

Mykonos

Jim Alexander

Useful Amiga Utilities	2
P.D. Library	3
In Defence of WB2	4
More About Picbase	6
Painting With Pixels	7
Spirit of Excalibur	9
Espresso Boot Disk	10

A.U.G. News

<i>BBS Report</i>	11
<i>SEAUG</i>	12
<i>Art & Music SIGs</i>	13
<i>Latest Fish Disk listings</i>	14
<i>Holmesglen Meeting</i>	<i>Inside Back Cover</i>

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.

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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

Monday May 11- NWAUG meeting
 Tuesday May 12- SEAUG meeting
 Sunday May 17- Holmesglen meeting
 Monday May 25- NWAUG meeting
 Tuesday May 26- SEAUG meeting
 Sunday June 21- Holmesglen 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 first week of the month preceding Publication. Contributions can be sent to: The Editor, AUG, PO Box 684E, Melbourne 3001.

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

Club Services

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

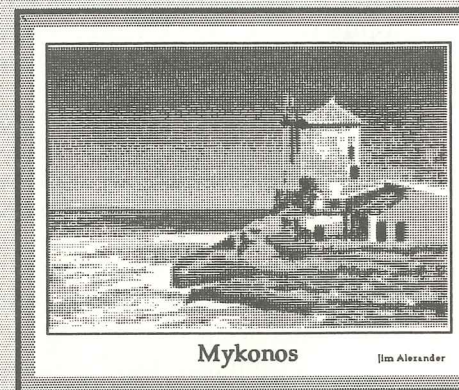
A.U.G. Help-Network

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; A/C & AMOS Basics	Bill Jordan	- 417 3521
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
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 Jim Alexander

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Amiga 500
 Amiga 2000
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Software

Pagestream 2.2

Printers

KwikKopy Highett

MAY we survive.

This newsletter is fighting to survive. Not in the sense that anyone is trying to stop its production but simply against the costs and effort to publish it each month. If it is to continue in the current format we need help.

We have received many favourable and rewarding comments about the newsletter since we revised the format in October 1991. It has involved a lot of time and effort, primarily from Ashley and Jim but it would have been to no avail without the continuing contributions of articles and graphic illustrations from club members. However, as time passes we tire and develop other interests so we are now calling for club members willing to share the load and perhaps take over what has been (mostly) an enjoyable and satisfying activity.

If you are interested please contact Ashley, Jim or myself, there are no real prerequisites. Although we can offer you plenty of things to do with your free time and the opportunity to travel, the greatest reward is the satisfaction of seeing the final product - all 900+ copies ready for distribution, with your name over there to the left.

The greatest threat to the continuing production of this newsletter currently is the cost. A recent letter to AUG members indicated that we may have to cut back to a bi-monthly newsletter, not permanently but at least until AUG finances improve. I thank those members who wrote to the committee and expressed their dissatisfaction with this decision, however I believe it is the only option open.

One of the reasons I became involved with the production of Amiga Workbench is that I believe a newsletter is the most important attribute of any club because it benefits ALL members. I also believe that a considerable portion of the costs can be recovered by advertising if it is a quality production. To achieve this we need help to actively pursue potential advertisers. We have many ideas but we need someone with the time to freely discuss our proposals with customers during business hours. I hope there is someone within AUG ready for this challenge.

Lester

Useful Amiga Utilities

by Rudy Kobut

I AM A GREAT user of public domain programs to help make my computing easier. Through a few years of trial and error, I have found the following the most useful to me. These utilities have been through the "is it useful enough to try and fit on my boot disk?" dilemma and survived - something else received the "heave ho" instead. On your Amiga, they should prove themselves according to your own needs, but I list them here for you to consider:

DMouse - an easy to install and use mouse accelerator/screen blanker/CLI hot key etc. utility. Written by Matt Dillon, recently elected to the European "Amiga Hall of Fame" for his contributions to the development of the Amiga. Available on Fish Disks (as are all the rest). One of those utilities that have never crashed the machine!

Dlineart - used with Dmouse, this utility provides colourful screen blanking images.

Overscan - a utility which is useful when using older software that opened NTSC (North American) screens but had resizable windows (eg. Aegis Draw). Running overscan "captures" the screen dimension information when the main program is started and converts it into PAL dimensions. Then the windows can be resized manually to full size of the monitor. If the windows are not resizable, then the program will probably crash (eg. Graphics Studio).

MSH - a fantastic program for allowing one or more of your Amiga Drives to read/write MS-DOS format (either 3 1/2" or 5 1/4") disks. The beauty of this is that the MS-DOS disks are accessible from within your programs. Very similar to the commercial program Dos-to-Dos. Most AmigaDos commands work on the MS-DOS disks eg. Copy, Dir, List. The only problem I

have found is that when I access the disks from within a program to write a file to them, I have to be able to turn off the writing of the ".info" file, or it overwrites the main file (since the MS-DOS system doesn't have such files).

RunBack - used with another utility called "Null Device", this program allows for the running of programs in the background that would ordinarily not "detach" themselves from the launching CLI process. For example, when you "run" the Clock program from the CLI, the CLI doesn't become available for further input until the Clock program exits. I now use "RunBack" whenever I can instead of "Run" - except when using the "Speak:" device. Now I can start my Clock from the startup-sequence file!

NoClick3.4 - an "Australian made" utility that turns off the annoying "clicking" sound made by your floppy disk drives. A version of NoClick is also available for AmigaDos 2.0. Call it from your startup-sequence file, near the start. Works perfectly.

FixCLI - a small program which is invoked whenever a Shell opens using the Shell-Startup file. This allows for those utilities that open Shells (eg. Dmouse) to have the full "Path" information available to them. I use it, it works, no

problems. Not an extremely necessary utility but small and may save you from an unknown problem.

HandyWB - there are many utility programs out there which allow you to add a new menu with items to the WorkBench menu strip. This is one of the earliest and I find it still easy to work with. It allows me to add a list of programs to the WorkBench menu which start once chosen. A similar concept to the new "Tools" menu on the WB2.0 window. The last item in the menu is "Exit", which is nice to have if memory has to be freed up.

DiskSalv - probably the most "cost effective" utility one can have. This program will "salvage" anything it can from damaged disks - including hard drives using the FastFileFormat. It seems to work where DiskDoctor fails (although I haven't tried the latest version of DiskDoctor that comes with WB2.0). This is one of those "must haves"!!!

MuchMore - one of those text file reader programs. Each of us has a favourite, this is mine. It has a full size screen display and scrolls text smoothly, has an online help facility, loads other files at the touch of a key, prints all or parts of displayed files to printer or disk, etc. A good value utility from Germany.

ASDG-RRD - this is what the Recoverable Ram Drive device on the Amiga should be but isn't! It is fully configurable to up to 8 megs of RAM (we should be so lucky!). You can set the maximum size but unlike RAD:, it only uses what is put into it. The rest of the allocated memory is always available to the system. It also has a low memory warning handler. So, throw away RAD: and get this!

ARP-Library - this library is used by quite a few public domain and commercial programs, and it is usually easily installed by just clicking an icon. It contains many routines, for example, a file-requester, that other programs don't need to duplicate within their own code. ▶

Virus Checkers - yes, I have quite a few virus checking programs including: zerovirus, virusx, berserker, virus_checker, bootx, and kv. I liked virus_checker the best, especially when it came with a FixSaddam utility to help fix the damage caused by the Saddam virus!! There are new virus checkers available all the time so it's a matter of keeping up with the developments. This is especially true for anyone trading disks a lot or downloading stuff from bulletin-boards.

PKAZip - this is an archiving program, like zoo or arc, only it has a truly Amiga intuition interface, so "zipping" and "unzipping" files is easy with the mouse! It is also fairly efficient from the tests I've seen -

not the best, but not the worst. I keep all my backup copies of utility programs in Zip format.

