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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 $2 each on your own disks or for $4 each on AUG supplied disks, which includes postage. Details of latest releases are printed in this Journal and a catalog disk is available.

Member's Discounts

AUG negotiates discounts for its members on hardware, software and books. Currently, Technical Books in Swanston Street in the city offer AUG members 10% discount on computer related books, as does McGills in Elizabeth Street. Kev's Computer Shops in Coburg and Prahran offer 10% off RR items. MVB Croydon and Computer Magic Moonee Ponds offer good deals while Maxwells of Abbotsford offer 10% off all software.

The Bulletin Boards

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

AmigaLink-I: 792-3918
v21. - 300   'v22. - 1200   v22bis. -2400
              v23. - 1200/75

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

Club Events

Tuesday July 14- SEAUG meeting
Sunday July 19- Holmesglen meeting
Monday July 20- NWAUG meeting
Tuesday July 28- SEAUG meeting
Monday August 3- NWAUG meeting
Tuesday August 11- SEAUG meeting
Sunday August 16- 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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Advertising

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

The Amiga Users Group Committee

Co-ordinator	- Position Vacant	000 0000
Ass. Coordinator	- Neville Sleep	546 0633
Secretary	- Chris Tremelling	527 2594
Membership	- Peter Barton	850 9250
Book Library	- Ross Johnson	824 7026
Treasurer / P.D.	- Mark Barnes	807 7036

NWAUG Committee (PO Box 25, Coburg 3058)

Co-ordinator	- Kerrie Millar	484 5934
Ass. Coordinator	- Tony Prowse	379 7960
Treasurer/Mem	- Paul Pritsis	350 3601
Book Library	- Darrel Butcher	439 6283
Disc Library	- Alan Cheng	380 5588

SEAUG Committee

Co-ordinator	- John Barlow	551 4760
Ass Co-ord	- Russell Porteous	585 0202
Secretary	- Chris quonoey	569 9390
Treasurer/Memb	- Howard Alexander	575 2200

Club Services

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

A.U.G. Help-Network

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

Introduction to the Amiga / Prowrite	Rudy Kohut	- 807 3911
Amiga Basic (Advanced)	John Elston	- 375 4142
Amiga; 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
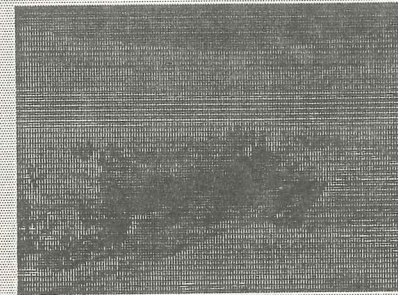
Editorial...

AUG has decided to support the RATZ Bulletin Board (BBS) and will phase out support for A-LINK 1. The A-LINK 1 BBS was set up in early 1987 when the Amiga was only 2 years old. As there was no BBS software for the Amiga platform, A-Link 1 was set up on an IBM XT system. With the help of Peter Jetson, who started AUG, Bohdan Ferens alias 'Drac' set up the BBS and has been its System Operator (Sysop) ever since.

In 1989 A-LINK 2 BBS upgraded to an all Amiga system and changed its name to Amiga Central BBS. With the adoption of Amiga Central as AUG's main BBS the use of A-LINK 1 waned. As patronage declined and the hardware became out-moded and wore out, the system was being held together with string and chewing gum. At times Drac has had to run the BBS as a seperate task on his own UNIX machine. The group would like to thank Drac and all the early AUG members for their effort and help in setting up one of the first Amiga dedicated BBS's in Australia. Drac will continue to run A-Link 1 for the time being and may provide support for AUG on a new BBS venture he will be launching in the near future.

AUG's Annual General Meeting will be held in August at which all the committee positions will be open for election. Consider contributing to the club by joining the committee. Perhaps its 'your turn' to help for 12 months.

After the August issue of Workbench I will have been Editor for one year and will be resigning. Lester McClure will also be moving on to other things which will leave the Workbench Committee with only one member, Jim Berry. Jim will continue to be the Layout Designer but will need lots of help.

After the August issue I will reluctantly give back the hard disk drive, the modem and the software that comes with the job, so if you like recieving a magazine or would like to be part of making one think about joining the Workbench Committee or the AUG Committee, as the TV commercial says "PLEASE CONSIDER"

Don't Forget the Auction that will follow the Annual General Meeting in August.

Ashley

Review of VistaPro 2.02

by Nicolas Dell'Oso

ONE OF THE great strengths of the Amiga is the graphic capability of the machine. I've always been rather interested in things visual, and photographing landscapes has been a hobby of mine for some time. My Amiga 2000 is a great machine but I can't pack it into the boot of my car and trek over a mountain or along a running creek for it to take pictures for me!

However with a program called VistaPro (v2.02) I can now sit comfortably at home and have my Amiga display, create and modify both natural and fantasy landscapes at the "click of a button". I've had this program for one week.

The results are incredible! I've included some of them in a file called VP2exp.lha on Amiga Central. They are some of my very "early" work. That is, what I did within 24 hours of VistaPro 2 being delivered to my work place via a courier.

VistaPro 2 is a major three-dimensional landscape generation package from Virtual Reality Laboratories. It comprises two disks, a well written and genuinely useful spiral-bound manual (wow!) and two discount coupons for some related utility programs (I'll get to them later). To run the program it is recommended that at LEAST 3 megs of fast memory be available. When running VistaPro the Stack size should be set to 50000 bytes or more. This is a memory hungry program. That's probably why they got the word "Pro" stuck at the end of it! For those without this level of memory the original Vista program is available and has recently been upgraded to version 1.2. However one must always remember that less memory equals less sophistication, less options and less "power".

Nick is interested in music art & photography. He has an accelerated 2000, so doesn't have to wait forever to render his creations.

VistaPro produces three sizes of landscape - Small, Large and Huge (1024 X 1024 data points). The bigger you get the more memory you need. The "Huge" option uses about 8 megabytes of fast memory and it can load up to 16 small VistaPro landscapes files. On my machine Large (6 MB) is the upper limit.

A hard disk is not absolutely necessary but it certainly makes life a lot easier and faster - as would an accelerator with a 68881 or 68882 math co-processor! The program is not copy protected and installation to a hard disk is very simple.

VistaPro works with two type of data - either real topographical pictures taken from U.S. Geological Survey Digital Elevation Model data (DEM files) or fractal landscapes generated by VistaPro itself. Either way the idea of a "camera" and a "target" is used. When VistaPro is booted up you are presented with a screen divided into two parts. On the left is a blank rectangular square, this is where the overall map of the landscape will be loaded. On the right there is control panel where 43 buttons and 23 "value windows" await your manipulation. This control panel is divided functionally into three broad areas. The first is purely mechanical. This area controls the "camera" and the "target". Using the mouse you can position yourself anywhere in the topographical map and the same applies to your "target" - that is, the point where you are "looking" at (i.e. a hill top, gully, river etc.,). VistaPro will automatically calculate what the scene might look like.
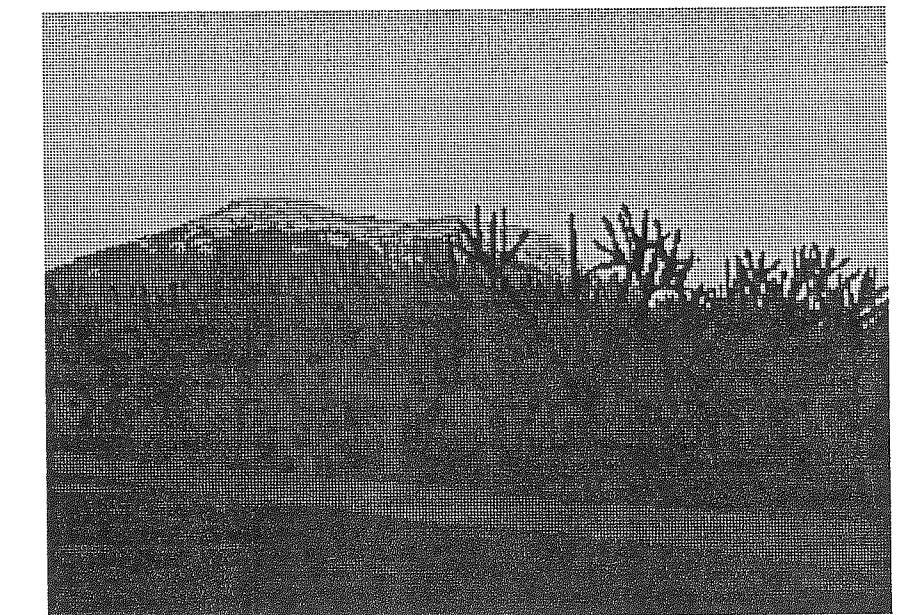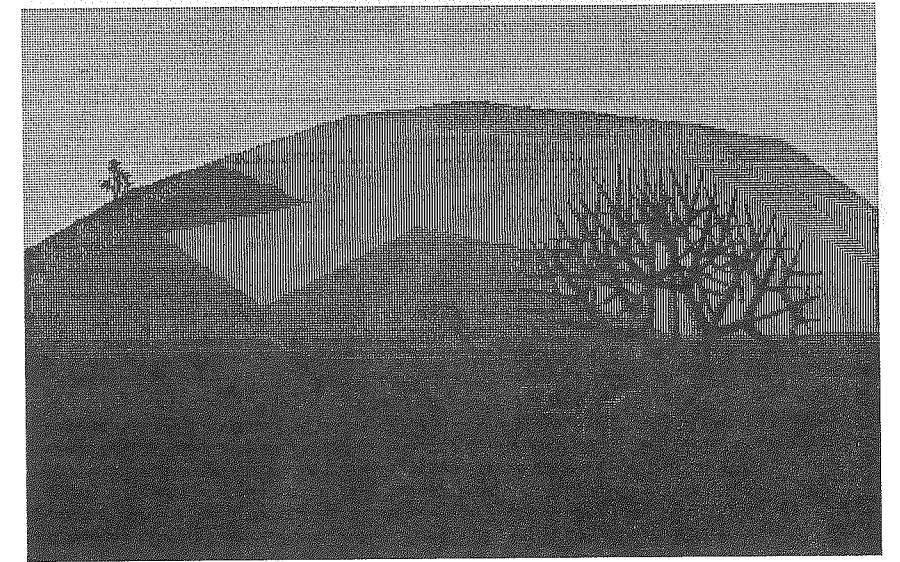
The second part of the control panel sets the objects to be rendered. You can set the sea level, tree line, snow line and haze level. There are four types of tree available to be rendered in a landscape, as well as functions to create lakes and rivers. Landscapes can be set either in the day or at night. Tree sizes can be adjusted to any height, from tiny bonsai-like things to the fantastically tall. The density of trees can be changed, thus one can have a barren wasteland, a pleasant open forest, a thick jungle, or anything in-between. VistaPro 2 can vertically re-scale any landscape - small bumps can become towering snow-capped mountains (or vice versa). You can change the default colour map that VistaPro uses - this means that pale blue skies can be made dark blue, pink, green or purple. Similar colour transformation can be done on any object. By changing the colour map everything green can be changed to flaming red for example, thus green trees become red ones. Perfect for that alien world look!

