

**OPERATING  
SYSTEM  
PLUS!!!**

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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**

## 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 \$4 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.

## 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.

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### AmigaLink-I: 792-3918

v21. - 300 v22. - 1200 v22bis. -2400  
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376-3887 v22bis. - 2400 v32. - 9600  
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376-6385 v21 - 300 v22. - 1200  
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## Club Events

Sunday Mar 15 - Burwood AUG meeting  
Tuesday Mar 17 - ART S.I.G.  
Monday Mar 23 - MUSIC S.I.G.  
Tuesday Mar 24 - SEAUG meeting  
Monday Mar 30 - NWAUG meeting  
Monday Apr 13 - NWAUG meeting  
Tuesday Apr 14 - SEAUG meeting  
Sunday Apr 19 - NO APRIL AUG meeting  
Sunday May 17 - Holmesglen AUG meeting

An entry fee 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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## Club Services

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## 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



# Workbench

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Cover illustration by Rod Clifton

## Acknowledgments

### Writers

Hugh Leslie	Rod Clifton
Rohan Safstrom	Norm Christian
Chris Hames	Rob Pemberton
Robert Burns	Bob Toth

### Artists

Rod Clifton

### Publishers

Managing Editor: Lester McClure  
Editor: Ashley Schwall-Kearney  
Layout and Design: Jim Berry  
Advertising: Lester & Ashley  
Factotum: nikolai kingsley(where are you)  
Special Projects: Alexander McCooke  
Proofreader: Norm Christian

### Equipment

Amiga 500  
Amiga 2000  
HP LaserJet IIP printer

### Software

Pagestream 2.1

### Printers

KwikKopy Highett

# MARCHing on...

*The "test" meeting at Holmesglen during February showed the facilities there to be as good as, if not better than, at Burwood. Almost everyone attending the meeting preferred Holmesglen to Burwood and voted to have further meetings there.*

*The March Meeting will be held at Burwood, there will not be an April Meeting and from the May meeting on the 17th, until further notice, AUG meetings will be held at Holmesglen.*

*Increased attendance at North West AUG convinced the committee to look for more space. More rooms are available but only on Mondays. From now on the NWAUG will be meeting at the same place, the same time, but on EVERY SECOND MONDAY.*

*The response to the AREXX course advertised last month has been minimal. More people are needed to enroll, and pay the fee, to make the course viable.*

*WB2.04 is here and quite a few members now have the ROMs installed. We have three views of the new operating system presented in this issue, if anyone else has a another view, hints, tips or problems, send them in and we'll print them in a future issue.*

*WB2.0 and the A3000 are marked improvements over their predecessors but as Rohan Safstrom notes in his article, they are heading down the same path trailblazed by WB1.0 and the A1000. Makes you wonder what tricks and goodies the back-room-brigade at Commodore have up their sleeves for us in the future.*

*Besides writing one of the articles on WB2, Hugh Leslie kindly printed the Master pages for this issue. Thanks for your contributions to this issue Hugh. If you would like to help with the magazine, short or long term, experienced or not, give one of the Workbench committee a call. We are currently (o.k. always) looking for new fish illustrations. If you, your kids, your grandmother or even people you don't know would like to illustrate our PD pages give Jim Berry a call on 807-7321.*

Ashley

# Workbench 2.0

Why you should run out and get the upgrade NOW!

by Hugh Leslie

**I** FIRST SAW WB 2.0 running when it was in its very early alpha release and was still called 1.4 - with very few of the features of the final version and many bugs. It still excited me because I could see the potential and I have waited about 2 years for it to finally arrive! When you read this article you should be able to obtain the upgrade easily in the shops (at least I hope so.)!

Commodore make the excuse for the delay by saying that this is "the most thoroughly tested and stable operating system release ever for the Amiga." I would agree with that and also say that the wait has really been worthwhile. Commodore has really got it right this time, producing a very professional and much more usable operating system for the Amiga - rated by Byte magazine as the most configurable of all the mouse driven interfaces (against such greats as OS/2, Mac System 7.0 and Windows 3)

The changes to the operating system are profound and yet if you have used 1.3 you will be able to jump right in and use it because there are many familiar things about it. The most obvious changes are to WorkBench itself, but the whole operating system has been re-written and expanded so that there are many new things that are not so obvious and yet very exciting - the new ROM is now 512K instead of 256k, which indicates how much new stuff is in there.

## What's New in WorkBench 2.0?

The first thing you notice when you run WB 2.0 is the changed look of everything - windows, screens, icons and gadgets all have a 3D look which is quite pleasing to the eye

*Hugh uses an Amiga 2000 accelerated to 33MHz (lucky bugger) and is the North West AUG meeting chair.*

and much more professional looking. WorkBench is now a window instead of a screen. That means that you can bring it to the front of all those other windows that you've opened to get at those disk icons - very useful! Windows no longer have the "fuel gauge" bar at the left hand side but instead have information about disk usage in the title bar. Window gadgets are different too - the two front/back gadgets have been replaced by one gadget that brings the window to the front if it is behind something or pushes it to the back if it is in front - very simple and elegant. The second gadget toggles the window between full size and smaller size - makes it easy to unclutter the screen a bit!

Icons too, look different - the icons are 'mounted' on a kind of 3D block which makes it easier to see the boundaries of a particular icon. You can now "lasso" a number of icons by clicking in a window and dragging a box around the icons you want to select. When you release the mouse buttons these are all selected. It sure beats "extended select"! Double clicking on a program icon no longer gives you the ZZZ pointer. You get a message saying "attempting to load your program such and such" and you can still immediately start something else while the first is loaded and run.

There are many new options for viewing files. You can now select an option to view all files in a

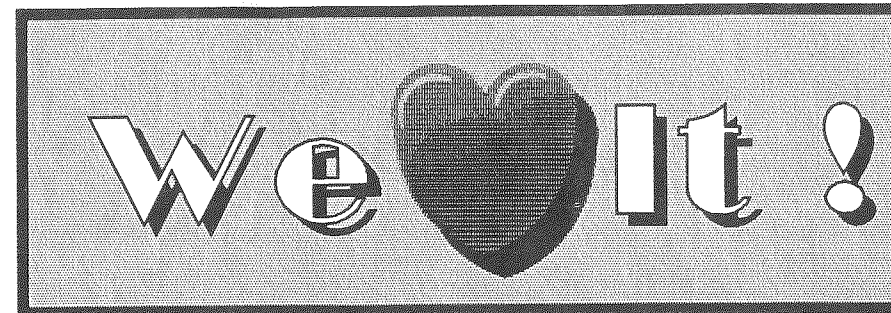
particular drawer. This creates temporary icons for all files that you would normally have to use a CLI to see and you can then manipulate them just like any other WorkBench file or program. For instance you can now open the C 'drawer' and double click on Dir and after it asks you for any options it will open a window and print your directory listing in it.

If you don't like icons then you can now view all files by name; that is you can now show a list of files which is identical to LISTing them in a CLI except that you can still drag files around and double click on them to run programs. This listing can be sorted by name, file size or date and is specific to a particular window ie. you might have one window showing icons and another showing text - magic!

The Shell is now improved as well. The window has a close gadget which saves you typing "endcli" and is smarter too. If you do a directory in a half window and half of it scrolls off the top - just resize the window and you'll be able to see everything that scrolled off the top! You can also cut and paste text within and between Shell windows. Many of the Dos commands are now in ROM instead of the C directory so that scripts generally run faster.

Preferences is now 12 different programs and would necessitate a whole article to describe them. Suffice it to say that you can now change all the text to whatever font you want and have different patterns and colours for screens and windows. 16 colour WorkBenches are directly supported and there is now an A4 option for page size under printer prefs, plus much more!

There is now a drawer called the WorkBench Startup Drawer. If ►



you drag a program icon into this drawer and then reboot, it will be started as if you had put it in the startup-sequence - no more laborious editing of startup-sequences!

