 & 3, HARMONICA - Ch 4, HARP - Ch 5,6 & 7, REED ORGAN - Ch 8, BOWED BASS. The Harp & Vibraphone give a ringing combination, the others create a solid

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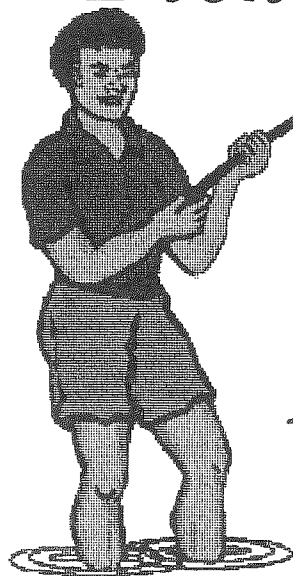
FISH DISK # 561

PPLib

A shared library to make life easy for people who wish to write programs that support PowerPacker. Loading crunched files from C or assembly is made fast, short and easy. This is version 35.255, an update to version 34.2 on disk 414. Includes source. Author: Nico Francois

PPMore

A "more" replacement program that reads normal ascii text files as well as files crunched with PowerPacker. The crunched files can result in considerable disk space savings. This is version 2.0, an update to version 1.8 on disk 542. Binary only. Author: Nico Francois

PPShow

A "show" program for normal IFF ILBM files or ILBM files crunched with PowerPacker. The decrunching is done automatically as the file is read. Version 2.0, an update to version 1.2a on disk 542, binary only. Author: Nico Francois

ReqTools

A standard Amiga shared runtime library which makes it a lot quicker and easier to build standard requesters into your programs. Designed with CBM's style guidelines in mind, so that the resulting requesters have the look and feel of AmigaDOS 2.0. Version 1.0a, includes source. Author: Nico Francois

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. Version 2.0, an update to version 1.0 on disk 488. Binary only. Author: Sebastiano Vigna

ToolsDeamon

Allows you to run programs simply by selecting a menu item from the tools menu of WorkBench 2.0. Both shell and WorkBench programs are supported, including arguments and tool types for both. Version 1.0, binary only. Author: Nico Francois

FISH DISK #562

CLIsizer

A little hack to allow you to easily resize the WorkBench screen from any CLI or Shell window. Version 1.0, includes source. Author: Torsten Jurgeleit

Degrader

Degrades your machine to try and get badly written programs to work. Locks out fast memory, turns off cache and burst modes, traps privilege errors, forces PAL or NTSC modes, etc. Survives reset. Version 1.00, binary only. Author: Chris Hames

Filer

An excellent shareware filemanager featuring buffered directories, soft- and hardlink support, configurable by ASCII file and much more. This is a demo version with some minor features disabled. Needs KickStart 2.0. Shareware, binary only. Author: Matthias Scheler

Fkeys

Adds window and screen switching functions to the function keys in conjunction with the left Amiga key. For example, use the left-Amiga + F10 to get help and a remove requester. Version 1.1, includes source. Author: Torsten Jurgeleit

Intuisup

A shared library with support routines for using texts, borders, gadgets, menus, and more. Version 2.0, includes source to library and test programs. Author: Torsten Jurgeleit

ShowGuru

Recognizes 168 different guru numbers and translates them to "human understandable form". Can also print the result. Version 2.1.b, shareware, binary only. Author: Thomas Carstens

FISH DISK #563

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. This is version 5, an update to version 1 on disk 491, and is much improved. Binary only.

Kpri

Another NEC-p6 intuition frontend to choose several print styles and add a title line on the top of the page. You can split your text files into their odd and even pages and print on both sides of the paper. Requires AmigaDOS 2.0. Version 2.0, includes source. Author: Koessi

M2Midi

A Modula-2 interface to Bill Barton's v2.0 "midi.library". This is version 1.03. Includes source in Modula-2. Author: Jurgen Zimmermann

Menu2Asm

A module for A+L AG's Modula-2 compiler "M2Amiga V4.0" that automatically creates modules for pre-initialized menus for the use with this Modula-2 compiler. Requires A68k by Charlie Gibbs or any compatible assembler. This is version 1.0. Includes source in Modula-2. Author: Jurgen Zimmermann

MidiKeyboard

A program that makes it possible to play MIDI keyboards connected to the Amiga with a MIDI interface via mouse or computer keyboard. It is possible to control up to 16 notes independently with the computer keyboard. Requires Bill Barton's "midi.library", V2.0 or higher. This is version 1.0. Binary only. Author: Jergen Zimmermann