The third section of the control panel controls the intensity and direction of light, the type of lens the "camera" uses (wide angle or zoom), the amount and type of dither (if any) the colours exhibited, the pixel depth, texture and many other features. This section also contains the button to switch on the random fractal landscape option and most importantly the polygon resolution. It also has an enormous effect on the rendering speed. The Polygon size function controls the relative coarseness of the landscape renderings. At size 8 VistaPro generates 1/64th as many polygons as in size 1. In practice this means that at size 8 the landscapes rendered are fast but very coarse. They look like some blocky landscape made out of a twisted chess board. At polygon size 1 the landscapes look like real landscapes but take much longer to render - it can take a few hours to render on an unaccelerated machine. If the Blend and/or Gshade (Gouraud) shading buttons are activated the ▶

rendering will take even longer. Gshade can add up to 50% to the rendering time, but the smooth, almost "oil painted" look of these landscapes are worth the long wait. By manipulating these functions some surreal effects could be rendered. VistaPro has many other options, such as "roughening up" a landscape or adding shadows, clouds or waves. I've only had it for a week and I don't know all of them yet myself!

I should add though that VistaPro 2 can save your masterpieces as DEM files, standard IFF files (including HAM and overscan), IFF24 files, RGB and VANIM (animation) files. VistaPro 2 can also save landscapes as Turbo Silver objects and can print directly from the program. There is a script creation and control function and VistaPro 2 can render directly to DCTV, HAM-E and FireCracker screens. It also supports Video Toaster, Harlequin and Colorburst boards. AREXX is supported and it has a powerful script language for use in animation.

VistaPro 2 comes with some landscapes covering parts of the USA and the cauldera area of Olympus Mons on Mars. Extra landscape disks are available (especially Mars). In the VistaPro 2 package there are two coupons inside which enable you to purchase two utility packages for US$25 each. Normally they are about US$39.95 each via the US mail order houses. These disks (MakePath and TerraForm) are an advanced animation utility and a DEM topographical landscape editor/creator. In my opinion they should be part of the original package. The only other minor gripe I have with VistaPro 2 is that there should be a greater variety of trees available to be rendered, and there should be a way to create DEM files from standard IFF images. At the moment there is no way to do so, other than buying a completely separate program called ScapeMaker from MegageM (US$39.95). Otherwise VistaPro 2 is truly magnificent and for the price ($100 from SoftWare Buyer Service, this includes courier delivery!) it is dirt cheap considering the sophistication and power the program is capable of putting in your hands. ■

Make your own FindFile utility

by Rudy Kohut

MAKING YOUR OWN *special purpose utility programs using standard AmigaDos commands is an adventure! You need a good book that explains the commands clearly, and have the adventurous spirit to try them in "script files".*

The following is a script file that uses the AmigaDos "Search" command to find a specified file in a specified directory. This is not elegant, and there are limitations due to the Search command itself, but it works and can be of some help. A more useful utility can be programmed in ARexx, but it is ten times as long! If you want to try this, type it into a text editor (such as NotePad, Ed, Memacs), or any word processor that can save "text only" or "ascii" files, and save it in your S: directory with the name "FindFile". Then from the CLI or Shell, enter "Protect S:FindFile +s" (only if you have V1.3 or V2.0, and 'Protect' is in your C: directory). Then try the utility by typing, for example, "FindFile myfile df0:mywork" where: . myfile - is the name of the file you want to find . df0:mywork - is the directory you want to search (Note: V1.2 users MUST start the line with "Execute" - V1.3 or V2.0 users must use "Execute" if they don't use the Protect command above)

Program starts here>> .KEY filename,inpath .DEF inpath DH0: echo "*N USAGE: FindFile (filename) (pathname):" echo "Note: All subdirectories in the chosen directory will be searched *N echo "Looking for FILE <filename> in <inpath> *N" ask "Continue? Y or N:" if warn Search <inpath> Search <filename> FILE QUICK ALL else echo "File Search Aborted" endif

<< Program ends

This little script allows you to make mistakes when entering details - it always gives you the "template" for the command and a sentence with your instructions in it, then "asks" you to confirm the command. I can never remember command templates so I find this feedback useful. What other commands can you create? Think of all the variations for the AmigaDos "List" command - make up your own scripts to run ones you frequently would like to use if only you could remember what arguments it needed! For example, I would like to use List to give me only files I created in a specified directory "Since" a certain date, with no header information. The argument would be, for example, >> List df0: files nohead since 01-dec-91 <<. A script file could reduce your input needs to, for example >> LFile df0: 01-dec-91 <<. List is a very powerful command, and script files can allow you to tailor the input to your needs, so the output you get is readily available with little of the hassle of looking up your manuals all the time. As a side comment, I originally called the script file "Flist". To my surprise AmigaDos ran the List command from the C: directory every time I tried to use Flist! I then created another file called FCopier and again, to my surprise, AmigaDos ran the Copy command from the C: directory. I really don't know why this occurs - but be warned to give your files names which don't look like AmigaDos command names. Good luck! ∎

Rudy is a long standing writer of newsletter articles - his way of contributing to AUG.

A Box Of Games

Reviewed by Paul Somers

Megalo Mania

Game Type			- Action
Players	- One	Controls	- Joystick.
Game length	- Long	Age Range	- Grade 5+
Game Play	- 75%	Entertainment	- 85%
Graphics	- 80%	Sound	- 95%
Value for money	- 80%	Overall	- 78%

You are one of four people, locked in battle to see who is to be the next god of the entire universe. The game is played through time, you start off in 9500 BC and work through all the lands right up to 2015 AD. Further into the game, the year increases, so does your ability to produce weapons. In order to have any hope in your battles, you must invent weapons for defense and attack, in order to do this, you must mine for the raw materials needed to build each weapon. What you must keep in mind is that your enemy is also inventing, and plotting against you. On each island there can be from one to three fighting not only you, but each other. You can make an alliance with one of them, this will give you a chance to get your strength up, while your partner does all the fighting.
The real fun comes when you are ready to finish the enemy off. You can view the battle and check to see who is in front. If it gets too boring or is taking too long, simply increase the speed, and you have super fast action.
Final Word: Great game, great potential, packed with great features. Excellent digitized speech. Have a go.

World Cricket

Game Type			- Sport
Players	- One	Controls	- Mouse
Game length	- Average	Age Range	- All
Game Play	- 60%	Entertainment	- 60%
Graphics	- 75%	Sound	- 80%
Value for money	- 70%	Overall	- 75%

At last there is a half decent cricket game on the Amiga. In this game you are the coach, captain and selectors. You are literally making all the decisions, like who is in the team, who bats where, who bowls when. In fact you do everything except actually bowling and batting. Nevertheless, it still makes a better cricket game than seen before on the Amiga.
You can choose which team you want to be, the type of game, one day match to a full test match. Select the opposition and you're off, you can see the runs building and a reasonable graphical replay of how each wicket fell. You must keep the run rate up and know when to declare, or you will get a drawn match, and then you have no hope of getting anywhere.
At the end of the match you will get a list of injuries. The main cause of injuries is putting players where they don't generally play. Even though Ian Healy is a good bowler and he got me four wickets, he's no good out injured with a broken finger from bowling.
It has a save option so you can save just when your team starts winning some games.
Final Word: Better than any cricket game I have seen to date, if you're cricket mad, it's not half bad.

GODS

Game Type			- Adventure/Action
Players	- One	Controls	- Joystick.
Game length	- Long	Age Range	- All
Game Play	- 85%	Entertainment	- 85%
Graphics	- 85%	Sound	- 86%
Value for money	- 86%	Overall	- 85%

Well finally, a name that suits the game, Gods, you are a god, only one of many, you must prove yourself to the supreme god, or face life as a mortal. (well that's how I see it)
The challenge is long, hard, and fraught with danger. You must guide yourself through a maze of platforms, ladders, and pits so deep it's not funny. On the way gathering keys, weapons, loot and other useful items. You will face some pretty awesome foes, they are sometimes winged or six legged, they can be as big as the screen or smaller than you.
The mazes of the caverns are complex, and all inter linking. There are several different keys you must find, either level keys, bonus keys, which lead to a bonus door to get loot. Or simply door keys, to get to another section in the cavern, and pick up that little bit extra.
Once you have completed a level you will receive a code to that level, so you can come back to it, if you want to switch off. At the end of a level or section you are able to trade with the shop keeper, he will sell you extra energy, extra lives, powerful weapons, and shields. This comes in helpful in more ways than one, because sometimes you will have to fight a huge beast straight after dealing with him, which makes you well prepared. (providing you collected all the loot to pay him)
The end Sequence is well worth the trouble, and requires all the skill you have.

Final Word: A great game, very realistic sound effects, and one hell of a game, not to miss.

Advantage Tennis

Game Type			- Sport
Players	- Two	Controls	- Joystick.
Game length	- Differs	Age Range	- Grade 5+
Game Play	- 75%	Entertainment	- 85%
Graphics	- 85%	Sound	- 97%
Value for money	- 80%	Overall	- 75%

Tennis like you have never seen it before, the most realistic tennis game of all time, the play and the movement is very realistic. The player's movement is the big difference. As the player lunges to one side to return the ball, then has to run to the other side of the court to hit the next one, he doesn't suddenly regain his balance, and his motion is not suddenly reversed in the direction of the ball, it actually compensates for this, and adds to the realistic side of the game.
The graphics are not too bad, the player's image is only a stick figure, but this figure is highly maneuverable, and does not just move the arm for a swing at the ball, the entire body follows the full motion of the shot.
The players even show their emotions, by either slamming the racquet to the ground and jumping on it, or tossing it in the air after a great shot.
Finally the sound in this is the best, spoken points and decisions, plus the digitized playing effects, making one hell of a game.
Final Word: The emphasis in this game was realism, and it certainly has achieved it, so if that's what you're after then this sure has it.

Save those Articles

by Leon Wood

PICTURE THIS if you would. There was I just arrived home from work and no.1 son says "Dad, Double Dragon doesn't work" Even though this is a blessing I undertake to fix same later that night, but thinks............ "Hmmmmm? he probably didn't wait for the jolly thing to load properly, no worries it'll be a piece of cake."

Later on I did as promised and started the game. Aha!!!!! ....just as I thought nothing wrong, it all works fine, when suddenly the picture began to fade.
Thinks:...."Strewth what's going on here? I'll have to sell the family jewels to get this fixed".
All sorts of things flashed through my fatigued brain. Has Gary run off with Paula. Maybe Obese Agnus has become anorexic after some Pal put her onto the NTSC (Never Touch Sweet Cakes) diet. Did Denise take the first bus out of town to get away from the backbyteing and arguments.
By now I'm feverishly turning over the pages of every edition of ACAR (Oz Commodore & Amy Review) trying to find the best possible price for a 1084 monitor. NOTHING !!! By now my finger nails have become noticeably shorter and I am worried. Who can I trust to fix the "old girl" and better still who can do it before I get withdrawl symptoms?

But wait!!!!!! perhaps the solution is at hand. My addled grey cells think back to the article from a previous Workbench which I had cut out and stashed away thinking it might come in handy some time. Where did I put the damn thing? A quick two hour search of the house turned up said article from 1991 Workbench no.59 and joy of joys the symptoms were the same. Hopefully the cure would be the same too.
After kicking out the cat, insulating myself and removing the case from the monitor I was indeed able to see that Lester McClure had indeed hit the nail (or the EHT transformer) squarely on its cranium. I religiously followed the instructions of the "master" and after refitting the case, confidently turned on the power and fired up Amy.
What a pleasure it was to again see that wonderful hand strangling the 1.3 disk. If you've ever wondered whether it's worthwhile being a member of AUG you can see from this that IT IS. ■

Waterfall Animation

by John Barlow

A T THE MARCH Art SIG meeting Gwen Wood demonstrated an animation which she had created using Deluxe Paint. The animation was of a waterfall, and we were so impressed with it that we persuaded her to share her technique with us.