No more "empty" drawer. If you want a new drawer just select New Drawer from the Window menu and it even prompts you for a name!

There are some new and improved tools too. Ed is much better and allows use of the mouse and even has a file requester! IconEdit is a whole new program for managing icons and is excellent and very comprehensive. One of the brilliant things about this little program is that it uses a new feature of workbench 2.0. Instead of loading the icon through a file requester (although you can do that too) all you do is drag the icon you want to edit onto the window and that's it - all loaded and ready for editing! It's these little touches that make this software such a joy to use.

## Operating System Changes

What I have talked about before are the changes that are obvious when you use the software, but what is perhaps not so obvious are the underlying changes that are probably more significant. There are many new parts of the operating system which allow programmers to write consistent and similar looking programs more easily. This will mean applications that look and work in similar ways and therefore are easy to use and learn.

The programmer will now be able to concentrate on the nuts and bolts of the application rather than worrying about the interface because there are now much easier ways to access gadgets and buttons etc. For instance there is now a built-in file requester so we should be able to get used to using one file requester instead of learning a different one for every program. A file requester

is not an easy thing to program either and so the programmer will have more time to add features and to debug an application.

Some of the other things that have changed or are better, include an improved FastFileSystem which can now be used with floppies to get more speed out of them; new display modes with the Enhanced Chip Set (ECS), including superhires and productivity; better management of low memory conditions, and expansion ram is used more effectively. Fastmemfirst and Mergemem programs are no longer needed.

Scalable outline fonts have been included with this release, which comes with three Compugraphic fonts to produce jaggy-free output at any resolution - more about this in another article.

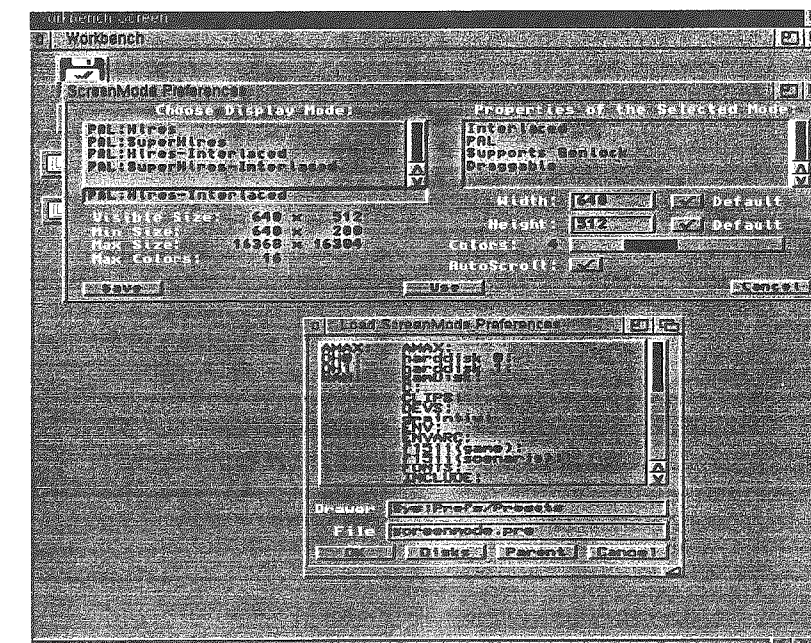
AmigaBasic is no more and doesn't even run properly under 2.0 - this has been replaced with Arexx which many of you will already have heard about or seen. Arexx is a programming language which is

excellent for "interprocess communication" and allows certain pieces of software to interact with each other or be controlled from Arexx. More about this too in future articles!

Even the Amiga's speech has been improved - it now sounds much clearer and the options for changing speech are much more comprehensive, giving better scope for accents other than American etc.

I have endeavoured to give an overview of the whole WB 2.0 release although I am sure I have missed many other things which go to make up the whole package. I have purposely skimmed over many things which I hope will be explained in more detail in later articles. My purpose in writing this is to enthuse those who are saying "What's all the fuss about?" and "What will it do for me?" There are already many Public Domain programs that ONLY work under 2.0, including an excellent terminal program and lots of nice utilities to use Workbench 2.0 features. All of these programs are really professional in their look and function, which is in large part due to the new operating system. Already some commercial software has features that are only available under 2.0.

What I am saying is, if you are wondering whether you should spend the money then wonder no more - it really seems like a whole new (and better) computer. ■



# Window of Opportunity?

by Rohan Safstrom

**U**NDoubtedly, WB2 is more powerful and more attractive than previous incarnations of the Amiga's operating system. It brings many capabilities formerly only accessible through the command line to the Amiga's graphical interface. In addition, when coupled with the Enhanced Chip Set, several alternative screen resolutions are available. Is it really good enough and how does it match up to other computer graphical interfaces?

When the Amiga was first released GUIs were the exception rather than the rule. The Macintosh had a solid, two-color display, but the PC world was still struggling with the DOS prompt. For six years, until WB2 finally emerged, the Amiga's operating environment, despite minor upgrades, remained unchanged. The rest of the personal computer world, however, certainly did not stand still.

In 1985 smug Amiga owners could look down on DOS users with CGA, or even Hercules Cards, or Macs with two whole colors. We had up to 4096 colors, and an operating system incorporating both command line and graphical usage. But the writing was on the wall: output display was limited to 15kHz, either with insanity-inducing interlace, or hideous visible black scan lines, or both.

The display for PCs isn't built into the operating system, allowing for the development of display cards, with ever-increasing capability and resolution. At present, the minimum general standard is VGA, which can give 800x600 pixel resolution in 256 simultaneous colors. And this display is rock-solid, with no flicker, and no visible scan lines, on monitors which cost roughly the same as the Amiga's. The future for PC display promises higher resolution, more colors, faster screen updates, and easier expandability.

*Rohan is a member of the NWAUG committee. He uses an Amiga at home but works with Amigas, Macs and PCs.*

Similarly, the Macintosh has evolved, such that the latest MacIIs incorporate 256-color displays as standard (or 16 million for about \$500 more), with screens as sharp and readable as a magazine page.

Even with WB2, to achieve acceptable, non interlaced, no-scan-line display on a decent monitor, Amiga users must spend an extra \$350 on a flicker-eliminating card, and then \$450-\$900 on a multiscan monitor. If more than 16-colors are required, another \$1000-\$5000 must be spent on a 24-bit card.

WB2 introduces some seemingly utterly useless display options: Productivity, and SuperHires. Productivity allows 4 colors in a 640x480 (640x960 interlaced), non-interlaced display. But you need a VGA or multiscan monitor, and if you have one, then why not use the standard 640x512 Hires mode which offers 16 colors? Similarly, SuperHires offers 1280x256 (1280x512 interlaced), 4 colors, on a standard monitor, but does so by cutting everything's width in half! Very few existing Amiga programs take advantage of these new display modes, and it seems unlikely that any serious programs will ever use these displays as default.

Clearly, PC and Macintosh screen display is now superior to the Amiga's, and in the case of PCs, considerably cheaper. (You can buy a 386sx with 80 Meg HD, SuperVGA & Multiscan Monitor for under \$2000.)

The Amiga introduced effective multitasking years before either Mac or PC systems were capable of doing it at all. Even now, the Amiga's

multitasking remains superior in performance, and simplicity of use, to the other platforms. It is a marvel that Commodore-Amiga could put a complete GUI, multitasking operating system into 256k of ROM, and have it operate so well, on such low-power (68000) machines. Try running Windows on anything less than a 80386-based PC, with mountains of memory (and up to 10 Meg of HD space available).

Nevertheless, Windows, and in particular, OS/2, promise better performance, and simpler operation in the immediate future, and the fast MacIIs multitask seamlessly.