MRBackup - a disk backup utility which is now available commercially. The last version in the public domain is very good and more than adequate for the average user. Designed for hard disks, it is also useful with floppy disks. It allows for normal or compacted backup formats. Being Amiga specific, it is mostly mouse driven, and hence easy to use. I have only had a problem when using the date options - not enough practice I guess!

There are other utilities which I have on hand but which get used only rarely - such as Xoper, which

snoops on every conceivable and inconceivable aspect of the Amiga's operation and allows you to change or affect any item (often to your detriment unless you know what you are doing!). I have used it to release memory from rogue programs that "hang" without crashing the machine.

I used to use ScreenX until I got the latest version 3.0, which has a nasty habit of crashing my machine (which is a shame because this was a nice program to have around).

Anyway, those are my choices so far. I'm still looking through the Fish collection and trying various utilities. My thanks go out to all those Amiga programmers who share their work with us. ■

PD Library

Name : Mark Barnes
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Owner / Manager Ability Computing
Sysop Ability BBS (03) 807 0743
Fido 3:633/361
AmiNet 128:300/361
Treasurer Amiga Users Group
PD Librarian Amiga Users Group
Interests : Computers, Animation, Graphics, Music
Hardware : 1 AT 286/20 130MB HD -1
1 Netcomm E5 9600 modem-/ for BBS use
1 Amiga 2000 V6.2 with WB2.04 6MB mem
1 100MB Conner HD mounted on GVP Series II controller

So what do I do in my spare time you ask ???

As PD librarian I am lucky enough to have the entire Fish collection at my disposal. Which is quite handy.

Prior to every club meet I pack up my Amiga and accessories and fill up the car. The equipment includes 2 briefcases of disks containing all the latest Fish 1-630 at present, module disks and a few demo disks, 2 boxes of paperwork (Fish listings, order forms etc), my A2000 complete and AUG's 2 3.5" disk drives used for copying.

At the meeting is the normal rush around setting up, finding tables and putting my Amiga back together

again, setting up tables and getting Fish listings and order forms ready.

Then it's a case of hurry up and wait.. but normally not too long before the familiar, source in one drive destination in the other and away we go copying again....

Normally 90%+ of disks ordered at the meet are copied and ready to be picked up before the end of the meet. Those disks that are unlucky enough not to be copied at the meet will be taken home with me and copied as soon as possible and mailed out to you.

If you have any problems with the disks you receive then please feel free to give me a call and we will work something out. Disks that do

not work because of read/write errors will be re-copied at NO CHARGE.

If you have problems with programs on the disks then again feel free to call and I will hopefully be able to help you out and get it working.

If after a meeting you decide to order some Public Domain disks then you can fill out the form in a copy of your workbench magazine and mail it in with the appropriate cheque and disks if appropriate. These will normally be copied the same day I receive them and mailed the next day. If you do not want to cut up your *Workbench* magazine then you can submit an order on a plain piece of paper as long as all the relevant details are there.

At home I normally test a few of the programs on the Fish disks but do not know the entire Fish collection off by heart as some users would believe !!! I try to keep the AUG disk collection up to date with the latest listings on the catalogue disk, printing out the lists and keeping disks like our Comms disk (for modem users), Archivers disk (for packing files) as well as various others that need regular updates up to date with the latest versions of programs.

If you have any questions or would like any other "Special" disks made up such as games disks or utility disk just ask. ■

In defence of WB2

by Darren Gower

re: 'Window of Opportunity?', Workbench March 1992 edition

I WRITE IN response to what I consider ill thought through comments regarding the Amiga and specifically Workbench 2.0 by Rohan Safstrom (March Workbench 1992). While some of the criticisms levelled at Commodore can be justified (lack of hardware upgrades resulting in color improvement, for instance) much of what he said simply lacked foresight.

It is not often I am aggravated enough to DEFEND Commodore's actions, but this is one. It is important to get facts as accurate as possible before attempting to judge any new system. That is what WB2.0 offers - a NEW system. Don't be so hasty to judge WB2.0 (or the Amiga) based on Mr. Safstrom's article. Much of what he says I find unable to justify. Mr. Safstrom suggests that the necessity of purchasing a multisync monitor to have access to non-interlaced "productivity mode" somehow detracts from its value, compared to IBM machines. The reasoning is that you must "...spend an extra ... \$450-\$900 on a multisync monitor." He fails to realise the same is true for ANY computer owner, be it in the IBM or Macintosh world, when upgrading to a new display system. He too readily accepts that "... VGA ... can give 800x600 pixels resolution ... with no flicker and no visible scan lines, on monitors that cost roughly the same as an Amiga's[monitor]". Yet he fails to realise that VGA was an upgrade path from Hercules, CGA, AND EGA in the IBM market. ALL of these required a NEW monitor. Mr. Safstrom also states "... WB2 introduces some ... utterly useless display options... Productivity ... allows 4 colors in a 640x480(640x960interlaced) ... display." Well, my productivity display is currently set at the maximum overscanned size of 680x495 non-interlaced (680x999interlaced), so he is inaccurate there too. Yes, you do

need a VGA or multisync, as Mr. Safstrom states, but this is to be expected. The frequency at which the monitor must transmit a VGA compatible display (and that IS what it is doing) must require a compatible monitor. Is it not true also for IBM and Mac (or any?) platforms that upgrading generally

It is not often I am aggravated enough to DEFEND Commodore's actions, but this is one.

will require SOME hardware additions and changes? And "...\$1000 to \$5000..." for 24 bit image processing? Maybe closer to the \$2000 actually. Firecracker 24 at US\$895 (about A\$1300 excluding import duty). A little higher up is GVP's board, at US\$1899. This compares favourably with IBM and MACsystems.

"Why not use the standard 640x512 HiRes mode which offers 16 colors..." instead of productivity, Mr. Safstrom asks? For me, it has to do with

1. I don't USE 16 colors on the Workbench screen.

2. I far prefer rock steady, non-interlaced display of productivity than that of hi-res. Also there are NO black scan lines in between lines on the display in productivity as there are in other Amiga resolutions.

3. 16 colors equates to a large processing overhead for the system, with relatively little benefit (for me). There is no reason, in (most) applications to want any but 4 colors on Workbench screens; that's all you

had in 1.3, and that's all most software utilises on a Workbench display anyway. Where necessary, I CAN transfer down to those lower res. screens, but believe me, it does NOT happen often. Mr. Safstrom also suggests that Super-HiRes is "... 1280x256(1280x512 in interlace) ...". Again this is mistaken. Its maximum overscanned size is 1432x283(1432x566 interlaced). And he also exclaims it "...does so by cutting everything's width in half!". This sounds a little strange. It doesn't cut things in half, it simply retains the bitmaps to the older resolution's scale. What would he have? Would it be preferable to distort everything to scale in an attempt to give proportion to the bitmapped displays scaled for 640xwhatever displays?

Those packages which are being produced to take advantage of super-hires will mainly be Desktop Publishing programs and the like, which ultimately use scalable fonts (now built in to WB2.0). So the scaling up won't be a problem. Another of Mr. Safstrom's comments is that "... very few existing Amiga programs take advantage of these new display modes, and it seems unlikely that any serious programs will ever [do so] by default." Huh? Why would they by default? In an ever increasing number of packages, programs are taking advantage of these new display features as an OPTION. Together with the fact that any program that can open on Workbench screens will AUTOMATICALLY use whichever display mode is active, I can't understand the reasoning behind this statement. Just take a look at the overseas magazines, and how many programs are becoming 2.0 aware. CygnusEd, Wordworth, PageStream (which can open on a Workbench screen), ProWrite, Final Copy, DesignWorks, the list goes on. That's just from a quick flick through the first few advertisements in November 1991 AMIGA World.