First produce a drawing of the background for the waterfall, rocks, hills sky etc. The waterfall is going to be viewed from the front so draw the scene this way. Make the picture extend to the edges of the screen under the menu bar and tool boxes. This can be done by pressing "F10" to toggle the menus and tool boxes off. The area where the water is to flow should be left a single colour, one which is not used in the rest of the picture. When the scene is satisfactory save it. Clear the screen.

Create a filled rectangle of the colour chosen for the water which extends from the very top of the screen down to the very bottom and is a bit wider than the space left for the waterfall. Now select white from the palette box and the Air Brush From the Tool Box, using the left mouse button. Draw up and down in the rectangle that was created, this creates the foamy effect on the water. Don't worry if the the white bits go over the edge of the rectangle, they must be all over it and if possible the top and the bottom should have about the same amount of white. When the right effect has been achieved, make sure that the background colour is not one of the colours used in the rectangle by clicking the right mouse button on an unused colour in the palette box. Get the Brush Pick up Tool from the Tool Box (just to the left of the A) by pressing the "b" key on the keyboard. Press F10 to get rid of the menu bar and move the cross hairs to the top left hand corner of the rectangle. The cross hairs should be hard up against the top of the screen but it's OK if they are slightly inside the left hand edge. Hold down the left mouse button and drag the cross hairs down to the bottom right hand corner of the rectangle. Again the cross hairs must be hard against the bottom of the screen but it's OK if they are just inside the right hand edge. Let go of the mouse button and the brush you cut out of the rectangle should be attached to the cursor.

Press "Shift k" on the keyboard to clear the screen. Create some frames for the animation by using the Anim/Frames/Set# pull down menu. Ten frames is the minimum required

but if you have enough memory more frames will give a smoother effect.

Get rid of the menu bar and position the brush near the middle of the screen and extending exactly from the top to the bottom of the screen. Press the left mouse button to stamp it down and then "u" on the keyboard to undo it. This has established the starting position for the Move command. Next select the move requester from the Anim/Move pull down menu or press "shift m" on the keyboard. Type in -256 Y Dist box (assuming you are using a non interlaced display). The program should have already entered the number of frames you created in the count box, just check and make sure.

If you click on the preview button you should see the brush move down the screen to the bottom. If everything is Ok click on the Draw button. This will stamp the brush down on each page of the animation moving progressively down the screen as could be seen in the preview. When this is finished, press "Alt x" on the keyboard. This should put the cursor on the bottom right of the brush. Move the cursor to the top of the screen with the ▶

arrow on the top right hand corner of the rectangle that was placed on the screen (i.e. the brush should be off the screen and only the arrow visible). Click the left button to stamp the brush down, press "u" to undo it and return to the Move requester as before. Using the same settings click on Preview. The brush should move down the screen attached exactly to the top of the previous pictures. If the alignment is out , click on exit and position the brush again. When the preview looks OK click on Draw to create an animation of the water. To see it press "4" above the letters on the keyboard (the cursor must be over the picture, not the menus or tool box when you press the "4" key).

The next step is to put this running water into the picture. Select Anim/AnimBrush/Pickup from the pull down menus. You should have a set of cross hairs like the ones for the ordinary Brush Pick Up Tool. We need to cut out an area about as tall as the tallest part of the waterfall and as wide as the widest part. Place the cross hairs on the left hand side of the rectangle a little higher than the tallest part of the waterfall. Press the left button and drag the cursor to the bottom right of the rectangle then let go of the button. A requester will ask how many cells to pick up. Enter the number of frames in the animation. This brush once it has been picked up is like a window looking at the passing water. Save the brush using the Anim/AnimBrush/Save pull down menu.

Load the scene you created earlier, using the Picture/Load pull down menu. Create the same number of frames as for the Anim Brush, using the Anim/Frames/Set# pull down menu. The Anim Brush should still be attached to the cursor; if not, reload it using the Anin/AnimBrush/Load pull down menu.

There are two ways to apply the Anim Brush to the scene that was created. The first causes the water to appear to squeeze in as it flows through a narrow section, the second keeps the water flowing in a straight line. Both effects look good. For the first effect click on the Fill Tool in the tool box using the right mouse button. A requester should appear with various fill options. . Click on "Wrap" with the right mouse button, then click on OK. Move the cursor over the area where the water is to be and hold down either the Left Alt key or the Left Amiga Key (different machines seem to react differently here, but one or the other should work) then whilst still holding down the key click the left mouse button in the area where the water is to be. The brush will progressively fill the waterfall with successive frames of the anim brush. You can now see the anim by pressing the 4 key above the letter keys on the keyboard (the cursor must not be over the menus when you press the key). The speed of the animation can be changed using the left and right arrow keys. Left slows the animation down, right makes it faster.

The other method is to have the animbrush attached to the cursor either by loading it or using it if it is still there. Go to the Effects/Stencil/Make pull down menu. Click on all the colours used in the background, except the ones in the waterfall brush or the one where the water is going to be. You can either click on the colour swatches in the requester or click directly on the scene to select each of the colours. When all the required colours have been selected, click on Make. The Anim Brush should appear to move behind the scene but show through the waterfall area only. If it is showing through other areas, go back to the Stencil command and make sure that the colours that are giving the problem are selected. Move the Anim Brush so that it completely fills the area of the waterfall and press the left mouse button to stamp it down. Press "u" to undo it. This has set the start position for the Move command. Select Anim/Move from the pull down menu or press "shift m" to bring up the move requester. Make sure that all the X Y & Z boxes are set to zero and that the Count box has the number of frames of the entire animation in it.

Click on Draw to place the brush down in each of the frames of the animation. The animation is now complete and can be viewed as set out for the other example above. Both techniques can produce very nice but slightly different effects and are worth trying. ■

A frame from Gween Wood's animation

Committee Report

by Neville Sleep

No, the Workbench Committee haven't been on strike and yes we did miss the June edition. As mentioned at the May Holmesglen meeting we had to stabilise AUG finances due to a short-term drop in funds . We felt the best way to achieve this was to economize on our overall magazine production costs. The postage is a major part of this. Printing costs could have been reduced by printing fewer pages but was seen as a poor option because the postage still remained the same.

To produce a bi-monthly magazine, that is a magazine every second month, would be very cost effective but also very undesirable. It is likely that by dropping the June edition, the funds generated will be sufficient to allow us to produce a newsletter of the high standard to which we have become accustomed each and every month from now on.

The Workbench production team have done a magnificent job over the past year producing a magazine of exceptionally high standard. The team of "practically" tireless workers have taken the responsibility of meeting the production deadline each month. This in itself is a major feat as advertisers (and sometimes contributors of articles) are not known for having material ready by the due date, our advertisers are good but not perfect.

Many tasks are involved in the production of any magazine and every one of these tasks is equally important to the final product. If the camera ready masters are not transported to the printer there would be no magazine. Additionally these people has also taken on the job of packing and mailing the magazines.

Help is now required to keep this going. Please volunteer your services to the present production team. On behalf of the AUG Committee I would like to thank these people for their effort over the last year.

As you will be aware from notices in other parts of this newsletter AUG is phasing out support fo the original BBS A-LINK1. I would like to thank Bohden Ferens or "Drac" for all his work over the years on A-Link 1. This was one of Australia's earliest Amiga dedicated Bulletin Boards and set a standard for future club Bulletin Boards.

At our AGM in August ALL committee positions will become vacant. Several of the Committee members will not be seeking re-election. New Committee members will be required. This will be your chance to take part in the advancement of your club.

Offer to help, it can only make a good club even better .

The AGM will be followed by our Auction, any & every thing submitted will be welcome. ∎

ART SIG

THE ART SIG on 19th May was held in Aspendale. There were a couple of new faces this month. Liz Reen and Andrew Smith brought along their colour ink jet printer. This was hooked up to Geoff Wood's 2000. The drivers were loaded and the machine given a good work out.

Pictures generated in Scenery Animator, Digi View, Deluxe Paint, Pro Draw, and Page Stream were all tested with stunning results. The rendered and digitised pictures from Scenery Animator and Digi View were of very good quality and the colours rich and vibrant. Pro Draw and PageStream were used to test the printer's ability with high resolution colour prints. Both these programs produce output which is to the maximum printer resolution, rather than the screen resolution. The Ink Jet prints at around 300 dots per inch. A circle drawn on either of these programs printed out without any discernible raggedness, even when viewed under a magnifying glass (Laser quality printing, in colour!!!). My NEC colour dot matrix has always been very poor at printing strong colours and clean yellows. The Colour Desk Jet produced vivid yellows that were so strong they could have been used directly on an overhead projector transparency. It was also much quieter than a dot matrix printer. Overall the drivers for the printer worked very well. I believe there are at least two different drivers around for this printer so if you have trouble with one of them try another, or perhaps you could ask Liz and Andrew where they got their driver. The speed of printing was also very good on all programs, but the computer running the printer did have a 68030 board and heaps of Ram, so this could have made a bit of a difference. Overall though, the printer is very good and well worth looking at if you want high quality printing in either black and white or colour.

I mentioned last newsletter, that Len Heightman had sent away for the new version of Scenery Animator. The program arrived a few days before the meeting so Len had not had a lot of time to learn the program. However he was able to demonstrate its ability to generate views of landscapes from contour maps. Several pictures were generated looking from under trees up a mountain. The trees, mountains, plains and clouds were all very realistic. The pictures generated by this program are the closest I have seen to actual photographs of real landscapes. There was not enough time to explore the ability of the program to produce animations of a flight through an imaginary landscape, but judging by the description Len gave of how the flight path is set up it should not be too hard to do. Now that Len has a 3000, perhaps he could produce some animations for the next meeting.