With regard to file handling, and general DOS operations, the Amiga system compares favourably with MS-DOS, and offers much greater flexibility than the Mac's graphic-only system. Further, the Amiga's system of libraries, devices, etc, makes many expansion and addition operations much easier than on the Mac and PC. The Amiga world could, however, learn from the Macintosh's (and Windows) consistent user interface between programs, especially regarding data transfer, file requesters, function keys, etc.

The Amiga lags miles behind the PC and Mac environments when it comes to printer output. Other platforms take full advantage of printers' capabilities, whereas the Amiga's reliance on bit-mapped fonts, and poor implementation of printing routines in most programs results in generally disappointing, often plain lousy printer output. The introduction of scalable fonts in WB2 may go some way towards alleviating this, but as yet there is little documentation, and even fewer examples of the use of this new capability.

It's too late now for the Amiga to ever find its way into mainstream business applications, but it has found a niche in the home, and professional/semi-professional video applications. In the US a Macintosh is actually sold as a peripheral to a Toaster-based Amiga!

How does all this relate to WB2? Well, I believe Commodore had an excellent opportunity to bring the Amiga at least up-to-date with current display standards with its release of WB2. This it has failed to do. Although slicker-looking, and slightly better-functioning, ►

# The Kickstart 2.0 Upgrade

by Chris Hames

**I**T HAS taken a lot longer than was expected but finally the Kickstart 2.0 upgrade is here. It is the latest revision of the Amiga's operating system and hence is an upgrade that nearly all Amiga owners will perform.

A500 and A2000 owners will be the people who will be buying the new upgrade pack as it is designed for them. I am afraid A1000 users have been left out, as their machines cannot take the 512K ROM chip that is part of the upgrade, unless of course they have a modified machine (Phoenix motherboard replacement or similar) or they are a developer and hence have access to the special software version which uses 512K of ram for the ROM. A3000 owners can get a 5 disk upgrade from their dealers to bring their machines to the latest version, with ROM chips to be available shortly (A3000s have the ROM split into two chips to allow for 32 bit access). The upgrade costs \$150 which will be well worth it.

## What do you get?

You get a comprehensive manual that kills any previous Commodore effort. Workbench, Extras, Compugraphics font disk, and a ROM chip.

Version 2.0 (actually the final version is 2.04) of the system software is a vast improvement of the old KickStart 1.3/Workbench 1.3 system. The first thing you will notice is the new 3D look of the system windows, screens, gadgets etc. This gives the interface a much

more professional look than the very toyish old look. Workbench is now much more powerful with the ability to run programs you could only run from the CLI before. Workbench can be a window instead of covering the screen. You can list files that don't have icons and view by icon, name, date or size. Multiple selection of icons is now as simple as pressing the left mouse button and then expanding a box over the area. The actual Workbench area can be many resolutions and can have up to 16 colors, it can even be larger than the screen and automatically scroll around when you move the mouse pointer to the edge.

Every shell window now has history, line editing, aliases, selectable prompt so there is now no difference between a Shell window and a CLI window. All console windows (like a shell) text can be cut and pasted, so that you can do a directory listing in one window, cut it and paste it in another etc.

## Some other improvements

Improved speech synthesis. Overscan support. FFS (Fast Filing System) is in ROM. FFS floppy support. Preferences is broken up and completely rewritten. Many bugs were fixed. Scalable BitMap

WB2 represents the same tried and true technology, with virtually no significant upgrade in the Amiga's capabilities. There is no increase in the number of colors available. There is no increase in screen resolution (apart from the redundant and useless Productivity and SuperHires modes). There is no elimination of scan lines or interlace

flicker. The Amiga needs better display; at least VGA level, but preferably 24-bit. It needs to get rid of scan lines and flicker. If this means incompatibility with previous Amigas, so be it.

The Amiga needs to be faster, not just by making a 68030-based Amiga 3000, but by making the custom chips operate at the same

fonts. Boot from other floppies. CLI/Shell 2.0 limit gone. Compugraphic(outline) font support.

I have only covered some of the many improvements made. You end up with what I believe to be one of the best interfaces available. It is the way to go and more and more programs will require you to have this version.

## Compatibility

Is very good (95%+), with the vast majority of programs working. Games will be the main problem. Nearly all major software packages have or are being upgraded to work well with the new system software. You will be able to purchase switchable ROM sockets from companies if you have a favourite game that has broken the rules given to the programmers and hence doesn't work under 2.0.

If you own a A2620 or a A2630 you must have the correct ROMs for the new ROM to work. Look at the ROMs on the A2620/A2630 board and see if they are the "-06" ones. If so you are ok but if they are an earlier version contact CBM for replacements.

You DO NOT need the newer Agnus or Denise chips to use 2.0! Any A500/A2000 machine should run 2.0 without any hardware change except the replacement ROM chip.

It appears the ROM will have a wire on it that must be cut before installing for most machines. Early A500 owners will not cut this wire as it is there because of incorrect placement of a ROM socket pin on those machines. Then it should just be a case of opening the machine and replacing the existing ROM chip and away you go. Some people may want to let a Commodore repair centre do the job. ■

*Chris is an assistant SysOp on the Amiga Central BBS and is the Author of the File Utility DirWork.*

speed as the processor. Apart from looking a little better, I don't believe WB2 has really done very much to advance the Amiga.

Is it worth \$149? Maybe, if you operate a lot from CLI, WorkBench, or own a hard drive. If you just play games, or run from floppies, and don't have the ECS, then it probably isn't worth the upgrade yet. ■

# Softwar(e) Battles

## The Perfect General

by Rod Clifton

**E**VER BEEN sitting at home watching a documentary on flower pressing whilst thinking how you would have fared as a Commanding General during an island invasion in World War two? If this is you then *The Perfect General* is your game. It will put you to the test in this role and many other combat scenarios. You don't even have to get hurt!

The game starts with an opening musical score that a good melody alarm watch may well put to shame. *The Perfect General* is based on a board type war game. The research for the game came as a result of weekly tournaments played over a period of twelve years. The transformation to computer takes the game far further than a board game could offer, but still maintains simple game play with great depth of strategy. The authors declare that within the game's method of play, most real life combat situations can be simulated.

The interface is done in the workbench 2.0 3d style with a layout similar to *Populous* or *Simcity*. There is a large window view of the landscape; a smaller map of the total area sits in the top corner and allows you to select areas for a detailed look on the big window.

In playing the game you choose to be either Attacker or Defender however a full match requires you to play two games, adopting each role to fully gauge your skills in both offensive and defensive roles. Your opponent comes in many forms, you may have a two player game on the one computer, you can play via a null or telephone linked modem on two computers, or you can play a computer enlisted opponent who could be any one from Napoleon to Rommel. The computer opponent has three levels of artificial intelligence (the first 2 levels are for wimps).

In the first phase of the game,

*Rod is an illustrator and graphic artist. He is a regular Workbench contributor!*

units are purchased with limited funds and range from small infantry divisions and engineers to heavy tanks and artillery. Each type of unit has a specific use in relation to price. Armoured cars for instance are cheap, fast and useful for transporting troops but are made of eggshell. Heavy tanks are expensive, slow monsters that can take a lot of punishment and have formidable fire power. Your initial purchases and placement are made to suit an overall plan of attack that you can formulate using maps provided. In some scenarios, reinforcements can be purchased if you control specified areas such as ports or towns.

The player's turns are made up of several phases. Although it is turn-for-turn, the non-active player often has the opportunity to fire at the other player's units whilst they are on the move or to return fire whilst being attacked. Basic method of play requires you to choose, move and fire your various units around the battlefield. This movement is limited by the type of unit, the surface you are travelling on, obstacles in your path, the weather and your opponent.

The objective is to place and hold units at small areas on the map which represent cities of different size and point value. Your final score comes from these victory points rather than how many of the enemy you decimate.