ReqLibrary

A Modula-2 interface to Colin Fox's and Bruce Dawson's "req.library" v2.5. This is version 1.01. Includes source in Modula-2. Author: Jurgen Zimmermann

FISH DISK #564

ALoad

A program similar to XWindow's XLoad to display the load factor on your Amiga. Requires KickStart 2.0. This is version 5.1, includes source. Author: Alexandru-Aurel Balmosan

DisKey

A sector oriented disk monitor with lots of useful features like disassembler, user-friendly ASCII and hex editing facility, and extensive search options. Useful for salvaging data from damaged disks, or for learning about the inner workings of AmigaDOS. Supports req.library, and external disassembler libraries. Can be iconified to conserve memory. Comes bundled with German and English documentation and a multilingual user interface. On NTSC machines, DisKey will be forced to interlace mode. The version on this disk is 2.1, shareware, binary only. Author: Angela Schmidt

DoPro

This program patches the intuition OpenScreen routine to change the ViewMode of a new screen, eg. to open a NTSC instead of a PAL screen or to use Productivity instead of an interlaced display. In fact, you can change most parameters in the NewScreen structure. This is version 1.5, includes source. Author: Michael Illgner

MSCalendar

A little calendar utility and a MClk-like MemoryClock in one program. It works fine with KickStart 2.0. Includes both English and German versions. This is version 1.10, includes source. Author: Markus Stipp

FISH DISK #565

AddMenu

A program to add infinite number of menus to the Tools menu on Workbench V2.0. Uses the correct Workbench library calls and allows updating from CLI or from within the menu itself, meaning infinite number of functions. This is version 1.56, an update to version 1.54 on disk 553. Binary only. Author: Nic Wilson

CanDoDemos

Demos of the capabilities of CanDo, an interactive software authoring package utilizing graphics, sounds, buttons, menus, etc, and a powerful, easy to use scripting language. Binary only. Author: INOVAtronics

PCompress

A gimmick-free and very easy to use program for most compression requirements. Uses the latest LZH compression algorithms and aims at the optimum mix of efficiency/speed/ memory usage. Can handle single files, whole drawers, disks, or selected files or types of file within drawers and disks. In PACK mode it can consolidate files into less space than whole-disk compression tools or archivers. Version 5.1, binary only. Author: Chas A.Wyndham, LZW code by Barthel/Krekel

SysInfo

A program which reports interesting information about the configuration of your machine, including some speed comparisons with other configurations, versions of the OS software, etc. This program has been very popular with many users around the world and has been fully updated to include many new functions as requested by users. This is version 2.51, an update to version 2.40 on disk 553. Binary only. Author: Nic Wilson

FISH DISK #566

AM

Algorithmic music generator. Produces MIDI output via Bill Barton's midi.library. This is version 1.1. Requires OS 2.0. Includes source. Author: Michael Balzer

ApfelKiste

"Apfelkiste" is yet another mandelbrot program, but very fast and simple to use. It has special assembly routines for fixpoint calculation. Includes versions for 1.3 and 2.0, 68000 and 68030 each. Full source (C/Assembler) included. Author: Michael Bvhnisch

Bomber

Amiga version of the MacIntosh game called "Bombs". This is version 1.2. Requires OS 2.0. Includes source. Author: Michael Balzer

FoCo

Format controller. A graphical user interface for disk formatting. Pops up on disk insertion or via hotkey. This version 1.1. Requires OS 2.0. Includes source. Author: Michael Balzer

FISH DISK #567

AmigaMail

A collection of source code listings from the first eight issues of Amiga Mail Volume II, published by the Commodore Amiga Technical Support group (CATS), from Sept 1990 to Nov 1991. Lots of very useful examples. Author: Various

AutoCLI

A 'DMouse' type replacement that works with WorkBench 2.0 and fully compatible with A3000 & accelerator boards. Always retains the default path and stack, and current directory. Can automatically open CLI/SHELL windows to 1 pixel less than the current screen size on opening. New functions include spline patterning on blanking, toggle

DiskPrint

Prints disk labels (for 3.5" and 5.25" disks), primarily for FD library disks, with the ability to create, handle, load and save label library files so labels for most FD disks are available after a few mouse clicks. Features include different label sizes, intuition based directory-read-in, label library functions and multiple print of any label or FD disk series. Works fine with every printer connected to the parallel port and AmigaOS 1.2/1.3/2.0. This is version 3.4.3, an update to version 3.1.2 on disk 546. Both English and German versions. Shareware, binary only. Author: Jan Geissler