Further about IBM's OS/2's pending upgrades, Mr. Safstrom says "...[OS/2] promise[s] better performance, and simpler operation in the immediate future, and the fast MACIIs multitask seamlessly." Oh dear. OS/2 requires a

minimum of 4 megabytes of memory, it ONLY manages to multitask about 4 applications in this space, requires at least a FAST 386 based system with a 40meg hard drive to be effective. (OS/2 takes about 15meg+ of Hard drive space). As for the MACs - that brings up the PRICE comparison; this I do NOT intend to start in this forum.

In regard to standard environments, I agree that MACs do it better. I too would like to see in many applications a standard interface, but this neglects one of the AMIGA's most important aspects. The programmer of the AMIGA is free to really make his program stand out, rather than conform. How many of us have come across that 'special' piece of software, judged so because of its incredible features, interface, etc. Whether this counterbalances the lack of conformity in other packages is certainly a well taken point. This is one of the things that Amiga DOS2.0 attempts to address.

Printer routines on the AMIGA are, in some cases, the best I have seen on ANY platform. I don't

know that Mr. Safstrom has seen enough program output to judge "...most programs' printing routines..." as "...very disappointing". Tell that to the readers of the popular magazine "Amiga User International", for instance, (of which I sometimes am one). This magazine is created ENTIRELY with Amiga software and hardware. Those who use Professional Page or PageStream in DTP applications would also, I am sure, disagree.

Mr. Safstrom is entitled to his opinion that "...[WB2.0 offers] virtually no significant upgrade in Amiga's capabilities." and it is true that there is "... no increase in the number of colors available". How he can claim, however, that "There is no increase in resolution..." APART FROM "... Productivity and SuperHires..." is beyond me. "There is no elimination of scan lines or interlace flicker", he states, after telling us that "... Productivity allows 4 colors in a ... non-interlaced display...". Productivity ALSO eliminates scan lines.

Yes, the AMIGA does need to see

better display modes. But you will have to buy a machine that can accept a card to do so, JUST LIKE in the IBM or Mac world. A 2000 or a 3000 is just such a machine, as is the 1500, now available from CBM (in Australia? I'm not so sure...). Speed of the custom chips IS coming. Developers are under non-disclosure and can't talk about it. But by all reports I read/hear, they ARE coming. And is WB2.0 worth \$149? With a far more stable OS than 1.3, much higher aesthetics, GREAT programming routines (read the other articles in March Workbench regarding internal changes to WB2.0), GREAT documentation, AREXX, Scalable fonts IN Workbench and any correctly functioning font-needing application, MUCH enhanced CLI, better screen resolutions, very high compatibility, better Workbench in EVERY way (and it would have to be to convert the likes of me from CLI only to mostly Workbench...), more programs becoming 2.0 aware (which equates to more - and standard - features) I would say resoundingly - YES!

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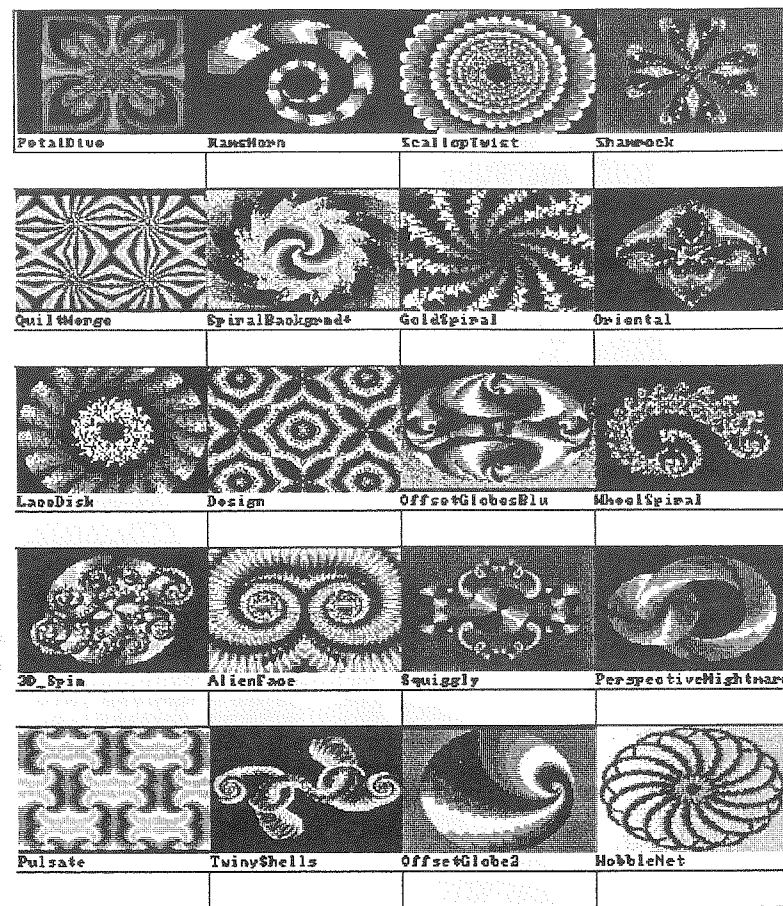
by Norm Christian

SINCE A couple of years ago, when I started to develop what I guess can only be described as an obsession with the colour cycling abilities of DeLuxe Paint, I have amassed over 200 picture files. Therefore having read the review of Picbase in the October issue, I obtained a copy and can vouch for its usefulness. When you have had to invent 200 different names, it's almost impossible to link a mental image with every filename. In fact, I'm lucky to be able to identify 10 percent.

PicBase solves this problem very nicely, but there is a snag. In order to do a visual search, you have to first boot the program and read in all the cels, which is a slow process. After a lot of experimentation, I have evolved a better way. Each of my disks holds about 20 pictures, and I now have hard copy of each disk on a single page; now a single glance suffices and best of all, I don't have to interrupt computer time.

The procedure is as follows: First you will need a utility which will capture images from the screen - there are several in the public domain. Can't remember where I got mine but it is called Snap and you can outline the desired area which is then saved to RAM: as a brush. PicBase displays images four at a time across the top of the screen. Sort alphabetically before you begin to capture, and be especially careful to outline only the 4 images and their names, nothing more. Repeating this 5 times covers the 20 pictures.

Next copy the brushes from RAM: to a disk before you lose them (some utilities store to disk at the



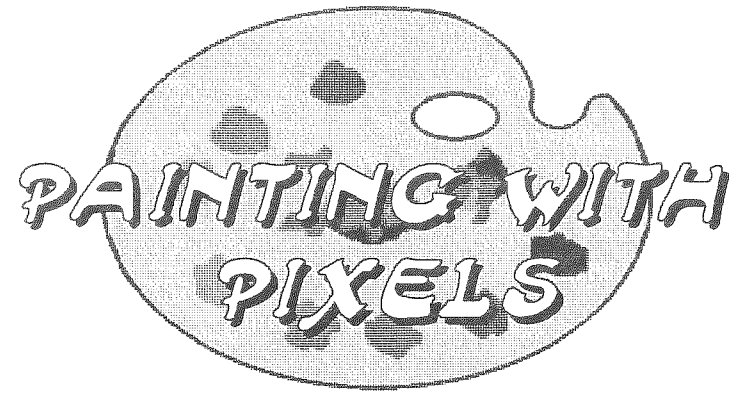
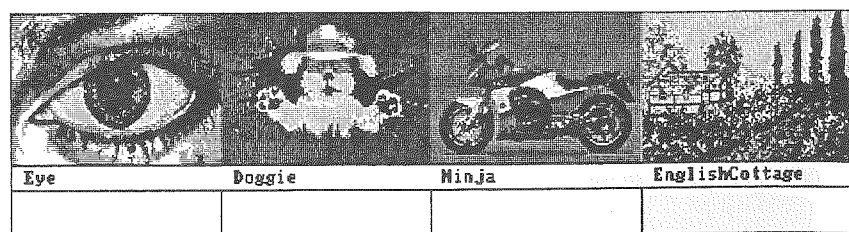
Norm has produced about 200 cycling pictures and found it difficult to visually recognise them by name, until PICBASE came along. Now each disk of 20 pictures has its own printed record, as per sample above. Grabbed from the screen and put together in DPaint, with spaces left for remarks.

time of capture). Now boot up DPaint in HiRes with 8 colours, specifying page size as full. Load the 5 brushes and arrange in alphabetical order. You will find that there is room for this and to leave a space between each row, under the title, for later comments. At the bottom of the page there should also be room for the disk name. If you now print out you will be disappointed; the program uses 8 shades of grey which are fine for on-screen viewing but too dark for printing. A grey shade consists of equal mixtures of red, green and blue - if I therefore say 6, that means 6R,6G,6B. The palette is 2 vertical rows each of 4; starting top left and counting down, your brushes use 10,2,13,8 then 4,6,12,0.