The sound effects are adequate for the small part they play in this type of game. Its graphics thoughtfully represent landscape which by the end of a game is nicely savaged and scarred by warfare. The desert and fog effects tend to be eyesores. Half

the pleasure of *The Perfect General* comes from using the very well designed interface with on line "help" documentation. The list of playtesters in the manual gives you some idea of the trouble White Wolf Productions went to produce a well refined product.

If I were to make suggestions, I would like to see a better way of ending the game, based on total victory or defeat, as the game seems somewhat incomplete at the end of the turns, with enemies still wandering about. Random mechanical breakdowns in equipment could make things even less predictable. Engineers should be able to repair damaged equipment rather than just build bridges and mine fields. The evaluation stage at the end of the game could be far more involved and interesting in terms of cost and record of destroyed hardware in relation to your enemy. The value of cities and territory gained, tallies of dead, injured and prisoners taken on both sides would make winning or losing more interesting. This could be a printable postwar profile that you could keep in a battle conquest portfolio or you could sticky tape it to your head and walk around public places.

At about \$70 the *Perfect General* is value for money only if you like this type of war/strategy game (a Bubble Bobble enthusiast may find their attention span tried). It comes out of the box with 14 diverse combat theatres, from a vast and open desert conflict to a "rumble in the jungle". All can be played differently every time, as there is no one solution. White Wolf will also release scenario disks in the future to extend the game's life. The game will run on all Amiga platforms, although it will require a minimum of one meg of memory. It is Workbench 2.0 compatible and can be installed on a hard drive with a manual text copy protection system.

Even if you don't like the game you can take the box home and ponder the curious cover illustration. It depicts a green tank about to cross a bridge. The bridge has been partially blown up and, if you look carefully at the damage you will see that parts of the rubble are only just recognizable tiny tanks supported by what could be snails. Mare Downs (Cover artist) please explain!

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## 3-Gun Projectors by Bob Toth

Having read Simon Shead's article about the Data Projection Proposal and agreeing with it. I'm writing to fill in what I perceive to be some gaps about 3-gun video/data projectors. I use these gadgets every day in my job, so I felt a few more salient facts might help the decision-making process.

I work in the audio-visual department of the Hightett on Collins and have done so for 5 years. We have 3 BarcoData units. These projectors will take horizontal scan rates up to about 42 KHz. The new BarcoGraphics 800 and Sony 1072 will scan up to about 90 KHz and comfortably display Sun Graphic Workstation outputs.

I want to comment on the setup procedures mentioned by Simon. The 4 knob / 10-second setup is really only useful for quick demos. Unless you place the projector in the exact same position and at the exact same angle to the screen, the corners will be unconverged. The ONLY correct way to converge

either a Sony or Barco unit is to open it up, focus the lenses, and do the 16-odd sector converge to get it right. You must do this setup EVERY TIME YOU MOVE THE PROJECTOR or it will be "out" in some shape or form. With practice, in a darkened room, you can do it in about 15 minutes. If you don't do it right it won't look good and you'll be wasting your money.

I can teach you how, but whoever is going to be looking after it will have to take the time to

- 1) do it correctly everytime, and
- 2) teach members of the other groups if AUG is lending it out.

A correctly focussed data projector is a fantastic presentation

tool and it can be fun. Imagine playing "Interceptor" on a screen that is 6.5 metres by 4.8 metres. I have done it!

The BarcoData and Sony units have frequency autolock so you don't have to muck around for 20 minutes trying to lock in the horizontal frequency of the computer you are using.

If you are to project a decent image in a room of about 100 people, the lights need to be fairly dim with maybe a small work light for the presenter. You just can't pick the detail or get enough brightness to use them with a lot of lights. The harder they work the less resolution you get.

Ideally the room you use should be capable of a total blackout. Blackout helps a lot when you are new at setting these things up. Later on as you get better, you will find you can do it with the lights on. By controlling your lighting environment you can discover your viewing versus lighting requirements and find a comfortable medium. ■

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**Holmesglen**

Those not at Holmesglen Conference Centre last month missed an excellent meeting. Not only were we able to view the GVP IV24 display card at work, we also saw DCTV being used at the same time. This was courtesy of Alan Watson of Power Peripherals who brought these along and drove them with an Amiga 3000 equipped with a GVP "G-Force" 68040 accelerator.

Another room had Norm Christian producing music from the Amiga using Bars & Pipes Pro and a lot of his own work and talent. Norm does it again, and captivated all who joined him for a Music SIG.

In another room we had the Beginners Group viewing a Video and engaging in a Q and A session hosted by John Barlow.

We had the AUG Book library on display for members to browse and chose what they wanted both before and after the main meeting.

In the foyer we had PD Non-Stop and Andrew Bednarz (the first) selling PD software with Kaotic Concepts showing and selling their eclectic line of hardware and software.

We had comfy chairs and couches to gather in small groups to discuss Amiga or other topics. We had display boards so that Amiga art printed for this meeting could be shown and had enough additional display boards that notices had a place to go. We had a great PA system that amplified the speaker's voice without booming or feedback.

We had a location that was easy to find and get to by car or train.

We had centre management doing all they could to make our meeting easy to run and as pleasant as could be hoped for in a professional commercial conference centre.

We even saved a couple of hundred dollars from what we had been paying Victoria College.

What we HAVE is a new home for our meetings starting in May.

February's Workbench carried a coupon for pre-registration for a tutorial on AREXX. To date the response has been UNDER WHELMING. If we do not receive enough replies this tutorial will NOT OCCUR. If you are interested, get your form in.

Arnie Robbins

**Something to Try**  
*Use the Fast File System on V1.3*  
by Robert Burns

Own V2 upgrade yet? Want to use the Fast File System on your V1.3 floppies? Try this

On the Version 2.04 Install disk there is an interim FFS located in the L: directory. The "Getting Started" manual states that this is to provide backward compatibility with Version 1.3 hard disks (page 17).

What you do is create a mountlist entry for a floppy disk drive, using this FFS to use under 1.3. For your trouble you can create FFS floppies that version 2 can read and you have more disk space (with FFS 879k, without 837k). If formatted under version 1.3 you get an .info file which provides a disk icon under that version. If formatted under version 2.x you get no icons but the disk can be accessed from the cli.

You can use the 1.3 FFS equally for this but I found that using the v2.x supplied version means that the DFx:DOSA icons don't appear; in any case these icons are not selectable under 1.3. Using version 1.3 FFS file makes the OS confused about disk types. I found that after using a regular 1.3 disk, the mounted FFS drive appears validating whilst the v2.x FFS floppy drive can read under both the mounted entry and

the regular AmigaDos address on the device.

I have attached the mountlist entry that I used below. Note the filesystem name of l:fastfilesystem2 was to allow both v2.x and V1.3 FFS to be in the "l" directory at the same time. Note UNIT = 2 refers to the DF2: device, change this to suit your system.

My Version 1.3 mountlist entry is as follows

```
FF2:
Device = trackdisk.device
FileSystem = l:FastFileSystem2
Unit = 2
Flags = 1
Surfaces = 2
BlocksPerTrack = 11
Reserved = 2
Interleave = 0
LowCyl = 0 ; HighCyl = 79
Buffers = 20
GlobVec = -1
BufMemType = 3
Mount = 1
DosType = 0x444F5301
StackSize = 4000
#
```

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**T**HE FEBRUARY SIG was a great success, with eight participants. Thanks are due to Patricia Rogers for the use of her home, computer and Roland digital piano. We looked at the MIDI 4-track sequencer written by Peter Lawrence and agreed that it provides a quick and easy way to import real-time recording into DMCS. I was able to demonstrate this by creating a file in about one minute which could have taken up to an hour to write in with the mouse.

We also saw a demo of an older version of *Bars & Pipes*, with two very interesting tools. *Spare Keys* enables you to input real-time music with the mouse, using a keyboard which appears on the screen, or by using the computer keys as notes. Using the *Amigaphone* you can then load a separate instrument for each track from the Instruments drawer and play the music through your monitor - in other words, you don't need to own a MIDI keyboard.