FISH DISK # 568

CalorieBase

A program designed to provide a caloric and fat count for recipes which do not provide this information. It can also quickly give the calories for a specific food or total the calories you consume throughout the day. Version 1.1, binary only. Author: Mike Richan

Schoonschip

A pioneering algebraic manipulation program which has been used in particle physics and continuously developed since late 1963. Not as friendly as Mathematica or Maple, with no graphics or intuition interface and not as much built in, but still a general purpose algebraic manipulation language. Written in machine language to run fast and be memory efficient. Capable of handling large problems. Includes large and small workspace versions, tutorial examples, sample programs, and a comprehensive manual. Version 5-Oct-91, binary only. Author: Martinus J. G. Veltman and David N. Williams

VMK

What makes this program is its ability to detect new viruses as they come along. Simple quick easy way to stay virus free. Tiny quick and very intelligent memory detector/killer for your startup-sequence. This is V1.10, an update to version 1.0 on disk 510. Binary only. Author: Chris Hames

FISH DISK # 569

PPLoadSeg

This program patches the loadseg routine to automatically recognize files crunched with PowerPacker. After running PPLoadSeg crunched libraries and devices are still recognized by AmigaDOS. You can even crunch fonts and use them as normally. Version 1.1, an update to version 1.0 on disk 542. Binary only. Author: Nico Francois

SonicArranger

Demo version of a music program that supports sampled and synthesized instruments as well as sound and note transposes for patterns. The optimizer can be used to reorganize the internal data structure of a song. SonicArranger allows 254 instruments created from 64 sample slots, 64 synthetic waves, adsr's, lvo's and sound effects. Can also load and convert noisetracker 2.0 compatible song modules. Version 1.36b, binary only. Author: Carsten Schlote

Spliner

A spline screen blanker commodity derived from Tom Rokicki's Mackie utility, with a programmable pattern change timeout. Binary only. Author: Tom Rokicki and Sebastiano Vigna

TrackMaster

A small tool to help game developers create selfbooting, trackdisk loading gamedisks. Trackmaster uses a script file to process datafiles (join, compress, relocate, special actions). The processed data is written to disk via trackdisk.device. A bootblock for the first datafile, which should be a pc-relative loader, and a file look up table, is created and written to disk. Manual and source included. Version 1.7. Author: Carsten Schlote

FISH DISK # 570

DirWork

A fast, small, efficient, DirUtility. Configurable options and buttons, as well as all the usual features. Comes with external configuration editor. This is version 1.43, an update to version 1.31 on disk 511. Shareware, binary only. Author: Chris Hames

Fass

A program which lets you reassign the FONTS: directory at the touch of a few keys without having to use the CLI. Version 1.02, includes source. Author: Jan van den Baard

GadToolsBox

A program that lets you draw/edit GadTools gadgets and menus and then generates the corresponding C or assembly code for you. This is version 1.0, an update to the version on disk 547, where it was known as PowerSource. Includes source. Author: Jan van den Baard

MenuLock

A program that lets you "lock" the menu strip of a window at the touch of a few keys, making it easier to browse the menu without accidentally selecting anything. Version 1.01, includes source. Author: Jan van den Baard

View

A text displayer with many controls and features including searches, file requestors, jump to editor etc. This is version 1.5, an update to version 1.0 on disk 504, with a few bugs fixed and some new features. Includes source. Author: Jan Van Den Baard.

FISH DISK #571

AutoCLI

A 'DMouse' type replacement that works with WorkBench 2.0 and fully compatible with A3000 & accelerator boards. Always retains the default path and stack, and current directory. Can automatically open CLI/SHELL windows to 1 pixel less than the current screen size on opening. New functions include spline patterning on blanking, toggle

This month's fish were drawn by Matthew McDonagh.

We welcome fresh catches from other readers - phone Jim Berry at 807-7321 if you can draw some fish for these pages!

More Fish.....

freeze mouse, more function keys, mouse activated screen shuffle, close gadgets on Shell windows, and more as many users have requested mThis is version 2.12, an update to version 2.06 on disk567. Binary only. Author: Nic Wilson.