The next Art SIG will be held at Aspendale on Tuesday 18th August starting at 7.30 pm. Anyone interested in attending should contact John Barlow at the next AUG meeting, SEAUG meeting or call on 551 4760 ∎
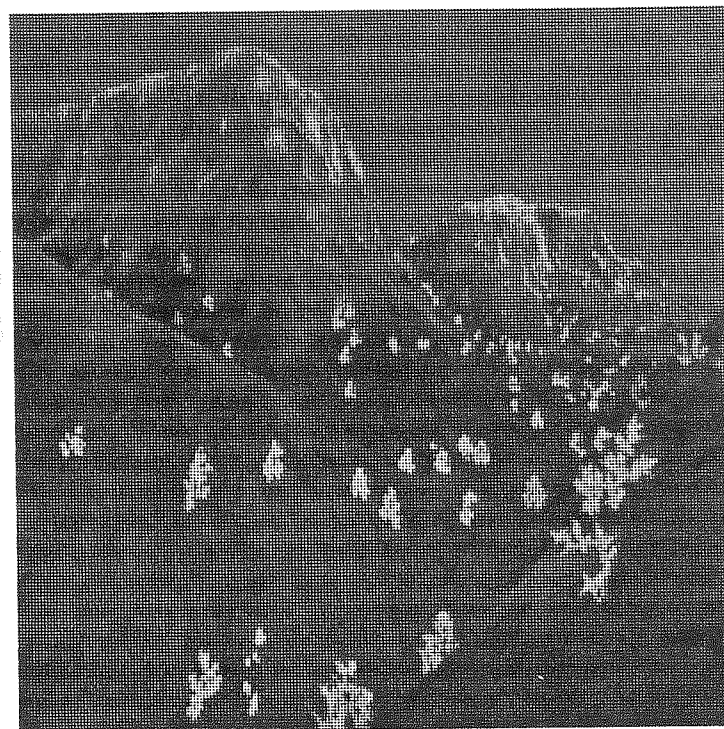
Scene generated by Vista
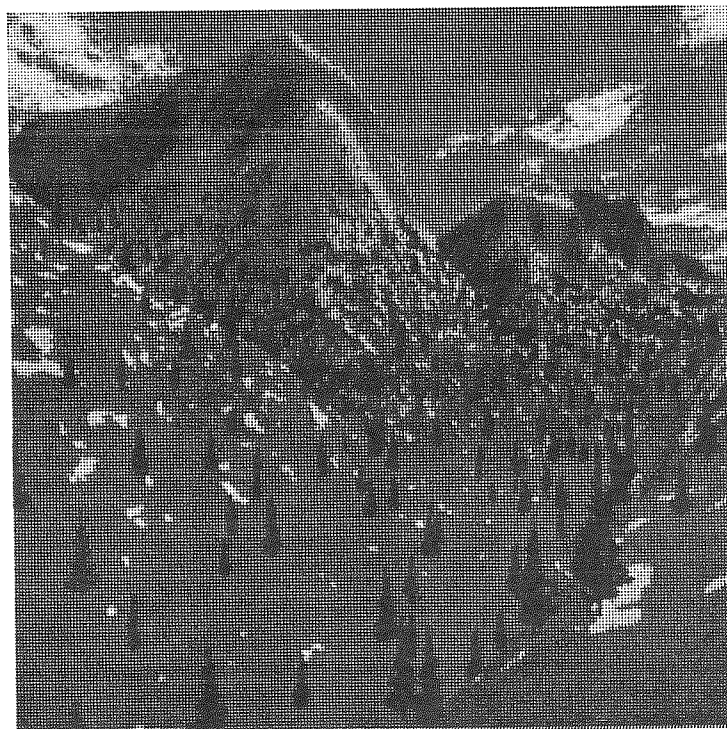
Same scene generated by Scenery Animator

MUSIC SIG

AS A RESULT of my review of the PSS-790 and representations to Yamaha Australia, pointing out that the SIG is using their products, they kindly agreed to sponsor us by providing me with a PSR500 at a special price. Many thanks to Yamaha for their generosity; the keyboard is multi-timbral with full size keys and was used at the last SIG at Boronia on 18th May. I hope to review it fully for you when I find time; in the meantime we are all impressed with its immense capabilities.

After examining and using the PSR-500 with Bars and Pipes Pro and other programs, we turned our attention to Peter Rae's Yamaha PSS-790 and admired his latest compositions using DMCS, which he also made available for our proposed Composers' Disk. At his request we spent some time looking at drum tracks, in particular the ways in which Bars & Pipes can assist.

Len Burge had brought his Yamaha PSS-580 and some new compositions, also for the Composers' Disk. Very nice, Len, and thanks for your trouble and undoubted expertise.

Scott Walker demonstrated Pro Tracker V1.1b and really slayed all the MIDI-oriented bods with his amazing tracks and samples, resulting in a spate of questions which he dealt with expertly. Some of us will now be diverted into experiments with sampled sounds.

I demonstrated a borrowed Yamaha FB-01 voice module in conjunction with the FB-01 Editor/Librarian from Fish Disk #598. With 240 factory sounds it is a useful addition to any MIDI studio but the software expands its capabilities enormously and enables creation of unlimited voices and program maps, accessed via sysex dumps. An extremely good program and one which any FB-01 owner should not be without.

As usual, the evening was largely devoted to our favourite program, B & P Pro. All agreed it is the best invention since girls, and the SIGs are contributing greatly to our learning curve, which has a long way to go yet for all of us. With regards to the Composers' Disk, it is growing slowly, but I would like to give everyone an opportunity to contribute, and urge those tardy ones who promised contributions to please extract the digit. It doesn't matter what format you are using, there will hopefully be room for all.

Many thanks to Peter Rae, who hosted this SIG at his Boronia home. The purpose of having SIGs in different homes is so that members who live in different areas may be encouraged to attend if one is nearby. I am quite happy to continue the use of my Keysborough home but realise that it may pose a travelling problem for some. Will members who can help please contact me. You only need an Amiga, preferably with over 1 meg - equipment can be brought.

If you are interested in coming to the next Music Sig then give Norm Christian a call on 798 6552 ∎

SEAUG

WITHOUT a doubt, SEAUG has changed over the last couple of months into a social event, rather than a computer club meeting. The emphasis is still on computers, but to cater for each person is a little difficult so, to increase involvement and participation, there has been the switch to this less formal setup.

In the past weeks we have had some interesting Graphics demonstrations from Noel Ervine on the applications with which he is very active. SCALA, is one of Noel's most used programs and he illustrated this by showing us some of the professional applications he has used it for. Noel has used SCALA for quite a while now, and is eagerly awaiting Version 2.
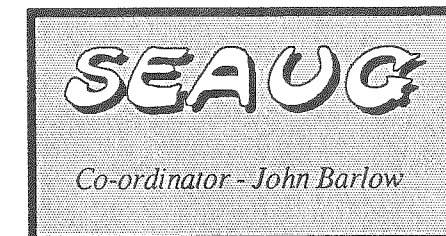
Last month we also had an outing to the Movies when we saw the Stephen King short story, "The Lawn Mower Man" which had its realms in a virtual world. The movie storyline, as reported by several of our members was a little weak, but the computer graphics were on the other hand, unique.

At last meeting we began our new format, a less formal meeting, with demonstrations and discussion still occurring but in a manner which promotes self help. It should be noted that the meeting will still cater for your needs as you require.

In the next meeting we will begin the first of a few "Theme Meetings" where we will discuss a few areas where the Amiga may now be the leader in it's field... MIDI MUSIC. To promote the meeting as a Music Based evening we will be also looking at and discussing other sound based software/hardware such as the Miracle keyboard (Released this time last year at the World Of Commodore).

NOTE: The World of Commodore held at Darling Harbor, Sydney will be another topic of discussion in the coming meetings, possibly Tuesday 14th July. ∎

FISHMEAT Selections

compiled by Rob Pemberton

S AYING THAT one man's meat is another man's poisson only underlines the immense variety of programmes available in the public domain. Here's a selection of esoterica from the Fred Fish collection and held in the Club Libraries.

SURF v2.0 (Fish 315)
Generates bezier surfaces of revolution. Will produce some amazing pictures of wineglasses, doorknobs, or other objects one could turn on a lathe. Includes the capacity to map IFF image files onto any surface that it can draw. Changes include support for data file formats that can be translated to input files for various 3D modelling programs, an increase in the number of grey shades available, and the capability of modifying the segment endpoints.

PROJMOT v1.01 (Fish 453)
A Projectile Motion plotter. Plots the path of a projectile fired with a variable initial velocity and angle. Display can be scaled, and time can be accelerated. The program returns the distance travelled and the time it took.

SPECTROGRAM v6.3 (Fish 543)
Amiga Spectrogram computes a frequency analysis of any 8 bit audio data file and creates a high resolution colour display showing frequency content versus time. Display colour is continuously adjustable. This type of display when applied to the human voice has been called a voiceprint. This technique has also been used to analyze sounds of many kinds of animals including birds, dolphins, whales, etc. The audio data file can be replayed at any desired rate, giving a simultaneous audio and visual representation of the sample. A selection of interesting audio samples for analysis by Amiga Spectrogram is included.

VERSEWISE v1.0 (Fish 549)
Gospel (Matthew, Mark, Luke, & John) version of a Bible view/output/search program. Opening a resizeable window on the Workbench screen, it allows the user to jump to any specific verse, output scripture to a disk file, or find verses containing one or more specific words. It uses the King James Version of the Bible, compressed.

STILLSTORE v1.2.1 (Fish 454)
A program designed for freelance, corporate, and broadcast television. It loads and displays IFF images of any resolution interchangeably from a list file or as inputted directly (I.E.random access). The user may easily skip forward or backward one or more pictures in the list. A "generic" display is always just a few seconds away. The program can be used "on air" with no concern that a pull down menu will suddenly appear in the viewable area. It also provides for a precise cue for changing windows or screens. While the main purpose is to load "news windows" of 1/4 screen size, StillStore can also handle full-sized and overscanned images. Also includes slide show modes and a screen positioning feature. Stillstore is written in the Director language from the Right Answers Group.

BOOTGAMES (Fish 537)
Two tiny games which fit on the bootblocks of a boot disk. BootOut ver5.X is a Breakout style game and Squash v4.3 is a squash type game (just like on those old TV games).

CROSS v4.1 (FISH 537)
A program that creates crossword puzzles. Has a message data file to allow easy translation into almost any human language, with English and German currently supported. Major new features are several new printer drivers including "generic" and "LaTeX", and many minor improvements.

CHEMNIMATE v0.8 (Fish 542)
A program to make animations of chemical reactions with the purpose of recording it on a video tape. It is a programming language, containing expressions, nested loops, etc. It can handle molecules with in total up to 64 atoms, and lines between atoms. Works correctly under PAL.

SCHOONSCHIP (Fish 568)
A pioneering algebraic manipulation program which has been used in particle physics and continuously developed since late 1963. Not as friendly as Mathematica or Maple, with no graphics or intuition interface and not as much built in, but still a general purpose algebraic manipulation language. Written in machine language to run fast and be memory efficient. Capable of handling large problems.Includes large and small workspace versions, tutorial examples, sample programs, and a comprehensive manual.

WORLDDATABANK (Fish 580)
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.

FLYSPECK (Fish 591)
A very tiny font, which is more of a gimmick than a useful font. Perhaps the tiniest font available for the Amiga.

PUBLICSERVICE (Fish 592)
A screen clock intended for those whose day revolves around a series 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.

RANDSAM (Fish 363)
Plays random sound samples at random times, with random volume, random cycles and a bit random period. It will definitely catch the attention of the random and unsuspecting Amiga user (particularly one who has the stereo turned up!) when a lion suddenly roars when they're working on their favourite word processor. User modifiable start-up configuration file.

SENDMORSE (Fish 175)
Brush up on your morse code with this simple program that will read an input text file and output the characters at an adjustable rate.

HOLLYWOOD (Fish 423)
An easy to play trivia game with such subjects as M*A*S*H, Star Trek (old & new), Indiana Jones, general tv trivia, and more. Each topic contains fifty questions and a related picture. Each time you answer a question right, a small portion of the picture is added to the screen.

FURNISH (Fish 175)
For those of you who may have ever used the "scale/size/cut and place" method of determining your next living-room arrangement, this Amiga-ized version may be just what you need.

SPEW (Fish 69)
program which generates "amusing" National Enquirer-type headlines. Works from a rules file which describes how the headlines are to be constructed.