Data dumping also came under discussion and we looked at a disk called *SYSEX*, containing a number of useful programs relating to the two-way transfer of system-exclusive information via MIDI. I was able to dump to my Yamaha PSS-790, 8 songs at a time, each containing up to 8 tracks, from a file of only 50K.

Tony Major showed us a new program called *Sequencer One*, which is quite powerful and appears

to have some similarities to *Bars & Pipes*. One advantage is that it works with both MIDI and internal sounds.

There are some prolific music writers in our group. Most of us are content to produce transcriptions and arrangements of published music.



Ian Jones is one such and recently gave me two full disks of his excellent work, using *Bars & Pipes*. Unfortunately we didn't have time to hear any, as we had a full program, concentrating mainly on original work. We'll hear more from Ian in the future.

Len Burge brought his latest composition "*Minor Thoughts*" and played it via DMCS. We also heard compositions by Patricia Rogers, Bob Hurley and myself. Pat has been writing original music for some time, scoring it by hand. Now as a newcomer to the Amiga she is discovering a whole new world for composers.

We have started to put together a special *Music Sig Disk*, which will contain only original compositions by members. It has a number of different drawers, to accommodate music playable using *Bars & Pipes*, *DMCS*, *Music Studio* and other programs, together with some relevant utilities. This will be released later this year and it will mean that no matter what music program you have, you should be able to hear most of the music on the disk. Four composers are represented already and we would like to have more. If you have produced original music in any format, and would like to have it included, please advise me. Copyright notices will be posted.

During the supper break we saw a video provided by Dick Bartholomew, the Rotterdam Philharmonic Orchestra playing "*A Midsummer Night's Dream*" by Mendelssohn, with some very clever animation sequences.

I am still waiting for further offers of venues. In the meantime, next SIG will be at Keysborough at 7.30 pm on Monday, 16th March. I would like to see this well attended as it is probable that there will be no April meeting, due to Easter. Please advise on 798-6552 if you intend coming and remember to bring plenty of blank disks, together with any programs or music files you wish to discuss or play.

## 'Liner

by Rob Pemberton

**O**NE OF the hidden benefits of using a computer regularly is that we are all subject to a learning curve - albeit a mostly subconscious one. A method to test where we are sitting on this curve is to go to the back of that box under the desk and bring out the old disk full of programs that we once consigned to the 'too hard' basket.

One such program for me was 'LINER' - an entry I first spied on a Fish Disk over a year ago. The idea of leaving the more mundane aspects of writing script and essay outlines to a computer appealed in theory, but I never got past a cursory look at the docs file, before retreating to my favourite word processor of the day.

A year down the track I felt it was time to check it out again. In essence, 'LINER' is a sophisticated cut & paste operation letting you type material into an outline form, then allowing you to rearrange blocks of text without having to renumber everything. It has most of the features of commercial outliners (such as 'Flow'), and although missing some, like the ability to 'collapse' an outline, it does boast an AREXX port for one. This would seem to be de rigeur for such programs.

Once you get into 'LINER' you are presented with the roman numeral I: this is the first line of a new outline. You can either load an old outline (the author has included a sample outline of the docs file for you to practice on) or start typing a new one.

Once you type it in, editing a document is straightforward. The cursor arrow keys work normally when used by themselves, and when used as hot-keys in conjunction with the shift and control keys will take you through the document by word/line/screen etc.

Example:

- I. This is the first section of my outline..
- II. This is the second section..
  - A. This is part of the second..
  - B. This is another part..
    - 1. and this is a subpart..
    - 2. subpart two..
- III. The third section...
  - and so on..

The TAB key controls what level the current line of text is in. If you type a line and press TAB, the line moves in and the number or letter in front of it changes.

For example:

I. This is a test

would turn into:

A. This is a test

Performing operations on blocks of text requires that you highlight the text you want to manipulate. There are two forms of highlighting in 'Liner' - character and line. Character highlighting involves highlighting individual characters on one line only. Highlighted text can be replaced with other text (just start typing), cut, copied, and deleted.

There are several things you can do with a highlighted block of lines - you can shift the entire block of text in and out with TAB and the SHIFT-TAB combination, you can delete a block of lines by pressing the backspace key, and you can cut and paste (again, see the Edit menu instructions below).

Version 2.00 of 'LINER' now supports something version 1.32 didn't: multiple lines per number. If you are typing in some text and you reach the end of the line, press SHIFT-RETURN to get another line, known as a "continuation." A continuation is the same as a regular line, except that it has no number before it, and is "attached" to the regular line above it; in effect, a parent and its continuations act as a single unit when you are moving them around the file.

'LINER' uses five menus. The first, 'Project', holds what you'd expect it to: 'New', 'Open', 'Save',

'Save As', 'Print' (to Printer or ASCII file), 'About', and 'Quit'.

The second menu is Edit, which is again fairly standard. 'Cut', 'Copy', 'Paste', and 'Erase' do exactly what their names imply.

The next menu is the 'Search' menu. The first item, 'Search/Replace', controls the searching and replacing capabilities of 'Liner'. When selected, a requester pops up that lets you enter the search string and the string to replace it with. It also lets you select whether the search will be case sensitive, whether the search string can be embedded in another word, and whether or not a replace is performed.

The Prefs menu contains a number of items that let you control various aspects of 'Liner' and your document. 'Single/Double spacing' and 'Interlace/Non-Interlace' display options which should be self-evident. 'Icons', when selected, tells 'LINER' to create an associated icon whenever it saves an outline and when it saves the preferences.

'Starting Level' determines which symbols are used on what level. For example, on the default setting of "I.", the first level uses Roman numerals, then capital letters, etc. all the way down to small letters with parenthesis. If you were to choose "I.", it would go I. a. 1) a) I. A. instead of I. A. I. a. 1) a). This is to let you do things like lists or top-down designs where the information should be numbered with Arabic numerals or start with some other symbol.

The next two items control the remaining aspects of the display. 'Screen colors' and 'Screen size'.

A two-way AREXX port has been included with a list of the specific commands and guidelines to their use, as well as example scripts that can help you get a feel for using AREXX with 'LINER'.

It's possible that only budding Patrick Whites (or government statisticians) will get a lot of use out of 'LINER', but if you're like me and feel you spend too much time drafting and rearranging your text load, then check this program out. Its shareware fee is a very reasonable US\$10.00, and it's on FISH Disk 394. There's also an updated version of 'LINER' on FISH Disk 451 for Workbench 2.00 users.

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### Budget

A program to help with managing personal finances. This is version 1.3.4, an update to version 1.3.3 on disk 546. New features include search, selection, replace, and printer output. Binary only. Author: Le Lay Serge Camille

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A telecommunication program with some nice features, including an ARexx Port, external process communications, XPR support, programmable function keys, postscript downloading to laser printers, phone book, programmable panel buttons, public screen support, etc. Documentation in English and in French. Needs Workbench 2.0. Version 1.1, binary only (some examples in C). Author: Eric Gontier

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### LhA

A very fast archiver that is compatible with MS-DOS LhArc V1.13 and LhA V2.13, as well as the Amiga LhArc. LhA is very memory efficient, has been written with stability and reliability in mind, has carefully optimized compression and decompression routines, is multitasking reentrant and pure, handles multiple volume archives (registered version only),

and more. Also includes LhASFX, which creates SFX(self-extracting) archives from ordinary LhA archives. Version 1.0, shareware, binary only. Author: Stefan Boberg

### OwnDevUnit

This is the initial release of the OwnDevUnit library programmer's pack. It provides an extended locking mechanism for a device/unit pair that makes using programs like getty much easier. Getty is a program that sits on the serial port waiting for calls to come in. By using OwnDevUnit library, a program can request that getty temporarily release the serial port. Includes source. Author: Christopher Wichura

