AMIGA

Workbench

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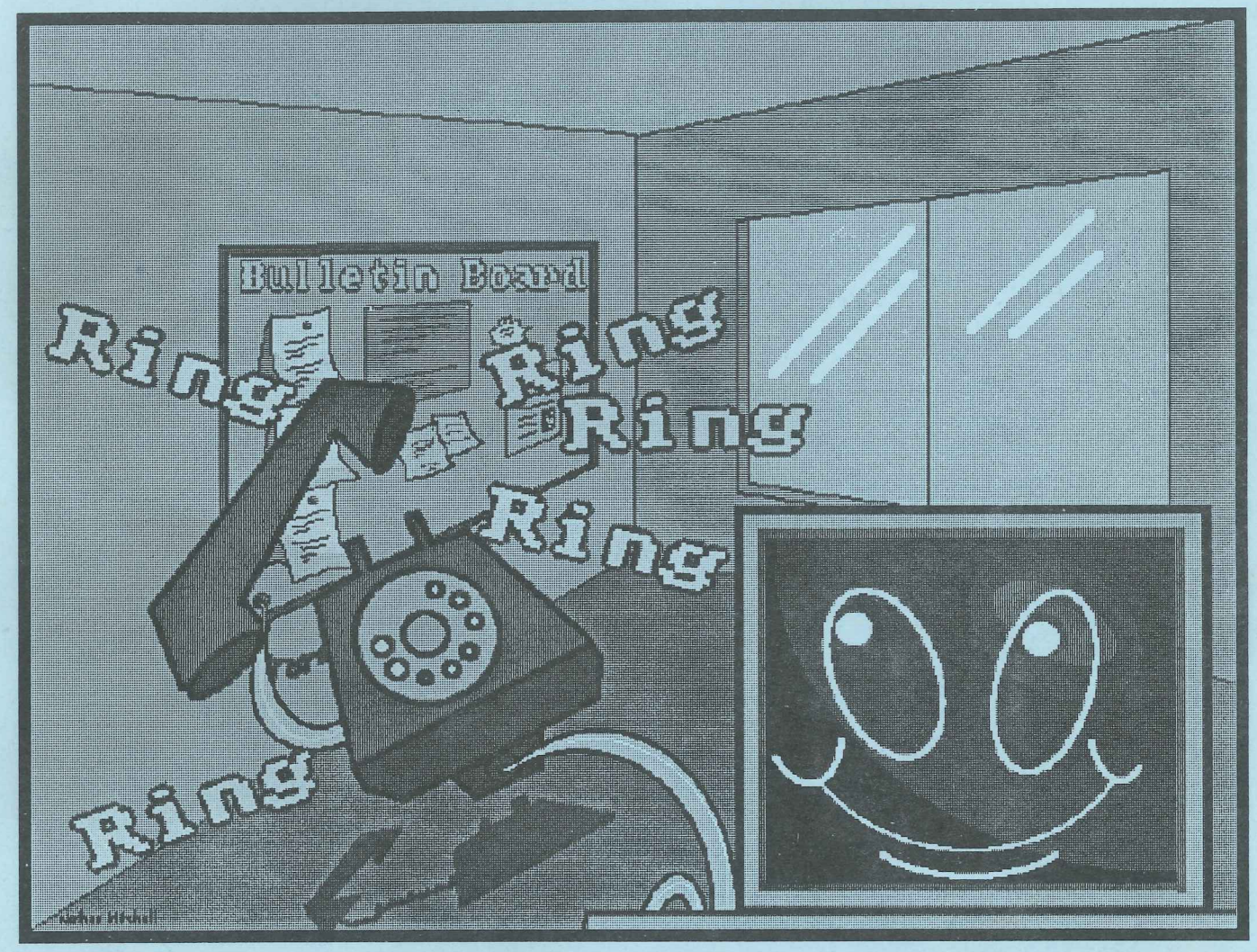
Journal of Amiga Users Group Inc., GPO Box 684E Melbourne 3001 Victoria Australia



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Number 74 **August 1992**

AMIGA USERS GROUP INC.

P.O. Box 684E Melbourne 3001, Victoria Australia.

Who Are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. We DO NOT condone software piracy. We can be reached via an answering machine at:

527 1995

Membership

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

Disk and Book Library

AUG has an extensive collection of Amiga Related Books, Magazines and Tapes. Disks from our Public Domain library are available for $2 each on your own disks or for $4 each on AUG supplied disks, which includes postage. Details of latest releases are printed in this Journal and a catalog disk is available.