For a nice clean print we need

black letters on a white background, therefore we will have to alter the first 2 colours. We will also have to lighten the other shades roughly in proportion - also to get a good spread of shades on the printer, which is different from one on the screen. I nearly wore out my printer with trials before I settled on this palette: 15,0,13,12 then 8,10,14,4.

The pictures are very small and compressed vertically, also I am using a 9-pin dot matrix printer - nevertheless they are perfectly recognisable, which is the purpose of the exercise. I made up a template of squares to fit the pics, this makes it much easier to locate the brushes when loading, also you get the correct palette by loading the template first. If anyone wants a copy, be my guest.

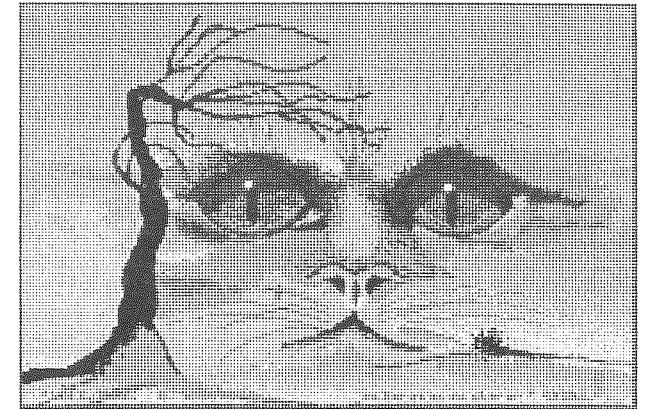


The capability of the Amiga as a graphics tool will be demonstrated at the May meeting of Amiga Users Group Inc at Holmesglen TAFE Conference Centre., where an exhibition of freehand paintings created by Jim Alexander, a member of this group, will be on display.

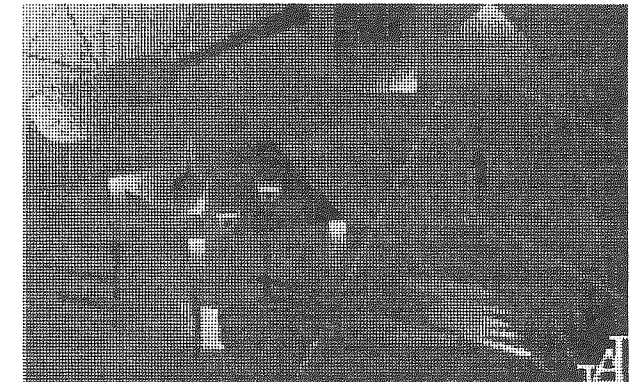
Jim Alexander was born in Melbourne in 1918. He entered Sydney University in 1940, where he met Gwen Armstrong who became his wife in 1946. The war interrupted his studies for three and a half years. He saw service in New Guinea, firstly in infantry and later with light anti-aircraft artillery. On his return, he completed science and forestry degrees and commenced his life's work as a forester for Australian Paper Manufacturers, firstly in Gippsland and then working from Melbourne, establishing pine and eucalypt plantations and managing existing hardwood forests. After retiring in 1983, he became interested in painting, and produced a number of works in oils, watercolour and acrylics.. Jim bought an Amiga 500 in 1988 to assist in planning his designs for abstract acrylic paintings, but has found the results so satisfying that he now regards the computer as his principal medium. Accordingly, he has now upgraded to the Amiga 3000.

Jim uses DeluxePaint to produce his paintings. He prefers HIRES mode for the finer detail it allows. This, of course, means fewer colours are available, but the pictures on display show that, with careful planning, superb effects can be achieved with a limited palette.

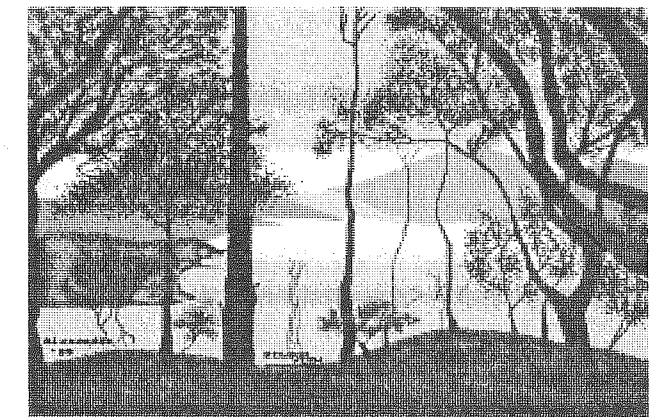
To get hard copy for framing, the method used is to photograph the images directly from the screen, and have the prints enlarged by a commercial colour copier. Jim uses an OLYMPUS fully automatic 35mm camera with macro mode using Kodacolor Gold 100asa film, or occasionally EKTAR 25 asa.. The photographs are taken in darkness, with the camera mounted on a tripod. A template created for the purpose is displayed on the monitor to assist in lining up the shot. The image to be photographed is then displayed, and the shutter released with the delayed action timer to avoid camera movement during the exposure.



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Abstract



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Spirit of Excalibur

reviewed by Stan Niremberg

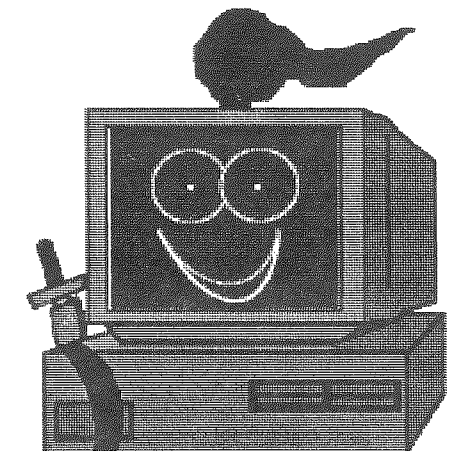


illustration by Nathan Mitchell

SPIRIT OF EXCALIBUR can best be described as a graphical role playing game. The object of the game is to guide Lord Constantine in uniting post-Arthurian England. In order to complete this task, Lord Constantine must gather the Knights of the Round Table and execute a number of quests.

The game is shipped on two disks and is accompanied by a comprehensive manual and a map. The map is a useful geographic guide to England, allowing the player to easily navigate characters; it is also required as part of the copy protection scheme employed by the software publisher. The game may be played from a copy of the floppy disks or it may be installed on a hard drive. Note that a 1 megabyte Amiga is required to play this game.

This I found to be the most difficult part of the game as it involved sending many parties out to search the whole of England in order to find Sir Lancelot in time to allow him to defeat both enemies.

The third episode requires that an enchanted giant be removed from outside of Camelot. The fourth chapter is based around the removal of a demon whilst the final section of the game is used to defeat, once and for all, the evil Morgan le Fay.

moving around on the map of England in real time. Clicking on a shield will bring up a requester to inform the player of what the character is doing. When a character reaches a destination or is confronted by someone or something, the player is given a choice of actions to execute (talk to someone, or join forces, etc.)