### PetersQuest

This cute game has you, the intrepid Peter, following a trail of hearts through a world of 20 levels, riddled with porcupines and other hazards, to rescue Daphne, the love of your life that has been kidnapped by the evil Brutus. Includes digitized sound and colorful graphics. Version 1.2, an update to version 1.0 on disk 224. New features include super speed, super jump, rocket pack, and more. Binary only. Author: David Meny

### TurboQuantum

A SCSI bit twiddler program that will set or clear the "Disable Disconnection" bit in a Quantum drive's "Control Parameters Mode Page". Disabling disconnection during data transfers can result in a large performance boost on some systems. Binary only. Author: Ben Fuller

## FISH DISK #578

### Spice3

A version of the SPICE3e2 circuit analysis program which has been modified to run on the Amiga. This version is written in C, as opposed to the FORTRAN version on disk 278, and includes dynamically allocated memory, interactive post-processing and graphical plots. Requires a minimum of 1 MB of

memory. Version 3e2. Binary only. Author: Many at UC Berkeley, Amiga port by Brett Larson

## FISH DISK #579

### BinToHunk

A utility to convert a raw data file (text, bitmapped image, etc.) into an Amiga Hunk format object file that can be linked using Blink. This is version 1.0, includes source. Author: Ray Burr

### Cass

Cassette Cover Printer V1.1 is a program to make cassette labels. It produces either the usual ASCII-character-labels or a source-text that can be fed to LaTeX. Written in Maxon's Kick-Pascal, source included. Author: Jörn Clausen

### OctaMED

A music editor which was originally designed for making music for programs (demos, games, etc), but works well as a stand-alone music program as well. OctaMED is the 8-channel version of MED. This is version 1.00b, released as a demo for the new version 2.0, which is a commercial product. Binary only. Author: Teijo Kinnunen and AmigaNuts United

## FISH DISK #580

### WorldDataBank

Using a database of coordinates compiled by the CIA and made available under the Freedom of Information Act, this program plots world maps in cylindrical or spherical projections, with various degrees of magnification. This is version 2.2, an update to version 2.0 on disk 262, and now includes the largest available data file, for detailed mapping of even small sections of the globe. Includes source. Author: The CIA, Bob Dufford, Mike Groshart

## FISH DISK #581

### FileLocator

Searches up to 28 mounted devices for specific files using wildcard matches. Version 1.0, binary only. Author: Joe Rattz, Jr.

### Neuro

A neural network simulator which is able to learn patterns (e.g. letters) and recognize them. The program handles Hopfield and Backpropagation networks. Some examples are included. Version 1.0, binary only. Author: Berthold Ruf and Ulrich Wisser

### Prism

An ANSI editor that allows animations, and complete color control. It is used on many BBS's to create animated screens. Includes a configuration editor, font control, and variable playback speed. Version 1.4, includes source. Author: Syd Bolton, Chris Timmerberg, Colin Vernon

### StopWatch

A stop watch application with the precision of one millisecond (variable), which scans the joystick button. Full multitasking capability and intuition interfacing, additional display screen for genlock output, ARexx port for parameter/result handling and screen manipulations. Written in Modula 2 and assembly language. This is version 3.0S, an update to version 2.0 on disk 466. Binary only. Author: Christian Danner

### StripANSI

Removes all ANSI codes from a text file, so that only the bare text remains. It is useful for editing terminal program capture buffers. Two versions are provided: one for the command-line (CLI) and one with a full Intuition interface. The Intuition version includes the ability to selective strip certain ANSI codes, and generates a complete report. This is version 1.0, and includes full source in C. Author: Syd Bolton

## FISH DISK #582

### Diplomacy

A classic strategy game loosely based on World War I. Designed for several players but can be played by as few as 2. The computer manages the game, resolving orders and graphically displaying the current status. Also provides map design capabilities for game variants. Version 2.0, shareware, binary only (source available from the author with shareware payment). Author: Steve Douthat

### Questionator

A program to create, update, and present multiple choice questionnaires. Version 1.07, shareware, source available from author. Author: Erik Von Raspator

### VideoDat

A very simple databank to store information about your videos. Version 1.2, binary only. Author: Sascha Fengel

## FISH DISK #583

### ARoff

A complete and powerful program for text formatting, much inspired by the "nroff" utility on UNIX systems. This is version 1.12. Includes source, and documentation in both English and French. Author: Denis Gounelle

### ATbl

A program for table formatting, somehow inspired by the "tbl" utility on UNIX systems. Can produce printer output, with IBM graphics characters, or a regular IFF ILBM file which can be read by any decent desktop-publishing or word-processor program. This is version 1.00. Binary only, with English and French documentation. Author: Denis Gounelle

### 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. Can operate from the CLI with single or multiple parameters or from Workbench via gadgets. Compatible with Kickstart 1.3 or V2.04 and requires no external libraries or setpatch commands for the 68040 processor. This is version 1.5, an update to version 1.1 on disk 571. Incl source. Author: Nic Wilson

### FullView

A text viewer that uses gadgets at the bottom of the screen (thus can display text 80 columns wide), opens up to the full size of the Workbench screen, displays ANSI color sequences and can load files compressed by PowerPacker. Also shows IFF pictures (which can also be compressed). This is version 3.04, an update to version 2.02 on disk 412, binary only. Author: Jonathan Potter

### StopWatch

A program to time events, including intermediate events, with an overall accuracy of about 250 milliseconds (since the timing events are registered by human interaction). Version 1.0, binary only. Author: Joe Rattz, Jr.

### SuperLock

A very flexible security program that can lock any or all of the devices present in the system, making access to them impossible. It can also optionally lock the keyboard and the mouse. Version 1.01. Requires arp.library. Binary only. Author: Jonathan Potter

### SuperSpell

A global spelling checker that checks your spelling no matter what program you are typing under. Can be used to check spelling when typing on a BBS, in a text editor, or anywhere else. Comes with a 9000 word dictionary, which you can edit, add to or replace completely. Version 1.1, binary only. Author: Jonathan Potter

### SysInfo

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 and has been fully updated to include many new functions. This is version 2.56, an update to version 2.53 on disk 571. Binary only. Author: Nic Wilson

### TplEdit

A gadtools template editor that is able to generate standalone C source code and does generate its own surface. This is version 2.00 beta, an update to 1.00 on disk 480. Requires Amiga-DOS 2.0. Includes source. Author: Matt Dillon, enhancements by Koessi

### WorldTime

A clock that has two states. In the first state, it has a small window which shows the current time and also the current time in another city in the world. In the second state, a large window shows the time in 84 cities throughout the world. The list of cities is configurable. Version 1.31, includes source. Author: Jonathan Potter

## FISH DISK #584

### DataPlot

DataPlot is a very special function "plotter". It does not really plot the data, but it creates a ".dat" file containing the function which you typed in and the corresponding values that have been calculated. The ".dat" file can then be read by "MultiPlot" (from AmigaLibDisk 467), so that you can manipulate the data with much more powerful functions than most normal function plotter programs offer. This is version 1.00. Public Domain. Source in C included. Author: Stefan Zeiger

### Electron

Electron World is a cellular automation described in "Spektrum der Wissenschaft" ("Scientific American") March 1990. This is version 2.01, an update to version 1.20 from Wizard Works 1. Shareware US\$ 10. Binary only. Author: Stefan Zeiger

### EnvPrint

EnvPrint is a handy tool for printing envelopes for letters. Just type in the addresses or load them from disk, and EnvPrint will organize the printing job for you. Version 1.20. Shareware US\$ 10. Binary only. Author: Stefan Zeiger

### Exec

Exec is a small utility for executing CLI/Shell-Commands from the Workbench. This is version 1.10. Freeware. Binary only. Author: Carsten Raufuß