CPUSet
A small assembler utility to manipulate the various cache modes of the 68040, 68030 and 68020 processors. The copy-back mode of the 68040 is also supported. The program can operate from the CLI with single or multiple parameters or from Workbench via gadgets. Is compatible with Kickstart 1.3 or V2.04 and requires no external libraries or setpatch commands for the 68040 processor. Binary only.Author: Nic Wilson

Gwin
This is version 2.0 of GWIN restructured as an AMIGA shared library. GWIN or Graphics WINdow is an integrated collection of graphics routines callable from C. These routines make it easy to create sophisticated graphics programs in the C environment. One-line calls give you a custom screen (ten types available), menu items, requesters, text, circles, polygons, etc. GWIN is a two-dimensional floating point graphics system with conversion between world and screen coordinates. GWIN includes built-in clipping that may be turned off for speed. Use of color and XOR operations are greatly simplified. Many examples of the use of GWIN are included in an examples directory. Examples include line/bar graph program, SPICE 2G.6 graphics post-processor, and others. Extensive documentation is included. This is an update to version 1.1 on disk 433.
Author: Howard C. Anderson.

MemClear
Walks through the free memory lists, filling free memory with a user-specified value. Display diagnostic information on CHIP & FAST RAM fragmentation. This is version 1.05, an update to the version on disk 58. Includes source.
Author: Dallas J. Hodgson

SysInfo
A program which reports interesting information about the configuration of your machine, including some speed comparisons with other configurations, versions of the OS software, etc. This program has been very popular with many users around the world and has been fully updated to include many new functions as requested by users. This is version 2.53, an update to version 2.51 on disk 565. Binary only.
Author: Nic Wilson.

FISH DISK #572

CrossFade
Interesting screen hack that smoothly crossfades between screens. Includes source. Author: Dallas J. Hodgson

Multiplot
An intuitive data plotting program featuring flexible input options, arbitrary text addition, automatic scaling, zoom and slide with clipping at boundaries, a range of output file formats and publication quality printed output. Workbench printers are supported via transparent use of the PLT: device. Postscript and HP Laserjet printers are directly supported. This is version XLNe, an update to version XLNd on disk 467. Includes bug fixes and many new features. Binary only.

Authors: Alan Baxter, Tim Mooney, Rich Champeaux, Jim Miller

ResetHandler
Installs a handler in the keyboard.device reset handler list that is called when you press CTRL-Amiga-Amiga. It opens a window and counts down from 9 to 0 in ten seconds and then resets the machine. This gives the machine extra time to do vital things like validating disks, and gives you time to reconsider the reboot. Version 1.0, includes source. Author: Stefan Becker

WBStart
WBStart is a package to emulate the WorkBench startup procedure, by loading a program, creating a process for it, and then sending it a WB startup message. Includes a handler process which does the starting of the processes for you and then waits for the startup reply messages. Version 1.0, includes source. Author: Stefan Becker

FISH DISK #573

MathPlot
Another function plotter. With lin/log plot and a complete KS 2.0 interface Needs Kickstart/Workbench 2.0 (V36 or higher). Needs mtool.library (supplied). Shareware, source available from author.
Author: Ruediger Dreier

MToolLibrary
A shared library for the Amiga. Some math functions and a bit of Intuition support. This is V2.20, an update to tool library V2.06 on disk 376. A special FPU version is included. Freeware, binary only. Author: Ruediger Dreier

MultiPlayer
Music player program which plays Soundtracker/Noisetracker modules, MED modules, and over 15 other types. It contains a simple control panel, and allows creating "programs" to play a list of modules in sequence or in random order. Works well with 1.3 and 2.0. Supports Workbench 2.0's "AppWindow" feature - just drop modules into the MultiPlayer window to play them. Plays modules at the correct speed regardless of video mode (NTSC or PAL). ARexx port and program load/save available in registered version. Version 1.11a, shareware, binary only.
Author: Bryan Ford

Plasma
Programs that generate very colorful Plasma Cloud Fractals. Plasma clouds are a special form of fractal which show very smooth color gradations. This is version X.x, an update to version 1.f on disk 285. Includes source.
Author: Roger Uzun

Plotter
A program to plot math functions. This is 98, an update to version 3.71 on disk 376. Needs mtool.library (supplied). Freeware, binary only. Author: Ruediger Dreier

FISH DISK #574

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 dioxin look quite nice. Chemesthetics has an Intuition user interface, can save pictures as IFF files, and has many example files. This is version 2.10, an update to version 2.06 on disk 536. Includes source in C.
Author: Joerg Fenin / Metalworx