TURMITE (Fish 249)
A two dimensional turing machine simulator. Imagine a small bug crawling around on your computer display moving one pixel at a time. At each step it uses its internal state number and colour of the pixel it's on as indexes into a set of tables to decide what colour to change the pixel to, what direction to move, and what its new internal state should be.

NAG (Fish 161)
A shareware appointment calendar with it's own editor and a unique 'nagging' feature utilizing the Amiga's voice and audio devices.

and my personal favourite...

NEURAL NETS (Fish 160)
A neural network example using the generalized back-propagation delt rule for learning, specifically applied to the tabula rasa Little Red Riding Hood instance.

I don't profess to have a clue what the previous sentence means, but it sounds great don't you think?
HAPPY FISHING! ■

Rob is a Commodore User from way back. He is an Amigan now but still finds uses for his Vic 20.

Sound Tracker Mods

by Alan Cheng

I N ADDITION to the FISH disks you see, we at NWAUG PD carry other ranges of PD Software, some of which are put together locally. Peter Thompson has been reponsible for putting together the MOD series of PD disks. They contain the very best of Soundtracker modules and on each disk there is included the excellent Intuitracker Soundtracker player.

All the disks in this series
a) Are non-bootable; activate from Workbench.
b) Include Intuitracker, a stand-alone module player.
c) Contain only Soundtracker or NoiseTracker modules.
d) Are within 5k of being totally full.
e) Have been optimised for fast disk access.

To actually use Intuitracker, you must select where its modules come from. After the program loads, select "Choose Disk" from under the "Tracks" menu heading. It will then display a string requestor containing "ST-00:Modules" as the default choice. Click in that space, and an orange/red block should appear. Hold down the right Amiga key, and hit X. The text will disappear. Now, type either the name of the module disk, eg MOD-001: or the drive in which the disk is, eg df0: . Press Return, and wait while the program loads the names of the modules in from disk.

After it has finished, go back to the "Tracks" menu item and select a module. If you have enough memory, it will load the module in and start playing it. Some modules are like, huge. Most average 100 kilobytes (1/3rd of the free memory on a 512k Amiga).

If you have problems with memory, go to the"Control" menu and select "Eject"; this removes the current module from memory. Also, you may wish to deselect "Continuous Play"; when selected, it uses a lot of space when loading a module while another is playing.

Usual disclaimer applies; you can't sue me for anything. ■
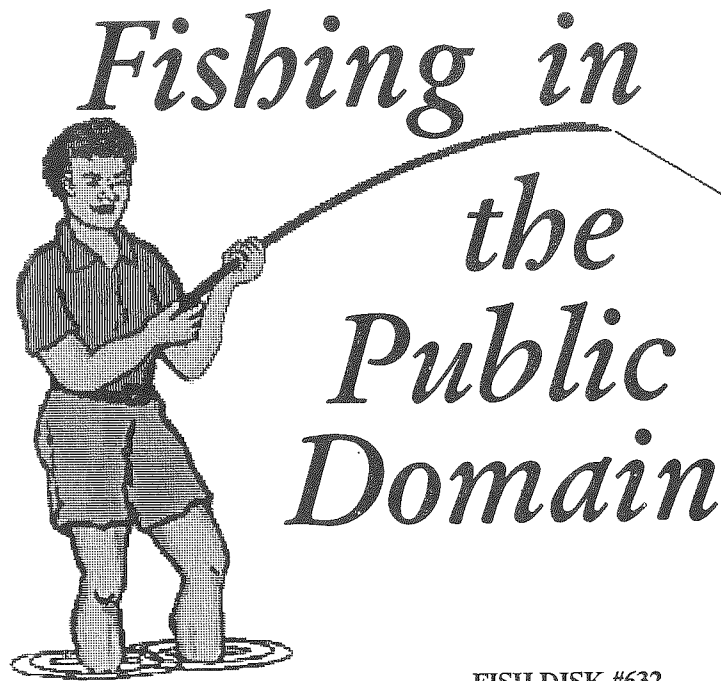
Fishing in the Public Domain

author. Version 1.3, shareware, includes source, German version only.
Author: Christian Habermann

PlansDemo

Demo version of a drawing program with user definable fonts, over 32000 named lockable layers, definable screen resolution, hierarchial parts and grouping, importing of HPGL plot files, multiple simultaneously loaded drawings, many print options, fully programmable plotter support, 38 mouse drawing modes, over 22 numeric object creation modes, 53 editing modes, rulers, crosshairs, grid, bezier curves, and more. This is version 2.1, binary only.
Author: Gary Hale

SoftLock

A program to help prevent unauthorized access of your bootable hard drive by requiring a password each time you reboot. Has been tested under both AmigaDOS 1.3 and 2.04. This is version 1.0.1, shareware, binary only.
Author: Allan Baer

FISH DISK #632

FISH DISK #631

AHDM

Amiga Hard Disk Menu. When placed in your startup sequence, AHDM offers a sixteen page menu, each page having up to ten possible actions. By double clicking on an action, that action will execute any legal AmigaDOS command, program, or script file. This allows you to interactively select which programs you wish to start or packages to install at boot time. Version 3.00a, an update to version 1.1a on disk 319. Binary only, demo version that supports 5 pages of 5 actions.
Author: Scott Meek

Amigadex

A disk based "address book". It is intended to be used as a personal data base for the names, addresses, and phone numbers of all your friends and business associates. May be used to maintain a small mailing list. Includes a flexible print utility and import function. Version 1.61, shareware, binary only.
Author: Ray Lambert

KeyBang

A program to entertain a very young person while simultaneously protecting your Amiga from the consequences of such entertainment. Keybang draws shapes and plays sounds in response to playing with the keyboard and mouse. The sounds are IFF 8SVX samples which you can supply, or use the ones provided. This is version 1.0, shareware. Includes source.
Author: Mike Stark

Offender

Demo version of a fast shoot'em up game based on Williams' Defender game. Runs at 50/60 frames per second. Includes PAL and NTSC versions. Kickstart 2.04 compatible. Requires 68020 CPU and 68881 FPU or better. Version 1.01, shareware, binary only. Full version and/or source code available with shareware payment.
Author: Fred Bayer

Attacks

A two player strategy game played on a seven by seven grid, modeled after the arcade game called Ataxx. The moves and rules are very simple, but the strategy is complex. Includes source in Modula-2.
Author: Scott Biggs

Copper

An action game similar to Arkanoid. The objective of the game is to destroy all the bricks on the screen with the ball. Some bricks may take only 1 hit to destroy, or as many as 8. Shareware, binary only.
Author: Hai Truong

MrED

An ANSI graphics editor that allows loading and editing of ANSI color files, commonly used in BBS programs. Features block moves, a line drawing mode, colorize functions, full ANSI sequence support, and more. Version 1.20, binary only.
Author: Robert V. Fahey

PrintFiles

A freely redistributable print utility to replace the standard workbench Printfiles command. Supports Arexx, application icon, and setting up a print list with unlimited number of entries. Requires OS 2.04. Includes two versions, V0.9e in English and V0.9d in German. Includes source.
Author: Karlheinz Klingbeil

FISH DISK #633

GALer

GALs (Generic Array Logic) are programmable logic devices. "GALer" is the software and the hardware which is necessary to program your own GALs. The supported GAL-types are GAL16V8 and GAL20V8. The circuit diagram for the GAL device programmer is available from the
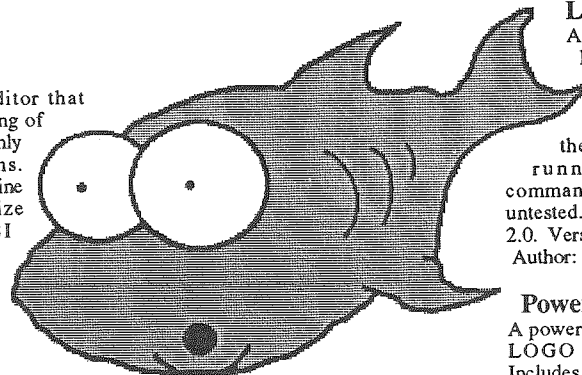
NonClick

A program to stop floppy drive clicking. Features an intuition user interface that allows you to turn clicking on and off on every drive individually. Requires AmigaDOS 2.0. This is version 1.06, public domain, includes source.
Author: Kjell Cederfeldt

Slicer

A program for creating abstract art based on mathematical functions, such as the Mandelbrot set, Julia sets, and related abstractions (chaotic dynamical systems). Features include fast fixed or floating point arithmetic, many different functions, many computation options, many coloring and rendering options, batch mode, focus, multi pass, zoom in, zoom out, pan, and four dimensional navigation. The produced pictures can be thought of as cross sections or "slices" revealing the insides of solid (if imaginary) objects. Version 2.0, an update to version 1.0 on disk 249. Binary only.
Author: Gary Teachout

FISH DISK #634

APIG

ARexx Programmers Intuition Graphics library is an ARexx external function library similar to RexxArpLib. APIG.LIBRARY provides the ARexx programmer with access to most of the resident Graphic, Intuition, and Layer library functions. Allows you to create custom screens/windows, gadgets, requesters, intuitext, borders, etc. This is version 3.3, an update to version 3.1 on disk 629. Binary only.
Author: Ronnie E. Kelly

LDP

An ARexx compatible Laser Disc Player for RS-232 serial machines from Hitachi, Pioneer, and Sony. You can have a remote control on the screen and/or the program running to accept ARexx commands. The Hitachi drivers are untested. Works best with AmigaDOS 2.0. Version 1.31, includes source.
Author: Ron M. Battle

PowerLOGO

A powerful and versatile dialect of the LOGO programming language. Includes all of the support for word and list processing, program code processing, local variables, global variables, free variables, recursion, tail recursion, etc that you expect from LOGO. Also includes support for demons, while loops, menus, screens, windows, window graphics, turtle graphics, reading and writing files, optional inputs for procedures, mutable lists, etc. This is version 1.1, an update to version 1.00 on disk 377. Binary only.
Author: Gary Teachout

FISH DISK #636

Alert

Gives detailed information about the meaning of various Amiga alerts given the 32-bit hex alert number. Version 1.00, includes source.
Author: Stefan Zeiger

NewDefTool

A utility to change the default tool for project icons. Has a user defined configuration file for flexibility. Can default tool according to old default tool or filenames. Supports the use of appicon, so using NewDefTool is a simple matter of dragging and dropping icons. Requires AmigaDOS 2.0. This is version 1.01, public domain, includes source.
Author: Kjell Cederfeldt

NewPrint

A program for formatting textfiles so that they will print out as you like them to, not on the perforation or on the platen. Adjustable top, bottom, left and right margins. Optional pagenumbers, header and footer info. This is version 2.1, shareware, binary only.
Author: Kjell Cederfeldt

FISH DISK #635

BootPic

BootPic allows you to install nearly any IFF picture that you like in place of the WorkBench hand that appears after a reset. Version 2.0, an update to version 1.2 on disk 609. Binary only.
Author: Andreas Ackermann

Icons

A selection of 8 color hires icons for your viewing pleasure.
Author: Ernst Janesch

FISH DISK #637

EDRC

An extensive configuration file for Matt Dillon's DME text editor, using 10 menus and many functions.
Author: Stefan Zeiger

Electron

Electron World is a cellular automation described in "Spektrum der Wissenschaft" ("Scientific American") March 1990. This is version 3.10, an update to version 2.01 from disk 584 (Wizard Works 2). 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. Includes an ARexx port. Version 1.50, an update to version 1.20 from disk 584 (WizardWorks 2). Shareware US$ 10. Binary only.
Author: Stefan Zeiger

Henon

A program for drawing Henon pictures. Includes 3 example parameter collections. Freeware. Binary only.
Author: Stefan Zeiger

LISA

A program for drawing Lissajous pictures. With full intuition support and WB2.0 design (even under 1.3). Different versions for 1.3 and 2.0. This is version 1.10, an update to v1.01 from disk 584 (WizardWorks 2). Freeware. Binary only.
Author: Stefan Zeiger

MemMan

The MemoryManager can be used to test programs under different CHIP/FAST memory configurations. Version 1.10, freeware, binary only.
Author: Carsten Raufuß

SmallPalette

A very short replacement for the WB1.3 "Palette" program using the req.library's color requester. Source in SAS/C included. Public Domain.
Author: Stefan Zeiger

TurboLife

An implementation of the cellular automation "Life". This is version 3.10, an update to version 2.01 on disk 584 (Wizard-Works2). Shareware US$ 10. Binary only.]
Author: Stefan Zeiger

WizardCLock

A workbench clock with many features and various languages. Version 1.30, an update to version 1.20 on disk 584 (Wizard-Works 2). Freeware. Binary only.
Author: Stefan Zeiger

WizardsInfo

General information about the Wizard Works disk 3, from which this material was included.
Author: Stefan Zeiger

WWBatch

This drawer contains two batchfiles that residents/copies to RAM: the commands used by ! Wizard Works ! program startup batch files.