### IFFWizard

IFFWizard shows all chunks of an IFF file together with a short description and the chunk length. It knows over 170 Chunk- and Type-IDs and descends recursively into chunks. This distribution also contains a companion file with a list of all chunk- and type-IDs known by IFFWizard. This is version 1.10. Freeware. Source in C included. Author: Stefan Zeiger

### RevHead

REVHEAD is a program for generating info files for your existing sourcecodes/executables. The info data is stored in a separate file. Features Kick/WB 2.0 environment. Ver 1.05. Freeware. Binary only. Author: Carsten Raufuß

### SpLi

A program for generating spheric lissajous figures. Algorithm taken

from 'Spektrum der Wissenschaft'. Version 1.00. Public Domain. Includes C sourcecode. Author: Carsten Raufuß

### TextStat

An extended "wc" (word count) program. It has all features of the SAS/C "wc" plus the ability to count the frequency of ASCII characters, alphabetical characters and many other things in a text. Version 1.10. Freeware. Sourcecode included. Author: Stefan Zeiger

### TurboLife

A quite comfortable implementation of the cellular automation "Life". Version 2.01. Update to version 0.60 from Wizard-Works 1. Shareware US\$ 10. Binary only. Author: Stefan Zeiger

### WizardClock

The ultimate workbench clock. Features a nice WB2.0 design, an easy-to-use intuition interface, 3 languages, analog clock, digital clock, calendar, alarm, and the ability to "read" the date and time with the "SPEAK:" device. Version 1.20. Public Domain. Source in C included. Author: Stefan Zeiger

### WizardFiler

This nice file requester is an enhanced version of Anders Bjerin's "FileWindow" from disk 337. It is very comfortable and has a nice WB2.0 design. Version 1.01. Source code in C included. Public Domain. Author: Stefan Zeiger, Anders Bjerin

## FISH DISK #585

### RayDance

Demo version of the RayDance raytracer. This is a fully functional version except that it requires clicking on a continuation prompt after every 15 minutes of rendering time and the total number of polygons and spheres in a scene is limited to approximately 1400. Includes both software and hardware floating point versions. Requires a minimum of 1Mb of ram. Version 1.0, binary only. Author: Charles Comstock

## FISH #DISK 586

### AzMake

A work environment for Aztec C. You can compile, assemble, link, print, etc your programs by clicking a gadget. Typing in the Shell is out. Version 1.1, shareware, binary only. Author: Christian Friedel

### BlackHole

A little utility that acts like a "super-trashcan" and adds an appicon to the Workbench backdrop window. As such, Black-Hole requires AmigaDOS 2.0. You can drag file

or drawer icons onto the Black Hole and you will then be asked if you really want to delete the items. Version 1.0, binary only. Author: Parsec Soft Systems

### Contour4D

Creates colored, altitude mapped objects for Sculpt 4D. Two IFF brushes are used; one to supply the color for the object and a second which, by its color intensity, gives an altitude for the object at that point. Objects are optimised so that large areas of one color and height become a single larger set of faces. Objects are output in Sculpt 'scene' format. Works with ordinary, HAM or Extra-Halfbrite brushes. Any palette colors can be omitted from conversion and all palette colors can be of different textures. Full Intuition interface. Version 1.5, shareware, binary only. Author: Bruce Thomson

### LLabel

A simple label printing utility. Very powerful as the user can/must do a lot of settings by himself. Features include variable linefeeds (in 1/216 inch steps) between 21 independent lines and freely configurable printer codes. Version 1.1.2, an update to version 1.0 on disk 478, binary only. Author: Stefan Berendes

### Opus8

A program to convert MacIntosh 8-bit sounds to Amiga 8SVX format. Includes source in PCQ Pascal. Author: John A. Safranek

### TheGallows

A hangman type game with over 3000 words. The objective of the game is to fill in the blanks and guess the word before the prisoner is hung, after the seventh miss. New words can be added to the list of words to guess, up to a maximum of over 9450 words. Version 1.0, shareware, binary only. Author: Joe Rattz, Jr.

### Tree4D

Creates 3D branching trees for Sculpt 4D complete with leaves. Many aspects of the shape and design of the trees are modifiable, including color and detail level. Objects are output in Sculpt 'scene' format. Full Intuition interface. Version 1.5, shareware, binary only. Author: Bruce Thomson

## FISH DISK #587

### ConLib

A run time reentrant library, developed with the purpose of making life easier for application programmers. It contains functions to format and display text, accept keys/messages, strings, or numbers, and to handle cursor and screen control, among other things. Version 2.00, includes source in asm.

# More Fish.....

Author: Bjorn Reese  
**GMC**

A console handler with command line editing and function key support. GMC provides extended command line editing, function key assignment in four levels, extended command line history, online help for functions in the handler, and an iconify function. Also includes an output buffer (dump to printer and window), filename completer, script function, undo function, prompt beeper, pathname in window title, close gadget for KS 2.0, etc. This is version 9.11, an update to version 9.8 on disk 434, with some new features and some bug fixes. Shareware, binary only.

Author: Goetz Mueller

## TMKBP

The Multi-Kickstart Board Project lets you build a Kickstart ROM switcher compatible with the Amiga 500 and Amiga 2000. It will hold up to 3 versions of Kickstart, and can be switched between via an external switch. If software does not work under kickstart 2.0, simply flip the switch and reboot under 1.3. It includes full step-by-step documentation, as well as schematics, and diagrams. This is revision 3.1.

Author: Neil Coito and Michael Cianflone

## FISH DISK #588

### FifoLib

FIFO: is like PIPE: but is based on fifo.library rather than its own implementation. Fifo.library is a general fifo library implementation that supports named fifos, writing to a fifo from a hardware exception, multiple readers on a fifo with each getting the same data stream, efficient reading, and automatic or manual flow control. Programs that require non-blocking IO can access one side of a FIFO: connection via the fifo.library instead of the FIFO: device. Version 3.4, an update to version 3.1 on disk 519. Includes some source.

Author: Matt Dillon

### FracBlank

A commodities screen blanker written for AmigaOS release 2.x. When running will blank the screen and start to draw real plane fractals such as described in the September 1986 issue of Scientific American. The resulting images may remind you of spiders' webs, lace or even the Chladnian patterns formed by grains of sand strewn across a vibrating surface. This is version 1.8, an update to version 1.4 on disk 535, and includes numerous bug fixes and enhancements (such as multicolor mode). Includes source in 'C' and assembly language.

Author: Olaf 'Olsen' Barthel  
**MandelSquare**

Yet another program to generate images from the Mandelbrot set, different from most implementations in that it runs only under AmigaOS 2.x, requires an '020/030/040 CPU and a numerical coprocessor. The calculation routines were written in '881 assembly language for maximum speed and precision. Also included is a 'movie mode' which allow generation of long camera zooms to spots in the Mandelbrot set. The resulting animations can be saved in ANIM-opt-5 format, allowing to replay them using 'MandelSquare' or standard animation software. Version 1.3, includes source in 'C' and assembly language.

Author: Olaf 'Olsen' Barthel

## FISH DISK #589

### Term

A gift-ware telecommunications program written for AmigaOS release 2.x (Kickstart 37.175 and Workbench 37.67 or higher required). Features include total configurability, full ARexx control, Xpr-transfer support, filetype-identification after download, cut & paste/point-and-click on screen, auto upload and download, scrollable review buffer of unlimited size, solid and fully-featured VT100/VT220/ANSI emulation, optional fast atomic terminal emulation, hotkey support, powerful phonebook and dialing functions, ability to save and print the contents of the screen as IFF-ILBM or ASCII file, full overscan and screen resolution support (new ECS screen modes included), asynchronous operation and a lot more. Comes with seven Xpr-transfer libraries (ascii, jmodem & zmodem) and documentation both in German and in English. This is version 1.9c, an update to version 1.8a on disk 534. Includes full source in 'C' and assembly language.