A major part of the game is based on travelling around England, trading for items which might prove useful in casting magic spells or in healing, or just gathering information to help in any given quest.

A number of battles form an integral part of the game. The outcome of these battles may be left to the computer, or the player may zoom in to have a look at the fight and possibly direct its outcome.

Despite the game's slow operation, I found the game attractive and enthralling.

Spirit of Excalibur is divided into five episodes, with each episode having a main task and a number of side quests. The first episode is simply a walkthrough to familiarize the player with the game and game controls. In fact, all that is required is that correct responses (usually "YES") be given to the requesters as they appear. Subsequent episodes are considerably harder and require a good strategic approach.

The second episode requires that the Knights of the Round Table find Sir Lancelot, in order to increase their power in defeating two enemies. The first major quest is to defeat a large Saxon force threatening London. The other major problem is the huge army of Melehen, son of Sir Mordred, which is rapidly descending on Camelot.

The game itself is very attractively presented, with many colourful graphics and good sound effects. Because of the extensive use of graphics, the game runs slowly. Even from a hard disk, screen changes are slow and requesters take a long time to appear and respond to user commands. Despite this, I found the game quite playable.

The control of characters and conversations and transactions between characters are performed through a series of requesters that pop up as required. In addition, it is possible to send as many parties on as many missions as there are characters available. This can get somewhat confusing at times, as the player must keep track of all that is going on.

Characters that are sent on a quest are represented on the screen as shields with specific coats of arms. These little shields can be seen

In one to one combat, it is possible to view an animation of a swordfight, the outcome of which is decided based on the attributes of the characters (strength, armour, etc) or the fight may be controlled manually, arcade game style. In addition, other characters or the one involved in the actual duel may be directed to cast magic spells or to use specific items as desired to help change the outcome of the fight. In battles, the army may be directed to carry out various manoeuvres that help good overcome evil.

Although I found this game challenging, I do not believe it would be so for a hardened RPG player. Despite the game's slow operation, I found the game attractive and enthralling. I would certainly recommend it to anyone, even if largely on the basis of the high quality graphics that are used in the game.

Stan has an A500 with hard disk and additional RAM and uses it for wordprocessing, DTP, spreadsheets, as well as developing (occasionally) educational software using AMOS, DPAINT IV and Audio Engineer.

Espresso Boot Disk

by Rob Pemberton

ONE SURPRISE that awaits new Amiga owners when they first turn on the machine and dutifully obey the "hand" disk request is the seemingly endless bumps & grinds that accompany the booting procedure - and the "take five - make a cup of coffee" nature of the whole business.

Well there is good reason for all that time being taken. If you have just booted the standard 1.3 boot disk then the disk drive has dumped a 160k lump of data into your machine which forms the guts of the operating system as well as giving you access to multifarious utility programmes (i.e. when you issue the INFO command via CLI you'll see that the boot disk is 100% full!).

But how important are the programmes on the boot disk? Can we edit the load time down to an espresso cuppa duration?

Probably not, but the idea of creating several custom boot disks makes good sense depending on the type of work you have in mind, but first you need to know what programs are essential and what aren't.

At this point can I offer an age-old piece of advice? If you haven't made several copies of your original boot disk please do so now!!! Then place the original disk in a special box that the kids and the dog don't know about in another room.

Boot up one of the copies and rename it "Espresso Boot" or some such thing via the Workbench menu. Enter the Command Line Interface (CLI) via the SHELL icon in the SYSTEM drawer, and type DIR OPT A <Return> at the prompt.

Rob is a Television Producer in real life, but secretly wishes he were "COMMODORE MAN" "able to leap tall problems and help all new Amiga users!"

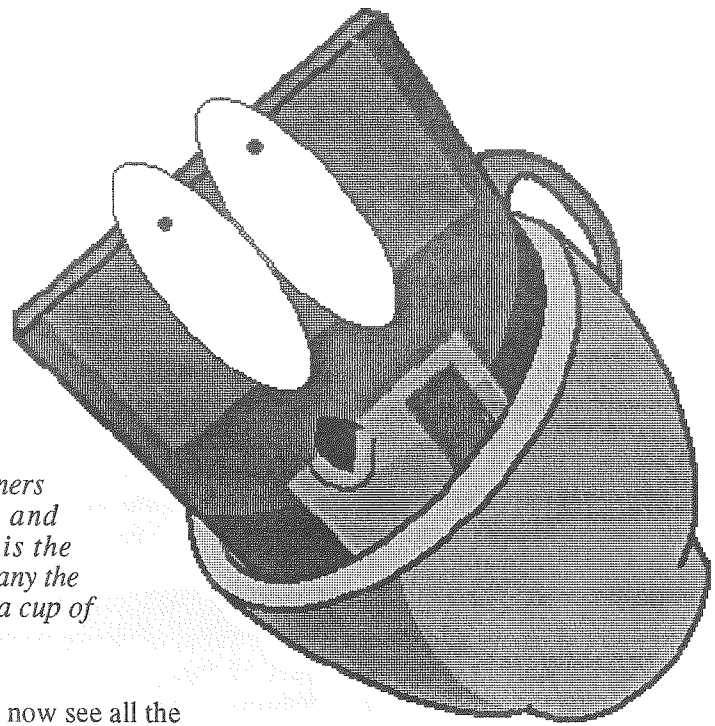


illustration by Nathan Mitvchell

You will now see all the files that make up the contents of the standard boot disk. (Use the right mouse button to freeze/unfreeze the listing as it whizzes past).

The files sit in the following directories -

The C Directory contains standard CLI commands i.e. DIR, COPY, DELETE, FORMAT, LIST etc, as well as more esoteric commands that are used by the Workbench's Startup-Sequence e.g.

can we edit the load time down to an espresso cuppa duration?

ADDBUFFERS, BINDDRIVERS, MOUNT, SETPATCH etc. It's important to remember that some installation programs will assume the existence of commands like ICONX, ENDIF etc. So in truth it's unwise to remove anything from the C Directory unless you replace with an equivalent program. You will find shorter and more powerful versions of many DOS commands in the public domain (usually on Fish disks) and a DOS upgrade known as ARP 1.3 (AmigaDos Replacement Project) also available in the public domain.

The DEVS Directory holds special programs for the system to load when required, such as "narrator-device" when speech synthesis is called upon, or "printer-

device" which translates standard printer codes into your printer's specific codes. Other programs are used by the RAM drive, SER: & PAR: devices and the "clipboard" which holds temporary files. The DEVS directory also holds printer drivers (which you can select via the PREFERENCES drawer) as well as KEYMAPS which are set by the SETMAP command. You shouldn't remove any of the files in DEVS, unless you have accumulated unnecessary printer drivers, keymaps or temporary files in the clipboard drawer, which should be empty.

The EXPANSION Directory holds software drivers required for hardware like add-on hard drives. It comes empty on the standard WB disk.

The FONTS Directory contains 7 standard Amiga fonts, and you'll find other fonts available on the 1.3 EXTRAS disk, in commercial collections and in the public domain. It's entirely up to you whether to invoke fancy fonts in your latest Word Processor or Paint program. Keep in mind though that after deleting and adding fonts to your Workbench boot disk you'll need to run the FIXFONTS program (you'll find it in the SYS drawer) to adjust the font description for that session.

The LIBS Library contains a collection of "shared libraries" ▶

- accessory programmes that are loaded into other programmes when requested. Because you can never be sure which libraries are required by any one program, it's wiser to leave this drawer alone. You will also find the need to add special libraries to the boot disk (eg. arp.library) on occasion so be prepared to erase other files to make room.

The L Library on the other hand contains "handlers" which are also called up for use by various software devices, such as AUX:,SPEAK:, or PIPE:. The Disk-Validator and FastFileSystem are used for floppy and hard drive management, and the Ram-Handler by the RAM:disk. Newcon-Handler and Shell-Seg are used by AmigaDOS's CLI shell. Needless to say these files are small and important to keep.