DiskSpeed
A disk speed testing program specifically designed to give the most accurate results of the true disk performance of the disk under test. Automatically updates and maintains an ASCII database of disk results for tested disks. This is version 4.1, an update to version 3.1 on disk 329. Includes source in C.
Author: Michael Sinz

MKSLens
Magnifies small area surrounding pointer. Displays it in a separate window. Magnification factor is adjustable from 1 to 16. Works in all display modes except HAM. Binary only. Author: Michael Sinz

NewZAP
A third-generation multi-purpose file sector editing utility,from the author of FileZAP. Displays and edits full 512-byte sectors via a 106 character wide internal font. Includes a search feature to find specific strings or hex digits, forwards or backwards. User-customizable, with new printing feature added. This is version 3.3, an update to version 3.18 on disk 164. Now DOS 2.0 compatible. Binary only. Author: Dallas J. Hodgson

FISH DISK #575

AmigaToNTSC
Patches graphics.library so it will think you have an NTSC Amiga. AmigaToPAL will patch it to think you have a PAL Amiga. Custom screens will open in the mode selected. Version 1.0, binary only. Author: Nico Francois

DataPlot
Plots data and algebraic functions in 2D. Click on an option screen to select various options, such as type of marker, log or linear axis, auto vs manual scaling, gridlines. The macro language makes repetitive plots easy to do. Data points can be transformed by an algebraic function prior to plotting. A macro can be executed upon startup-Plots in any resolution from 320x200 to 640x400. Plots can be saved as macro commands and IFF ILBM files. Prints directly to Epson compatible printers, or to any Preferences supported graphics printer via the PLT: device. This is version 2.16, which now includes a Legend command, and is now freeware. Fixes several bugs, including the optimizer for DrawFunction. Update to version 2.1 on disk 532. Source available from the author.
Author: J. Dale Holt

PPLib
A shared library to make life easy for people who wish to write programs that support PowerPacker. Loading crunched files from C or assembly is made fast, short and easy. This is version 35.256, an update to version 35.255 on disk 561. Includes source. Author: Nico Francois

ReqTools
A standard Amiga shared runtime library which makes it a lot quicker and easier to build standard requesters into your programs. Designed with CBM's style guidelines in mind, so that the resulting requesters have the look and feel of Amiga DOS 2.0. Version 1.0b, an update to version 1.0a on disk 561. Includes source. Author: Nico Francois

Melway Map 28 Reference - J7

NWAUG

Essendon Community Centre

Mt. Alexander Road

Pascoe Vale Road

PARKING

Kentucky Fried Chicken

Puckle Street

N

Melway Map 86 Reference - H1

SEAUG

Cheltenham Train Station

Cheltenham Hall

Charman Rd

Park Rd

Entry

Police

Court

Post Office

SE AUG

Napean Hwy

Centre Dandy Rd

To Frankston ⟷ To Melbourne

North West AUG meets on the first floor of the Essendon Community Centre every second Wednesday from 7.30 pm.