Author: Olaf 'Olsen' Barthel

## FISH DISK #590

### Crystals

A computer simulation of three-dimensional crystal lattices which permit you to observe stereoscopic views of any of the fourteen Bravais lattices with a variety of orientations, while rotating and positioning them in real time. The frame rate is between 10 and 30 frames per second, depending upon the options selected and the Amiga being used. It is primarily intended for educators and students in physics, chemistry, and geology. It is most suitable for use in conjunction with a course in solid state physics, or a course in crystallography. Version 2.15, shareware, binary only.

Author: David McKinstry

### EquiLog

A Master-Mind type game. Version 1.36, binary only.

Author: Pierre-Louis Mangeard

### MICE

My Image Code Editor. MICE generates source code from standard IFF pictures. Can generate either assembly or C source. Version 1.2, binary only.

Author: Pierre-Louis Mangeard

### Seeker

A 'find file' type utility for AmigaDOS 2.0 with more features than most such programs. Intuition interface supports AmigaDOS and unix-like wildcards. Several operations can be performed on found files. Version 1.2, shareware, binary only.

Author: Donald Lloyd

### 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. This is version 2.01, an update to version 2.0 on disk 561. Now includes a program to fine tune some fields in the trackdisk device, and a "no click" type program. Binary only.

Author: Sebastiano Vigna

## FISH DISK #591

### Flyspeck

A very tiny font, which is more of a gimmick than a useful font. Perhaps the tiniest font available for the Amiga.

Author: Sascha Wildner

### MonopolySrc

Source to the immensely popular Monopoly game distributed in binary form on disk 251.

Author: Ed Musgrove

### Vim

Vi Imitation. A clone of the UNIX text editor "vi". Very useful for editing programs and other plain ASCII text. Based on Stevie (disk 256) with many enhancements such as multilevel undo, command line history, improved command line editing, full vi compatibility (except Q and zn commands), command typeahead display, command to display yank buffers, unlimited line length, ability to edit binary files, file name stack, support for Manx QuickFix, shows current file name in window title, etc. Internal storage structures have been redesigned for optimal speed and memory usage. Version 1.14, includes source.

Author: Bram Moolenaar, et. al.

## FISH DISK #592

### CirclesUp

A simple little two player game where circles fly into the playing

When each player presses his corresponding ALT key they fly to the top of the screen and stop moving when they hit another circle or the border. The object of the game is to connect a specified number of circles of the same color. Version 1.0, includes source.

Author: Jason Lowe

### EZAsm

Combines parts of "C" with 68000 assembly language. Produces highly optimized code. Supports all 2.0 functions and more. Comes bundled with A68k and Blink, for a complete programming environment. This is version 1.6, an update to version 1.5 on disk 484. Includes example source and executable files. Binary only.

Author: Joe Siebenmann

### LAZI

A graphic interface for the archive utilities Lharc, Arc, and Zoo. LAZI will add, delete, extract, and update single or multiple files, list and test archives, allow you to read extracted readmes/docs or any other ascii file, save a configuration file that holds the locations of your work directories, archive utilities, and its position when iconified. At least 1Mb of RAM is recommended. Version 1.0, binary only.

Author: Mark W. Davis

### NumbersUp

A simple little game where numbers fly into the playing area from both sides of the screen. When you click the mouse button, they fly to the top of the screen and stick there. The score is determined by what numbers the current number lands near, and the game ends when the same numbers end up adjacent to each other. Version 1.2, includes source.

Author: Jason Lowe

### PublicService

A screen clock intended for those whose day revolves around aseries of breaks; this one counts down the minutes to each break, and complains if you're at the Amiga outside working hours! All break times are contained in a small text file (example given). Times are expressed in words rather than numbers. Includes source.

Author: Michael Warner

### QuickTrans

Freely redistributable replacement for mathtrans.library, containing faster versions of all 17 functions, with almost the same accuracy. Trigonometric functions are 2 to 2.5 times as fast. Logarithmic, exponential and hyperbolic functions are about 3 times as fast. Version 1.0, binary only.

Author: Martin Combs

### Star

Three C functions, that you can easily incorporate into your programs to draw stars. Includes source.

Author: Jason Lowe

Melway Map 28 Reference - J7

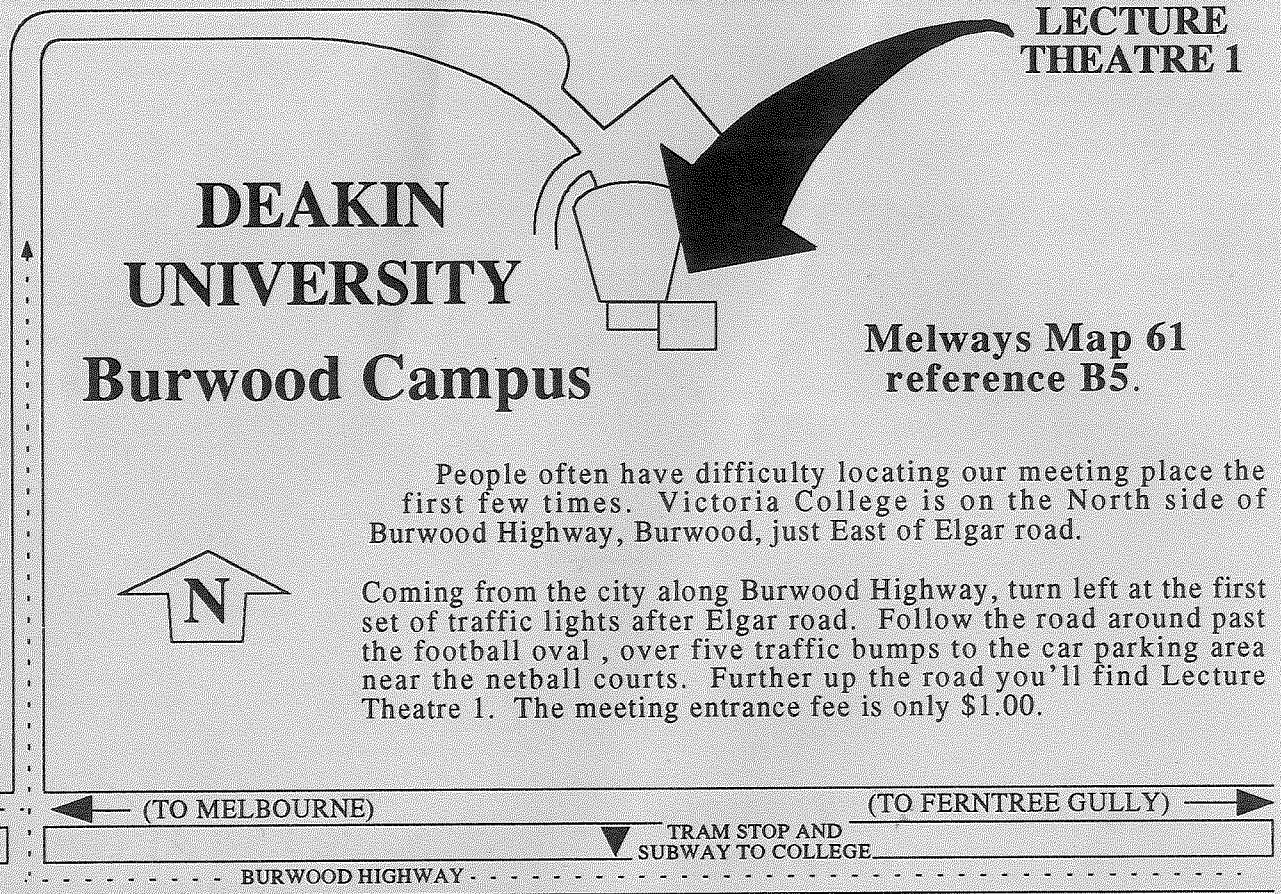
**North West AUG meets on the first floor of the Essendon Community Centre every second Monday from 7.30 pm.**

Melway Map 86 Reference - H1

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

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