The PREFS Directory programs are only required when you wish to change the system preferences such as the workbench screen colors, printer driver, mouse pointer configuration, etc. Because you're unlikely to do this more than once, the PREFS drawer is a good candidate for deletion, keeping in mind that if your preferences change then you can go back to the original boot disk to redraw your working environment.

The SYSTEM Directory is similar to the C Directory in that it contains generally useful system programs that can run from the workbench by icon, eg. Diskcopy and Format. Again these programs are quite small and useful to keep.

AmigaDOS scripts reside in the S Directory - the major one being the Startup-Sequence (which in 1.3 is extended by the StartupII script)

executed at every bootup. Other files in this directory are for your convenience and can be deleted.

The Trashcan, T (temporary) and Empty Directories will remain empty until action from the user. The Utilities Directory is the source of most "spare" programs on the boot disk. As in the C Directory you will find smaller, more efficient versions of Notepad, Calendar, Clock, More, etc in the public domain if you feel a need for these aids. It's interesting to note that the total space of these utility programs is 128K alone.

As you'll see at your next Amiga session - a cleaner, smaller boot disk will shorten your wait time and quicken that cup of coffee. Well, maybe I'm stretching things a bit, but at least you'll feel more in control of what your computer's doing. ■

BBS Report

Sysop - Gary Gajic

Here is a long awaited BBS report to let all you guys know how your BBS is coming along. And also to give you an idea of what Amiga Central is tapped into. There have been a few problems lately, with the user list becoming corrupt, which is why every one had to log in as a new user and wait to be registered - I hope it didn't cause anyone too much grief. Another problem was the BBS freezing during message entry while using the Full Screen Editor. The FSE has since been removed, and we will all have to put up with the line editor. There is also a problem with the file section regarding marking files, usually while doing a new files scan or a find file. The best way to avoid it is to note the files you want to download and use the [D] Download command from the file menu. If it reports that the file is not found, use a wild card instead of the .??? extension... EG. GAMES* Well, thats it for the BUGS, I hope.

What's happening

Chris Tremelling kindly lent us the A.U.G. a 2 Meg Memory card for the BBS, as we were running a 3 line (sometimes 4 with local line) in only 3 meg (1 Meg chip, 2 Meg/32bit Ram). Thanks Chris.

Amiga Central is currently connected to 2 fido-type networks, the usual fido-net echos (most of them) and the other is called "AMINET". It consists of about 7 echos, and has been started to attempt to remove all Amiga Echos off Fido-net. Please use these areas for Amiga Specific conferencing. "ADS" which stands for Amiga Distribution Software is a 72 hour around the world file echo. If you are interested in moving a program you have written, this is the way to go. There are heaps of files coming through every day. They are automatically put into their specific areas so most of the new files are actually ADS/SKY files. You can tell if it was brought in by ADS/SKY networks by the uploader of the file - usually "AMIGATICK". SKYNET is the other file echo which is like ADS. The new AMOS file section seems to be engaging quite well, so there is no excuse for not logging on and leaving/reading some mail. There are many useful message areas. Here is a short list, just in case you didn't notice them. *General Amiga Australian Amiga Echo. U.S.A. Amiga Echo. Sound. Graphics/Video/Demos. G.V.P. Support. Programming Support*

(C/Develop/AMOS/AmigaBasic/Lattice C/Arexx/Etc.) Directory Opus Support. Amiga_Net Echos. Mailer Echo's. Help Network. And many many more.(Covers just about every interest). There are also a few new doors, the first is "Wanderer", a stoneage type game, which is quite good for a BBS Door. The second is the EXCELLENT Blackjack door. Its graphics are the best I've seen for a long time and must be seen to be believed. There is still the old Global War door which always seems to be busy. If you have never played it you are missing one of the most interesting games available. Take over the world - If you're good enough.

Chris Bonifazio has kindly put together some Workbench 2 ANSI screens, which enhance the look of Amiga Central. It can be selected from the [A] Adjust Parameters menu which is off the main menu. Select one of the following :- ASCII - Standard Text - No Colors or Graphics. ANSI - 16 Colors - Graphics. WB2.0 - 16 Colors and any comms package other than NComm. If there is anything you would like me to explain or clear up any queries please leave me mail on the board or pass a message to George Wahr at an AUG/NWAUG meeting. You could also call me on 376-4378 (7pm - 9pm ONLY !!!!!!).

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SEAUG

Co-ordinator - John Barlow

WITH EVER growing numbers and a group of dedicated followers the SEAUG has in the last month gained much ground. The meetings are still every second and fourth Tuesday of each month at 7:30pm and still at Cheltenham Hall.

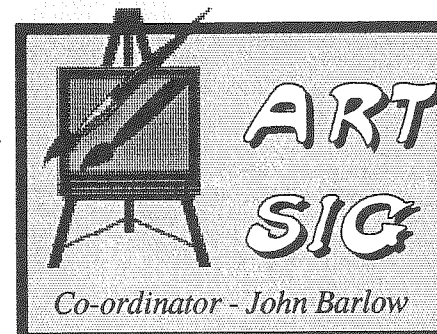
The second Tuesday of April proved to be our most successful to date, except for the disk magazine copy meeting. The meeting started with, as usual some light discussion and news. This was followed by two videos. The first was a rock video, which gave a good illustration the state of computer animation today. It was noted that the animation appeared to be created using an Apple Mac with the appropriate rendering software.

The second video was an American user group video (in PAL) providing us with an insight into the US Amiga scene. The video, was created with help from the Video Toaster, which also proved to be interesting.

Following the videos, we took a quick look at Pagestream V2.2HL (With HotLinks patch) and Dick Bartholomew also graced with an insight to Sculpt 4d. Dick showed the process which he used to create an animation of a fish swimming.

I would also, like to take this opportunity to remind all AUG members that there is a competition on to design a logo for the SEAUG. All entries will be examined and some of the best will be chosen to be published and then a judge will decide the winner. Thme of the best will be chosen to be published and then a judge will decide the winner. The first prize, an optical mouse with second and third prizes also being awarded. It should be noted, the criteria for winning first place are simple - it doesn't have to be fancy, it should be legible in two colours (Contrasting) and should represent the SEAUG. See you at the next meeting !!!!!

THE ART SIG on 21st April was held in Aspendale. The attendance was down a little, but we still had a very enjoyable meeting. As usual the meeting continued until quite late. Len Heitman has ordered the new version of Scenery Animator. The sample pictures were the most realistic I have seen. The program is even capable of producing trees and clouds. One shot showed a view looking up through a tree at a mountain. The details in the tree and the mountain were of very good quality. It will be interesting to see how easy this package is to use. I am sure Len will bring it along to demonstrate as soon as he has it. As usual the Wood's TV projector was put to good use. We looked at the effects in Terminator II. The big screen and the great sound system added another dimension to this incredible movie. The movie showed just how far you can go with Morphing, a creative mind and a good computer system.



Co-ordinator - John Barlow

Following an item in this column about Nathan Mitchell's hope to get some work experience, in graphics and animation, while studying for his VCE, Lisa Roberts of the Animation Network offered him some holiday and weekend work. Nathan did quite a bit of work for the Animation Network over the Christmas break and on some weekends. He recently applied to do work experience with a company

that does Plasticine Animation for television (the people who made The Oily Peanut Butter ad). Originally the company was not interested, but when Lisa heard of this she rang and told the guy in charge (whom she knew) that he would be stupid if he did not give Nathan a chance. As a result Nathan got the opportunity to do his work experience with the company. At the meeting he brought along a short video that he made whilst he was there. Although it was not strictly computer graphics everyone was very interested in it and I am sure that it will make a great addition to Nathan's VCE folio. Incidentally, whilst Nathan was working with this company, he told them about the great animation potential of the Amiga. They were quite surprised how much could be done with it. Maybe we could have another convert out there.