Author: Carsten Raufuß

FISH DISK #637

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 1.1, an update to version 1.0 on disk 592. Binary only.
Author: Mark W. Davis

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. Version 1.22, an update to version 1.11 on disk 593. Shareware, binary only.
Author: Stefan Boberg

MouseAideDEMO

A demo version of a "Mouse" utility with all the standard functions; mouse acceleration with threshold, window and screen manipulation by mouse and keyboard, mouse and screen blanking, SUN (auto-activation) mouse, user definable "hot key" command, etc. Also has functions other mouse programs do not, such as multi-icon-select with only the mouse, left and right button swapping, mouse port switching, WorkBench to the front function, freezing of the mouse and keyboard of all input, etc. Written in assembly language for efficiency in size and CPU usage. Version 3.34a, an update to version v2.56a on disk 567. Shareware, binary only.
Author: Thomas J. Czarnecki

VideoMaxe

A program to manage one's private video tape collection. Both program and documentation are in German; no English version at this time. Version 3.22, an update to version 3.00 on disk 547. Binary only.
Author: Stephan Sürken

FISH DISK #638

PowerVisor

A powerful machine language level debugger for the serious Amiga programmer. Compatible with all Amiga models, all Motorola CPU's from 68000-68040, 68881/68882 FPU's, and the 68851 MMU. Supports ARexx scripts and scripts written in an internal language, online help, some resource tracking, and much more. Version 1.13 beta, shareware, binary only.
Author: Jorrit Tyberghein

Run68010

Allows you to run programs that use 68010-specific instructions on 68000-based machines. Uses self-modifying code. Simulates 68010-specific registers. Starts from both WorkBench and CLI. Includes source in assembly.

FISH DISK #639

DrawMap

Release 4.0 of a program for drawing representations of the Earth's surface. New features include using the full Micro World Data Bank data files, user selection of the items to be included (e.g., coastlines, rivers, etc.) and the amount of detail in each map, and a redraw function. Corrects a problem with box and text selection encountered under AmigaDos 2.04, but AmigaDos 2.04 is not required. Requires 1.5 megabytes of memory and a hard disk with 1.6 megabytes of free space. Also includes version requiring a 68020 CPU and 68881 FPU. This is an update to version 3.1 on disk 545. Includes full source. Distributed in two parts, the other part is on disk 640.
Author: Bryan Brown.

Technoban

A Sokoban type game written in assembler. Features include 4 worlds with 10 levels each, new graphics and sounds in every world, 32 colors, 5 stereo sounds, smooth animation, an integrated editor, and a code for each level. Version 4.07, binary only.
Author: Tim Schattkowsky

FISH DISK #640

DrawMap

Release 4.0 of a program for drawing representations of the Earth's surface. New features include using the full Micro World Data Bank data files, user selection of the items to be included (e.g., coastlines, rivers, etc.) and the amount of detail in each map, and a redraw function. Corrects a problem with box and text selection encountered under AmigaDos 2.04, but AmigaDos 2.04 is not required. Requires 1.5 megabytes of memory and a hard disk with 1.6 megabytes of free space. Also includes version requiring a 68020 CPU and 68881 FPU. This is an update to version 3.1 on disk 545. Includes full source. Distributed in two parts, the other part is on disk 639.
Author: Bryan Brown.

FISH DISK #641

Annotate

A text editor written for AmigaDOS 2.04 only, that takes advantage of public screens and the system default font. Features include folding, shifting, and full clipboard support. Version 1.0, binary only.
Author: Doug Bakewell

FISH DISK #637

ShellTimer

A well behaved shell based stopwatch program. Being shell based, the timer can be controlled from AmigaDOS scripts, from Arexx macros, from makefiles, or interactively. Requires AmigaDOS 2.04. This is version 1.0. Includes source.
Author: John Lindwall

BootX

An easy to use boot, file and link virus killer with a KickStart 2.0 look (even under KickStart 1.3). Has lots of options to detect and kill Amiga viruses. Version 4.45, an update to version 4.02 on disk 560. Binary only.
Author: Peter Stuer

EVW

Early Virus Warning.
This program was designed to let the user get a look at important 'vectors' of the Amiga system. Does buffered scans of all library, device and resource vectors. Version 2.22. Binary only.
Author: Peter Stuer

GearCalc

A bicycle gear ratio calculator. Version 2.2, an update to version 2.0 on disk 514. Binary only.
Author: Ed Bacon

LVD

A first defense utility against file and link viruses. It patches the LoadSeg vector(s) and checks every executable that comes along. Recognizes 25 file or so linkviruses. Version 1.72, an update to version 1.61 on disk 554. Binary only.
Author: Peter Stuer

TLog

An intuition based program that records statistics to monitor athletic training progress. Maintains a daily record of distance, time, heart rate, weight and temperature. Links a text file with the record for a free form diary. The AREXX commands provide the basis for generating custom reports from the data base. Sample script allows TLog to automatically get to a scheduler to post reminders of upcoming events. This is version 2.01, an update to version 1.0 on disk 514. Shareware, binary only.
Author: Ed Bacon

FISH DISK #642

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 2.19, an update to version 2.17 on disk 617. Binary only.
Author: Nic Wilson

EditKeys

A keymap editor. Supports editing of string, dead and modifiable keys, as well as control of repeatable and capsable status of each key. Runs equally well under AmigaDOS 1.3 or 2.0. If running under AmigaDOS 1.3, requires "arp.library". This is version 1.2. Includes source in assembly.
Author: David Kinder

More Fish.....

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. This is version 1.7, an update to version 1.6 on disk 619. 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 1.15, an update to version 1.14 on disk 628. 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 2.69, an update to version 2.62 on disk 625. Binary only.
Author: Nic Wilson

VS2PR
Converts files to and from VideoScape 3D and PageRender 3D. It preserves and matches colors as closely as possible, and retains surface detail polygons from VideoScape. Good for Video Toaster owners looking for the more mathematical 3D objects that PageRender generates so well. Other features include scaling, batch processing, and a QuickRender module that lets you preview the 3D objects in wireframe. This is version 1.0, binary only.
Author: Syd Bolton

FISH DISK 643

4Wins
A simple little WorkBench game where the first one to get four happy faces in a row wins.
Author: Kay Gergs

DSDemo
Demo version of Distant Suns, an Amiga planetarium program that has collected numerous awards. Comes in two versions, one that runs under AmigaDOS 1.3 and uses software floating point, and another that runs under AmigaDOS 2.0 and requires a hardware floating point coprocessor. The demo includes a star database with approximately 3700 stars, some limited lunar images, and Halley's comet. Requires 1 Mb of memory. This is version 4.1, binary only.
Author: Mike Smithwick

Install
A replacement for the AmigaDOS Install command, with an Intuition front end. This is version 1.1. Includes source in assembly.
Author: David Kinder

PCTask
PC-Task is a software IBM-PC emulator. It allows you to run the majority of IBM-PC software on your amiga with no additional hardware. Runs just like a normal application allowing multitasking to continue. The program has a graphical user interface and no additional filesystem/device mounting is required. A few clicks with the mouse and it is operational. CGA, MDA, Serial, Parallel, Mouse, 2 Floppy drives and 2 Hard drives are emulated. The hard drives can be partitions or hard drive files like the bridgeboard can use. This is demonstration version 1.04. Full version is available from the author. Binary only.
Author: Chris Hames

FISH DISK #644

FontConverter
Converts standard font files into C code structures that can be included directly in your program. Probably most useful for people writing programs that take over the machine and thus do not have access to the standard fonts directory. Includes source.
Author: Andreas Baum

SystemInfo
A system configuration display program with an Intuition interface. Recognizes about 80 different product codes and about 40 manufacturer ID's. Displays information about all AutoConfig cards, all mounted drives, vectors, processor types, and other useful information. This is version 2.0a, shareware, binary only.
Author: Paul Kolenbrander

Unsporting
Another cute Aerotoon animation from Eric Schwartz, starring the A-10 Thunderbolt aircraft, better known as the 'Warthog'. This aircraft's job is to hunt and destroy tanks and other things on the ground, and that is exactly the subject of this animation. Requires approximately 2Mb of memory.
Author: Eric Schwartz

FISH DISK #645

DMD
A package that adds many powerful features to DME, including outlining and word processing capabilities. Word processing features include spell checking, ANSI code insertion, pagination, double spacing, text justification, requester for inserting any character, find & replace requester, and intelligent paragraph reformatting. Outlining features allow you to write and renumber outlines. Includes many ARexx macros, a large ".edrc" file, a spell checking program, and a dictionary. Version 2.00.
Author: Fergus Duniho

Elvis
A UNIX vi/ex editor clone. Supports nearly all the vi/ex commands, in both visual mode and colon mode. Like vi/ex, elvis stores most of the text in a temporary file, allowing it to edit files that are too large to fit in memory, and the edit buffer can survive a power failure or crash. Also supports most vi ".exrc" definitions, supports user defined TERM and TERMCAP environment variables, works over an AUX: port, supports function keys and arrow keys, and more. This is version 1.5. Includes source.
Author: Steve Kirkendall, Amiga port by Mike Rieser

HDFixer
Some of the newer A3000's have high density floppy drives. In the 37.175 version of kickstart, HD disks are not completely supported in HD mode. This program patches the system so that kickstart V37.175 owners are able to use 1.71 MB HD disks in the floppy drive. Requires Workbench 2.04. This is version1.00, binary only.
Author: Peter-Iver Edert

FISH DISK #646

AppliGen
An Application Generator for Superbase III. Create the SBpro DML program's menus without having to do the same work over and over. Creates Superbase DML sources with menus, labels,opening of files, queries, etc. Uses user-selectable options (inluding all SBpro SET commands). Menus can be previewed as Intuition menus or text-menus. Sources and included subroutines can be syntax checked, and exported as ASCII or ".sbp"-file. Version 1.0 interpeted language source and executable.
Author: Ivo Kroone