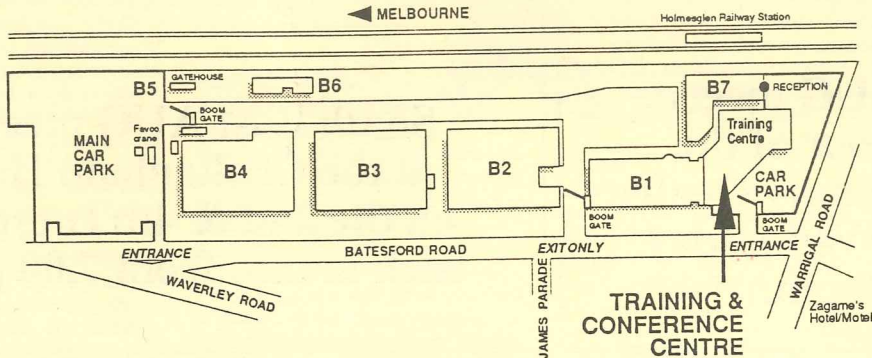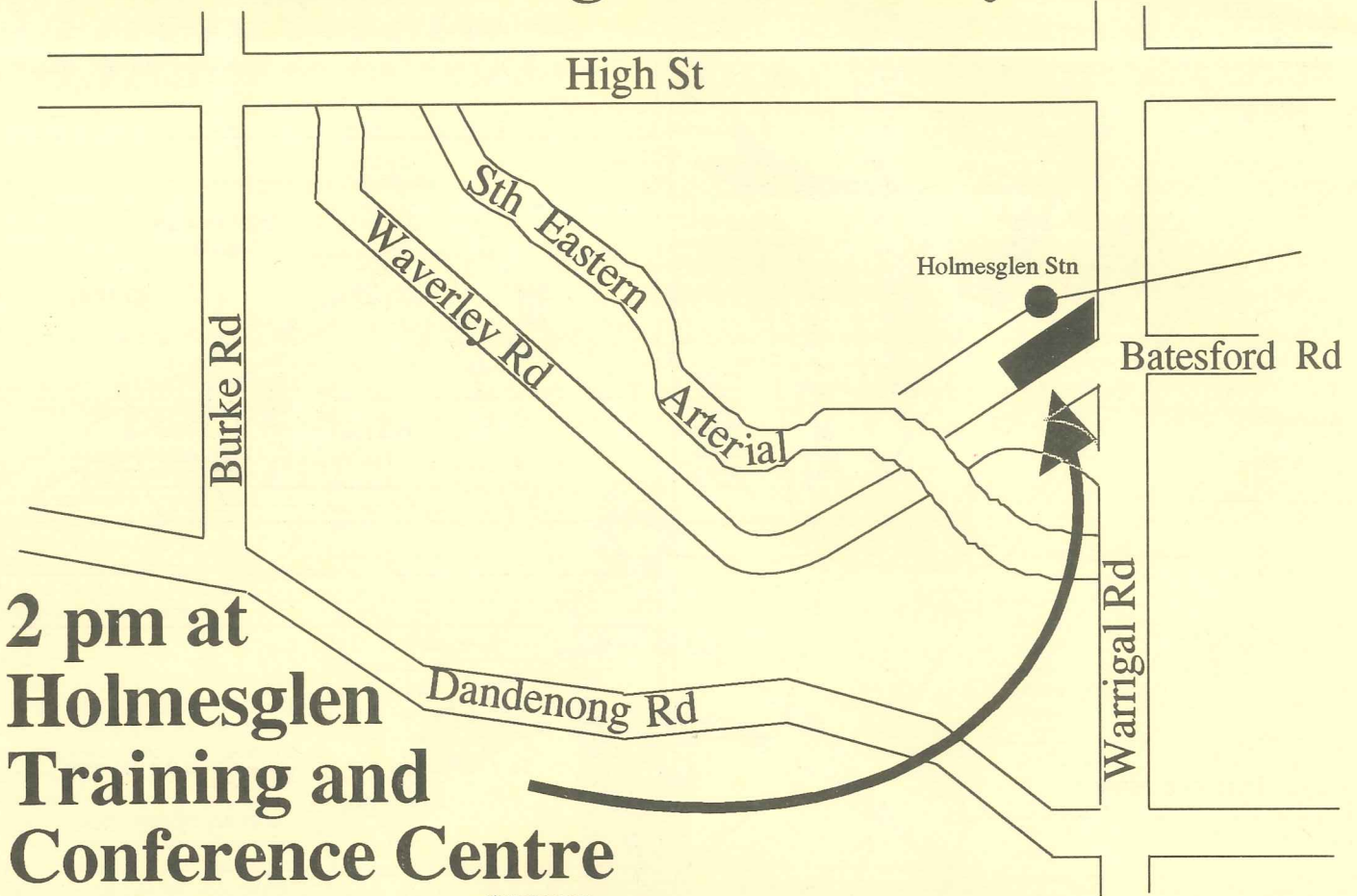**South East AUG meets at the Cheltenham Hall on the 2nd & 4thTuesday each month from 7.00 pm.**

Location for Meeting On February 16th 1992

High St

Sth Eastern

Waverley Rd

Arterial

Burke Rd

Holmesglen Stn

Batesford Rd

2 pm at Holmesglen Training and Conference Centre

Dandenong Rd

Warrigal Rd

◀ MELBOURNE

Holmesglen Railway Station

B5 GATEHOUSE B6 B7 ● RECEPTION

MAIN CAR PARK

Favco crane BOOM GATE

B4 B3 B2 B1

Training Centre

CAR PARK

BOOM GATE BOOM GATE

ENTRANCE BATESFORD ROAD EXIT ONLY ENTRANCE

WAVERLEY ROAD

JAMES PARADE

WARRIGAL ROAD

TRAINING & CONFERENCE CENTRE

Zagame's Hotel/Motel

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_____

_____

Details on this side are optional

Year of birth: _____ Which Model Amiga _____

Occupation: _____

Interests: _____

_____

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