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May
The next Art SIG will be held at Aspendale on Tuesday 19th May starting at 7.30 pm. Anyone interested in attending should contact, John Barlow at the next AUG meeting. SEAUG meeting or on 551 4760.

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The next Art SIG will be held at Aspendale on Tuesday 19th May starting at 7.30 pm. Anyone interested in attending should contact, John Barlow at the next AUG meeting. SEAUG meeting or on 551 4760.



Co-ordinator - Norm Christian

There was no official SIG in April due to Easter, but I enjoyed several productive visits from individual members. Thanks to Peter Rae for responding to my appeal for an alternative venue. Next SIG will be as usual on the Monday immediately following the main meeting, that is at 7.30 pm on 18th May, NOT at Keysborough but at Peter's home in BORONIA.

Please phone him on 729-2268 to advise if you will be attending and to obtain directions. All welcome - please bring any music files or programs you wish to play or discuss, also some blank disks.

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FISH DISK #611

AntiCicloVir

A link virus detector that detects ten different such viruses. Version 1.1, binary only.
Author: Matthias Gutt

TeX

A complete source and binary distribution of TeX version 3.1 and MetaFont version 2.7 for 68020/030 with FPU. Because of its size, it's distributed on six disks (611-616) in archived form. Does not include any pk-fonts, previewer, or device drivers.
Author: Donald Knuth et. al. Amiga port by Edmund Mergl

WildStar

Toggles the RNF_WildStar bit in the DOS library root node, which allows AmigaDOS to use the "*" character as a true wildcard which is mostly plug compatible with "?". Version 1.2, includes source in assembly.
Author: Ken Simpson

FISH DISKS #612 to #616

TeX

The rest of the complete TeX source and binary distribution of TeX version 3.1 and MetaFont version 2.7 for 68020/030 with FPU. Because of its size, it's distributed on six disks (611-616) in archived form. Does not include any pk-fonts, previewer, or device drivers.
Author: Donald Knuth et. al. Amiga port by Edmund Mergl

FISH DISK #617

AutoCLI

A 'PopCLI' 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 freeze mouse, more function keys, mouse activated screen shuffle, close gadgets on Shell windows, and more as many users have requested. This is version 2.17, an update to version 2.12 on disk 571. Binary only.
Author: Nic Wilson

Beach

A great new animation from Eric Schwartz. In "A Day at the Beach", Flip the Frog and Clarisse the Cat head out for a day at the beach where they run into MoonDoggie. Needs 3Mb or more of memory. This is part 1 of 2. Part 2 is on disk 618.
Author: Eric Schwartz

Revenge

A fast-action game with horizontal scrolling in which you control a laser-spitting Camel while destroying hordes of weird enemies who are after your hump. Collect bonuses on the way to obtain more devastating weaponry. In 2-Player & CPU-Assist modes, an Ancipital-creature joins the Camel to make a team. Stereo phased samples, 42 levels in several zones. 512K-NTSC version. 1MEG and/or PAL versions available upon registration. Shareware, binary only.
Author: YaK, Llamasoft UK

FISH DISK #618

Beach

A great new animation from Eric Schwartz. In "A Day at the Beach", Flip the Frog and Clarisse the Cat head out for a day at the beach where they run into MoonDoggie. Needs 3Mb or more of memory. This is part 2 of 2. Part 1 is on disk 617.
Author: Eric Schwartz

Contact

A memory resident "pop-up" program for maintaining a list of names, addresses and phone numbers, or other flat file database applications. Can print labels in up to four columns, to PostScript printers, or any preferences supported printer. Up to two phone numbers can be stored with each entry, and dialed automatically using pulse or tone dialing. Unique sorting feature allows the user to specify the sort key of each record.

Addresses can be imported and exported via the clipboard, or output using the unique 'type' feature. Notes can also be associated with each entry, using your favorite editor. Has full ARExx support. Version 2.0, binary only.
Author: Craig Fisher, CMF Software

VCLI

Voice Command Line Interface (VCLI) is an Amiga voice recognition program that learns and recognizes 48 spoken voice commands. Each voice command is associated with an Amiga CLI command that is executed when an incoming voice command is recognized. VCLI allows the execution of any Amiga CLI command by voice. Requires the Perfect Sound 3 or Sound Master audio digitizer. This is Version 4.0, an update to version 2.0 on disk 542. Binary only.
Author: Richard Horne

VoiceDemo

Illustrates the programming techniques required to use the voice.library to teach your Amiga to learn and recognize spoken voice commands. A simple program that will teach your Amiga to recognize and repeat back to you the spoken words "Peter ... Piper ... Picked ... A Peck Of ... Pickled Peppers." Includes example source.
Author: Richard Horne

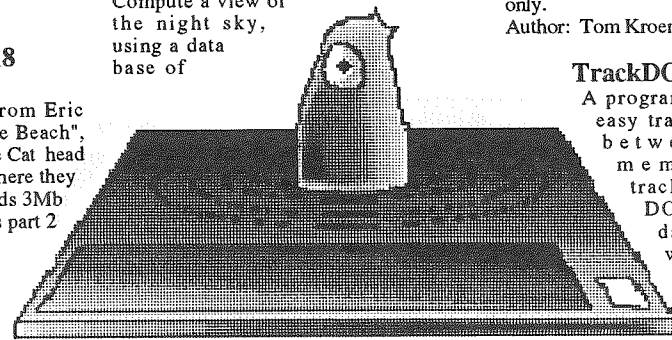
FISH DISK #619

AFaxDemo

Demonstration version of the AmigaFax software package. Send and receive faxes with your Amiga 500/1/2/3000. Features background fax operation, share one phone line for fax and data (eg UUCP/BBS/FAX), fax spooling, aliases/mailling lists. Converts between fax and text, IFF ILBM, TeX .dvi files and command files, operates from shell or WorkBench. Requires compatible FaxModem. Demo version limited to single page transmit/receive. Version 1.20.
Author: David Varley, C-Born Software Systems

AmiGazer

Compute a view of the night sky, using a data base of



1573 stars, for any date, time of day, and latitude. Click on stars for info about them. This is version 3.0, an update to the version on disk 90. Now compatible with WB 2.0. Binary only.
Author: Richard Horne

IFF

A program to display single or multiple IFF files from Workbench or CLI. It has been written in 100% assembler to

be as small and fast as possible. Version 1.6, binary only.
Author: Nic Wilson

Set040

A program to remap Kickstart V2.04 or greater from ROM into 32 Bit Ram on an Amiga equipped with a 68040 CPU, using the MMU, with optional parameters for greater compatibility between various 68040 boards and optional patch to stop drives from clicking. It can also load a different Kickstart than the one currently in ROM, manipulate both caches, and display information regarding some 68040 registers and modes. Version 1.12, includes source code in assembly.
Author: Nic Wilson

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 and has been fully updated to include many new functions. This is version 2.60, an update to version 2.56 on disk 583. Binary only.
Author: Nic Wilson

FISH DISK #620

Graffiti

Demo version of an art program, with a feature set somewhat less than DPaint but more than many other such programs. Has a few special functions included like autoscrolling, converting RGB values of the whole screen, fast autoscrolling magnifier and many others. This is version 1.6e, an update to version 1.5 on disk 610. Shareware demo, binary only.
Author: Marcus Schiessler

TKEd

TKEd is a very comfortable Intuition-based ASCII editor. It can read texts packed with PowerPacker, has user-definable menus, a comfortable AREXX-interface with 79 commands, an interface to some errortools for programmers, and macros. TKEd is reentrant and can be made resident. Version 1.00a, binary only.
Author: Tom Kroener