KCommodity
Multifunctional commodity for OS 2.0. Includes window activator, time-display in several modes and formats, alarm function, KeyStroke-Clicker, time to environment, Window/Screen cycling, LeftyMouse, ESC-Key can close Windows, Revision Control System, telefone bill calculator, Screen /Mouse-Blanker, Mapping of german "Umlauts", PopUp Shell, AppIcon support, LeftyMouse, user definable HotKeys. Fully controllable via ARexx-Port. All settings can be customized and saved to disk. This is version 1.70, requires OS 2.0. Written in assembly for speed and efficiency. Includes source.
Author: Kai Iske

MouseAideDEMO
A demo version of a "Mouse utility" with all the standard functions; mouse acceleration with threshold, window and screen manipulation by mouse and keyboard, mouse and screen blanking, SUN (auto-activation) mouse, user definable "hot key" command, etc. Also has functions other mouse programs do not, such as multi-icon-select with only the mouse, left and right button swapping, mouse port switching, WorkBench to the front function, freezing of the mouse and keyboard of all input, etc. Written in assembly language for efficiency in size and CPU usage. Version 4.23a, an update to version 3.34a on disk 637.
Author: Chuck Brand

Shareware, binary only.
Author: Thomas J. Czarnecki

SoundZAP
A sound conversion utility that will convert almost any of the sampled sound file formats available on different platforms to the Amiga's IFF 8SVX format or into RAW data. It recognizes .VOC, .au (ulaw, 16, 24, or 32 bit samples), .WAV, and Macintosh headered samples, and converts them appropriately. It can also identify ulaw, signed, and unsigned RAW data, converting it properly. It treats unidentifiable headered files as RAW, so they are treated properly also. Version 2.3, includes source.
Author: Michael Cramer

FISH DISK #647

Dog
A puzzle where the object is to push boxes to designated locations. Uses HAM mode and is written in JForth. Relative difficulty for this puzzle is easy, but it will take over a half hour for most people to find the solution. This is version 1.0, binary only.
Author: David M Cole

JM
Job Manager is a utility which extends the AmigaDos multi-tasking environment by providing features such as: allocation of CPU cycles in any ratio to multiple CPU bound processes, default task priorities based on task name, task logging, system uptime reports, task invocation times, and more. JM has very little impact on the system itself. Requires AmigaDOS 2.04 or later. Includes 68000/20 and 68030/40 versions. Version 1.1, an update to version 1.0 on disk 602. New features include better task name detection, an ARexx port, and a number of bug fixes. Binary only.
Author: Steve Koren

Nova
A puzzle where the object is to push boxes to designated locations. Uses HAM mode and is written in JForth. Relative difficulty for this puzzle is advanced, and it will take over two hours for most people to find the solution. This is version 2.0, binary only.
Author: David M Cole

PowerPlayer
A very powerful, user friendly and system friendly module player. It can handle nearly all useful module-formats (Noisetracker, MED, Oktalyzer, etc.), can read powerpacked modules and comes along with its own cruncher that uses the powerful lh.library written by Krekel/Barthel. Needs the powerpacker.library and the reqtools.library to run, both included in the package. Also includes some sample modules. Version 2.1, freeware, binary only.
Author: Stephan Fuhrmann

PrintDump
A program that will allow you to view or print out the voice data in a Yamaha 32 voice bulk dump file. Allows you to choose any single voice to display or print, or it will display or print all the voices in the dump file. Includes source.
Author: Chuck Brand

VcEd
A Voice (Tone) Editor for the Yamaha 4 Operator series synthesizers. Version 2.0, an update to version on disk 345. Binary only, source available from author.
Author: Chuck Brand

YamEx
A Sytem Exclusive and Voice Librarian program for all Yamaha 4 Operator synthesizers. Works with all 100 voice and 32 voice Yamaha bulk dumps. Binary only. Source code available from author.
Author: Chuck Brand

FISH DISK #648

AddAssign
A small system patch and replacement for the standard CLI commands 'assign' and 'path'. With AddAssign, you may assign a logical device (like 'C:' to one OR MORE physical devices or directories). AddAssign is especially useful for programs which need a library or something else in a specified path, but you don't want them to be there. Version 1.04, shareware, includes source.
Author: Alexander Rawass

AntiCicloVir
A link virus detector that detects 18 different such viruses. Version 1.2, an update to version 1.1 on disk 611. Includes source in assembly.
Author: Matthias Gutt

Vertex
A 3D object editor with many features. Has an easy to use interface with many user selectable options. The main view can be easily rotated, positioned or scaled with the mouse, which makes the editor fast and responsive. Special features include fractals, multiply command, point and click editing, an Arexx interface and much more. This is version 1.36.3, an update to version 1.28 on disk 608. Shareware, binary only.
Author: Alexander D. Deburie

FISH DISK 649

AMancala
This is a slightly modified variant of an old African board game called Mankalla. Zero, one and two player mode, six computer playertypes, protocol function, 12 ranking lists maintained. Also a short online manual, SingleStep-Learn- Mode and two display modes (numerical, graphical) provided. Usage from both Workbench and CLI supported. Compatible with Kickstart 1.3 and 2.0. This is Version 1.19, binary only, shareware.
Author: Thorsten Koschinski

BrowserII
A "Programmer's Workbench". Allows you to easily and conveniently move, copy, rename, and delete files & directories using the mouse. Also provides a method to execute either Workbench or CLI programs by double-clicking them or by selecting them from a ParM like Menu whith lots of arguments. Version 2.04, an update to version 1.0 on disk 540. Binaryonly.
Author: Sylvain Rougier, Pierre Carrette

CLIExe
A XIcon style program. It allows you to execute a script fromWB and is completly CLI compatible, because it is a CLI. Can use a real script file or take commands in its own TOOLTYPES. Version 1.1, an update to version 1.0 on disk 540. Includes source in C.
Author: Sylvain Rougier

LoadLib
Another LoadLib program, but this version takes unlimited number of arguments in both CLI/WB and remove the quote (") so it can work in BrowserII at any time. Pure so you can put it in your resident list. Version 1.0, includes source in C.
Author: Sylvain Rougier

ParM
Parameterable Menu. ParM allows you to build menus to run whatever program you have on a disk. ParM can run programs either in WorkBench or CLI mode. There is an alternative to MyMenu which can run only when WorkBench is loaded. ParM have its own little window, can attach menus to the CLI window you are running it from, or to the WB menus, just like MyMenu. This is version 3.6, an update to version 3.00 on disk 540. Includes source in C.
Author: Sylvain Rougier, Pierre Carrette

Support
Some libraries and other stuff used by other programs on this disk. Placed here simply to avoid lots of duplication.
Author: Various

FISH DISK #650

EraseDisk
A small, fast program used to erase a disk by setting all bits on the disk to zero. Version 0.92, an update to version 0.69 on disk 544. Binary only.
Author: Otto Bernhart

MountShare
Allows you to reuse the loaded code from one device for other devices that are applicable. Using MountShare, you specify a master device whose handler will be reused by other devices.
Author: Olaf 'Rhialto' Seibert

OwnDevUnit
A package that 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. Version 2.0 on disk 577. Includes source.
Author: Christopher Wichura

P-Animate
A full 3D Animation program for producing animations in Anim5 format, with emphasis on live characters rather than inanimate objects. Can also be used to produce animated illustrations for use in P-Reader illustrated texts. Version 2.1, freeware, binary only.
Author: Chas A Wyndham

P-Compress
A compression program that produces smaller files faster than any other current general-purpose cruncher, using LZH compression algorithms. Can handle single files, whole drawers, disks, or selected files or types of file within drawers and disks. Includes compression and decompression object files which can be linked to your own programs to allow them to access and output data in LZH format. Version 2.3, an update to version 2.1 on disk 595, with substantial enhancements. Freeware, binary only.
Author: Chas A.Wyndham, LZH code by Barthel/Krekel

P-FixLib
A new P-Suite utility that diverts calls to DOS library so that P-Compressed files are decompressed before being opened or executed. Any type of file, inluding icons, executables, libraries, fonts, texts, etc. may be compressed. Effectively doubles the capacity of your disks. Version 1.2, freeware, binary only.
Author: Chas A.Wyndham

This month's fish were drawn by Nathan Mitchell
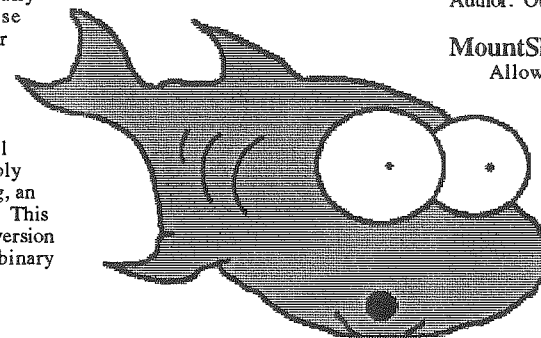
PUBLIC DOMAIN SOFTWARE ORDER FORM

Mail to: Amiga Users Group, PO Box 684E, Melbourne 3001, Victoria

Disk Numbers								

Dont forget to specify collection name i.e., FISH, AMIGAN, AMICUS etc.

Disks supplied by the Amiga Users Group @ $4 each		$
Disks supplied by member @ $2 each		$
Club Use Only:	Total:	$
Member's Name:	Membership #	
Address:		
	Postcode:	

Notice of Annual General Meeting

The Annual General Meeting of the Amiga Users Group Incorporated will be held on Sunday 16th August 1992 at Holmesglen Conference Centre, Chadstone at 2:30 p.m.

The purpose of the Annual General Meeting (AGM) is to report on the group's activities and financial situation and to conduct annual elections to select a new committee for the next 12 months. ALL committee positions are to be declared vacant and financial members of AUG can nominate themselves, or other members, for the position(s). Nominations can be made in writing prior to the AGM and should be addressed to The Secretary, Amiga Users Group Inc. Please include the name and signature of the person nominated and the title of the position nominated for.

The following is a summary of the duties for each of the committee positions. Please contact existing committee members if you require more information.

Co-ordinator (President) - Has the responsibility of overall co-ordination and control of the groups activities. This position offers an opportunity for any member of AUG to become strongly involved and help set the future direction of the group.

Assistant Co-ordinator (Vice-President) - This position exists primarily as a support to the co-ordinator but has in the past taken on the specific responsibility of co-ordinating the SIG groups and special activities undertaken by AUG and its members.

Meeting Chairman - Is in general required to organize the events at the AUG monthly meetings and with assistance from other committee members arrange demonstrations and displays of items considered to be of interest to general group members.

Secretary - Performs the usual functions expected of the secretary of any club or user group such as general correspondence, collection and distribution of committee meeting minutes and booking of meeting rooms.

Treasurer - Again a fairly traditional position involving the management of the daily finances of the group e.g. collecting and banking of funds received from P.D. disk sales, membership payments etc.

Membership Officer - Responsible for managing membership of the group by collection of dues, updating of database and issuing of renewals.

General Member - In addition to the above formal positions there are four general committee positions to cover the additional requirements of helping to run a group the size of AUG.