TrackDOS

A program that allows easy transfer of data between DOS, memory and trackdisk device. DOS means the data contained within a file, memory means the data contained anywhere within the memory map and trackdisk device means data stored on a disk not accessible with DOS (eg. bootblocks special loader disks etc.). The transfer of data between these three areas is not normally easy or convenient. TrackDos was written to overcome this. This is version 1.11, an update to version 1.08 on disk 502. Binary only.
Author: Nic Wilson

FISH DISK #621

IE

An icon editor which can create and modify icons up to 640x200 pixels in size, up to 16 colors, edit all non-graphical icon parameters including up to 40 tooltypes, generate C source code for icon and image programming, import/export IFF images, recolor icons for DOS2.0, write text into icon in any font and style, and much more. Demo version of IE 3.0, a major update to version 2.0 on disk number 377. Requires 1 Meg. Source available from Author.
Author: Peter Kiem

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 1.17, shareware, update to version 1.11a on disk 573. Binary only.
Author: Bryan Ford

NComm

A communications program based on Comm version 1.34, by DJ James, with lots of very nice enhancements. Works on any Amiga with 512K RAM or more, ANSI/vt100 terminal emulation with 8 color text, PAL NTSC and overscan support, full support for all European languages, baud rates up to 115200 baud, support for lots of file transfer protocols including XPR library protocols, script language, scrollbar buffer, hot keys, an ARExx interface, macros, clipboard support, and more. This is version 2.0, an update to version 1.9 on disk 356. Shareware, binary only.
Author: DJ James, Daniel Bloch, Torkel Lodberg, et al.

FISH DISK #622

Challenger

A freely distributable quiz program with 500 questions in this version. English and German version included. Version 1.0, binary only.
Author: Udo Haisch

Uedit

A nice shareware editor with learn mode, a command language, menu customization, hypertext, online help, a teach mode, split windows, copy and paste, undo, features. This is version 3.0a, an update to version 2.6h on disk 539. Binary only.
Author: Rick Stiles

FISH DISK #623

AIB

A gadtools driven Amiga interface builder for constructing windows, menus, and gadtools. It is incomplete, and was submitted to serve as more AmigaDOS 2.0 example code. Includes C source.
Author: Doug Dyer

MakeIcon

A command line utility for creating quick icons for programs that don't have icons. (Not related to MakeIcon on disk 255). Version 1.1, includes source.
Author: Daniel Kocsis

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 release 1.4, an update to the version on disk 575. Includes source.
Author: Nico Francois

RemapInfo

An icon color remapping tool that swaps the colors black and white. The program runs on 1.3, but when run on 2.0 it supports the Applcon feature. It allows you to drag all icons you wish to remap on RemapInfo's Applcon to recolor them. Version 1.1, an update to version 1.0 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 1.0d, an update to version 1.0b on disk 575. Includes source.
Author: Nico Francois

WindowTiler

A WB2.0 commodity that arranges workbench windows in many ways (tiling, cascading, etc). Now has a REFUSE tooltype, double click title bar to explode windows, etc. This is version 1.2.1, an update to 1.1 on disk 593. Binary only.
Author: Doug Dyer

FISH DISK #624

Csh

Replacement for the Amiga shell, similar to UN*X csh. Main features include over 100 built in commands, 70 functions, new system variables, file name completion, freely programmable command line editing, file classes, auto cd, lazy cd, intuition menus for the shell window, automatic RX-ing, local variables, \$(), statement blocks, high speed, plus much more. This is version 5.19, an update to version 5.15 on disk 512. Includes source.
Author: U. Dominik Mueller, C. Borreo, S. Drew, M. Dillon

MachIV

A macro/hotkey program that also includes features of sun mouse, clicktofront, popcli, clipboard viewer, title bar clock, and much more. Each program or window may have its own hotkeys and other settings. Requires 2.x. This is version 4.0, an update to 3.1 on disk 471. Binary only.
Author: Brian Moats

PCMenu

Control your pulldown menus from the keyboard using the arrow keys or "first letter matching". Multiple selections made with Shift-Return. Remembers and returns to previous menu items. Completely configurable. This is

version 1.5. Binary only.
Author: Brian Moats

FISH DISK #625

CanonLBP

Canon laser printer driver package, containing WB driver, extra preferences program for additional options (landscape, copies, margins, timeout, etc), PageStream drivers, FontShop program, automatic font download, free definable papersizes, and full support for Workbench 2.0/2.1. Version 1.01, fully functional demonstration version, binary only.
Author: Wolf Faust

Pattern

A shared library which matches AmigaDOS patterns with strings and converts strings into uppercase or lowercase, including umlauts. The library works with Kickstart V1.2 and higher and the pattern matching routines are compatible with ARP and AmigaDOS 2.0 pattern matching. An ARExx function library is also available. One of the external programs included in this package is pgrep version 0.4, a small grep command, that finds a string or an AmigaDOS pattern in one or several files, or in stdin (default). Version 5.0, freeware, binary only.
Author: Angela Schmidt

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 and has been fully updated to include many new functions. This is version 2.62, an update to version 2.60 on disk 619. Binary only.
Author: Nic Wilson

TurboDEX

A compiler for the DEX language. DEX is a language similar in structure to Modula2 and C, but different and simpler in concept. Features include compact and fast executables, clear program structure, integration of Exec/Dos/Gfx/Intuition library calls in the compiler, inline assembly, register variables, commented assembly source output, easy to manage development system, and more. Version 1.1, DonationWare.
Author: Wouter van oortmerssen

FISH DISK #626

IInfo

A replacement for the DOS 'Info' command, written in assembly. This program has a similar output format and takes the same parameters. It has the added advantage of including maximum filesize in bytes that will fit on a disk. Coded in optimized assembly language, it is smaller than the original DOS command. Version 1.00, binary only.
Author: Nic Wilson

LoranNotebook

A database for storing, searching and printing loran numbers. Store Lats/Lons, TDs, Waypoints, Depths,

State, County, Comments, and Quick Comments. Search by any category, and numbers can be searched with a margin of error. Printouts as text only or as a graphic. Select sites on the plot screen by lassoing them. Version 2.0 includes a lon/lat scale on the plot screen, better zooming, and accurate land areas via the World Database II (included) and/or user drawn. You can now show and edit land on your plots by drawing it in or by making a list of lat/lon points. A small sample database is included. Version 2.0, binary only.
Author: Allen Maroney

MMU

Text file describing the structure of the A3000 MMU translation table and a simple assembler program to read MMU registers.
Author: Laurence Vanhelsuwe

QCD

QuickCD is a program written in assembly to quickly change directories in the current CLI/SHELL with the mouse and a file requester. Ten often used directories can be saved to a config file and quickly selected. Any unused entries are used to temporarily store the directories you have recently visited, and any of these can be easily and quickly selected or saved with the mouse or a function key. Requires AmigaDOS V2.0x. Version 1.03, binary only.
Author: Nic Wilson

SiliconSec

A bowling league statistics generator. Teams are ranked by win/loss record & total pins. Tracks team and individual statistics. Absent and 'blind' bowlers, floating and team subs easily entered. ABC/WIBC award lists, recap forms, simple newsletter article and other options can be generated each week, if you want them. A address list, phone list, mailing labels and end-of-season report meeting ABC/WIBC requirements may be generated any time. Online help with search may be edited by the user. Runs from the Workbench or CLI. One meg required. Version 1.51, binary only.
Author: Allen Maroney

Stuffer

MIDI Utility to construct and transmit any type of MIDI message. Message building can be done via mouse or keyboard in hex, decimal or mnemonic form. Supports standard MIDI files and Roland SYSEX checksumming. Version 0.9b, binary only.
Author: Laurence Vanhelsuwe

WaveMaker

Realtime waveform generator using Intuition slider gadgets. Allows sounds to be created with a maximum of 8 harmonics. Version 0.9, binary only.
Author: Laurence Vanhelsuwe

FISH DISK #627

ADoc

A freely redistributable help utility for the Amiga. Allows you to have permanent help on any subject you want. Features include automatic searching of the word on which you

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