The positions of Newsletter Editor, Software Librarian, Book Librarian and Purchasing Officer can be held by ordinary members of the group and are usually selected by the AUG committee. The group would also fail to operate without the support and work put in by the co-ordinators of the Special Interest Groups.
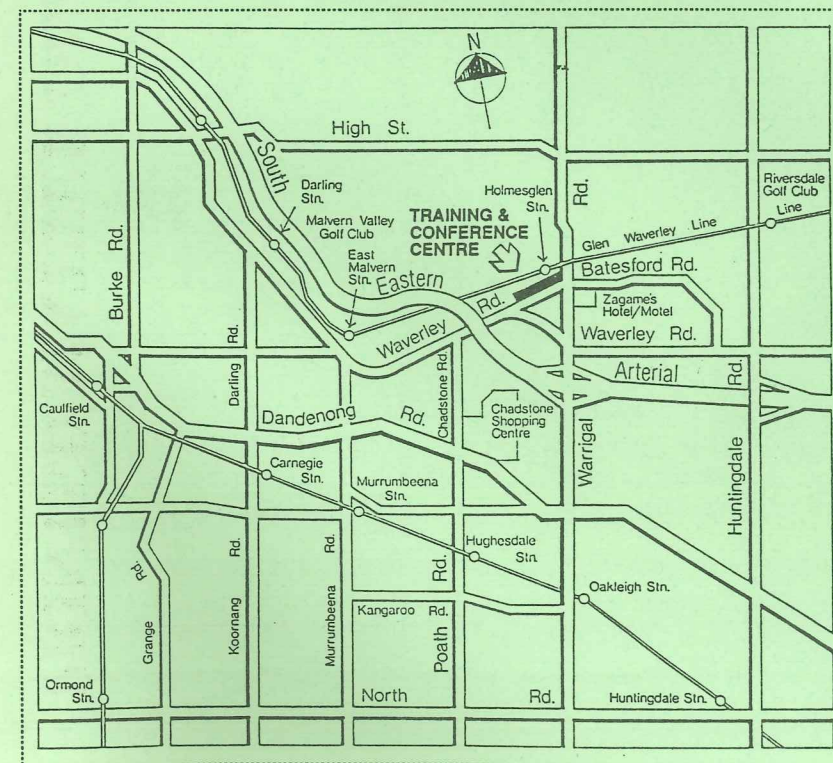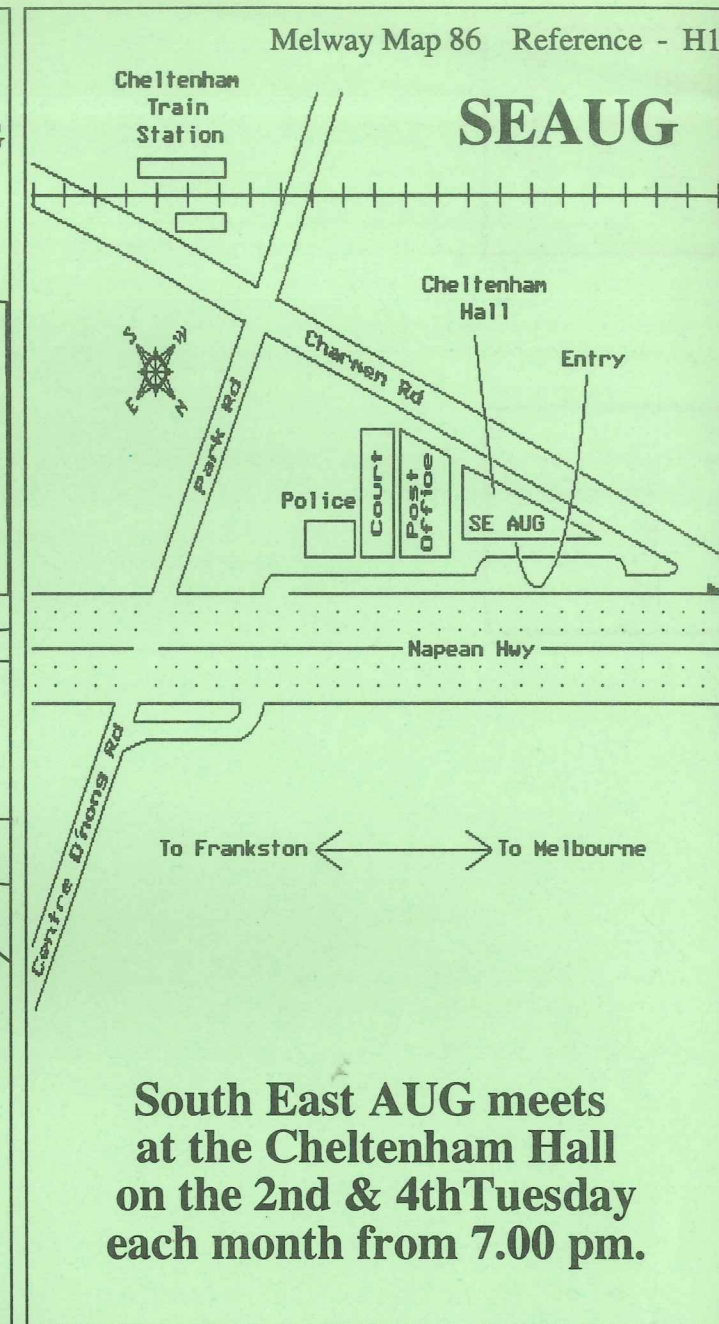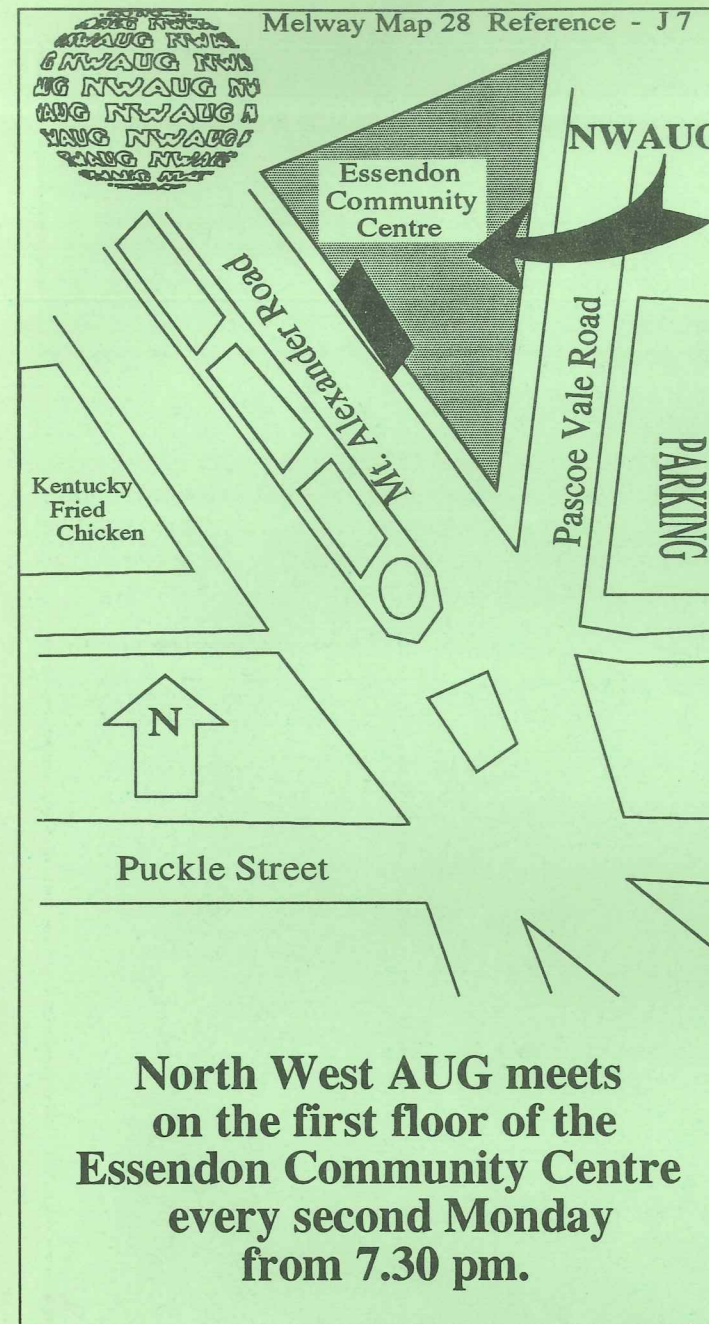
This summary is offered as a guide only and is not to be considered a formal position description, the rules of the association define the specific requirements in more detail. Please consider nominating for a position which interests you - the existing committee members are willing to help you get started in your new job and welcome anyone wishing to support AUG by getting involved with the management of the group. The committee meets once a month to discuss group business and apart from this most other duties can be handled by phone contact or at the main monthly meeting.
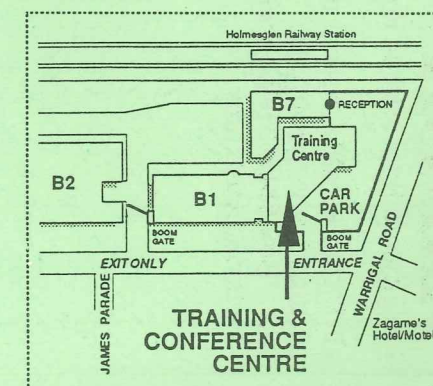
Amiga Users Group

AUCTION

August 16th. Following the AGM

Melway Map 28 Reference - J 7

NWAUG

Essendon Community Centre

Mt. Alexander Road

Pascoe Vale Road

PARKING

Kentucky Fried Chicken

N

Puckle Street

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

SEAUG

Cheltenham Train Station

Cheltenham Hall

Entry

Park Rd

Charman Rd

Police

Court

Post Office

SE AUG

Centre Dfrons Rd

Napean Hwy

To Frankston ⟵ ⟶ To Melbourne

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

High St.

South

Darling Stn.

Holmesglen Stn.

Malvern Valley Golf Club

TRAINING & CONFERENCE CENTRE

Riversdale Golf Club Line

Glen Waverley Line

East Malvern Stn.

Eastern

Batesford Rd.

Zagame's Hotel/Motel

Waverley Rd.

Burke Rd.

Darling Rd.

Waverley Rd.

Arterial Rd.

Caulfield Stn.

Dandenong Rd.

Chadstone Rd.

Chadstone Shopping Centre

Warrigal Rd.

Huntingdale

Carnegie Stn.

Murrumbeena Stn.

Murrumbeena Rd.

Poath Rd.

Hughesdale Stn.

Koornang Rd.

Grange Rd.

Kangaroo Rd.

Oakleigh Stn.

Ormond Stn.

North Rd.

Huntingdale Stn.

AUG Meeting Sunday 19th. July Holmesglen Conference Centre Chadstone. Melways 69F1 Doors open 1 pm. Amiga A600 on display. Latest news from World of Commodore Sydney, July 1992.

Holmesglen Railway Station

B7

RECEPTION

Training Centre

B2

B1

CAR PARK

EXIT ONLY

BOOM GATE

ENTRANCE

BOOM GATE

JAMES PARADE

WARRIGAL ROAD

Zagame's Hotel/Motel

TRAINING & CONFERENCE CENTRE

POSTAGE
PAID
AUSTRALIA

SURFACE
MAIL

PRINTED MATTER ONLY