Member's Discounts

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

The Bulletin Boards

The AUG operates Bulletin Boards devoted to the Amiga. They can be accessed 24 hours a day on the numbers listed below : Parameters should be set to 8 data bits, 1 stop bit and no parity.

AmigaLink-I = 792-3918
Ratz = 553-0305
Amiga Central

Line 1 (2400/9600) = 376-3887
Line 2 (2400/9600) = 376-7375
Line 3 (300/1200/2400) = 376-6385

Club Events

Tuesday August 11- SEAUG meeting
Sunday August 16- Holmesglen meeting
Monday August 17- NWAUG meeting
Tuesday August 25- SEAUG meeting
Monday August 31- NWAUG meeting
Tuesday Sept. 8- SEAUG meeting
Monday Sept. 14- NWAUG meeting
Sunday Sept. 20- 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 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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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 the Editor. 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
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A1000	Lester McClure	- 803 5664
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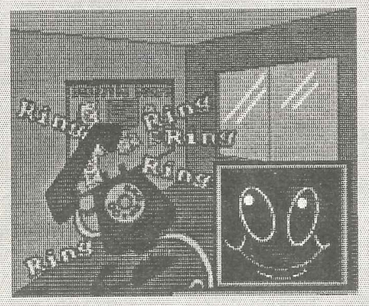
AMIGA *Workbench*

Number 74 August 1992



Cover illustration by NathanMitchell

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Equipment

Amiga 500
Amiga 2000
HP Laser printer

Software

Pagestream 2.2

Printers

KwikKopy Highett

A.U.G.ust

August is AUG's month not just because of the name! This years Annual General Meeting will be held at Holmesglen on August 16th.

This is our chance to review what the club has achieved over the past year and set broad goals for the upcoming year(s). It's also an opportunity to participate. The club requires people to carry out its activities, perhaps it's your turn. All committee positions become vacant at the AGM. There is bound to be one that you can fill.

Following the AGM will be the Annual Auction. All kinds of computer and non-computer bits and pieces will be for sale there. If you have some unused software or hardware gathering dust in a corner, consider donating it to AUG for sale at the Auction. If you have some item you would like to sell bring it along and sell it where the club will get a commission

This is my last edition as Editor of Workbench. Over the period that I have helped with the magazine, the Workbench committee have put in many hours to produce one of the finest 'Amateur' magazines that I know of. Much of the credit must go to Jim Berry whose design and layout have helped create a magazine that is pleasant to look at and is a pleasure to read.

Jim will continue with Workbench but can use some help. If you can help give him a call on 807 7321.

Its harder to see the effect of Lester McClure's involvement. His has been a guiding and motivational influence. He is a long term menber of the club (he has attended every - yep every - meeting since the group's inception). His knowledge of the club and the Amiga helped set the tone and style of Workbench.

Thanks to the other members of the Workbench Committee and to those who helped along the way and thanks to those who contributed Articles and Artwork to the magazine, it's those contributions of time and effort that make Workbench a worthwile endeavour.

Ashley

Having Fun with Bulletin Boards

- or One Thousand and One ways to irritate your loved one even MORE!

by Hugh Leslie

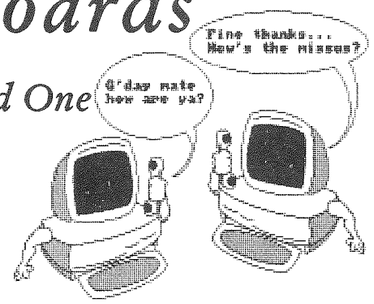


illustration by Nathan Mitchell

Ok, so you've had your computer for a while now and you've been to a few user group meetings but you're feeling the need for something more. You sit at your keyboard late at night and have that nasty feeling that there must be something missing... More RAM? Naaaah, 32 megabytes should do for a while. More Speed? Naaaah, a 50mz 040 fixed that problem a while back. And then you realise... you need to open your horizons, let the light in and enter the world of Bulletin Boards! (BBS from now on.)

Seriously though, now that I've got your attention, I'd like to focus this article on what BBSs are and why you should be interested in them. I began my exploration of BBS's when some friends of mine showed their Amigas communicating with another computer (actually an IBM!) in their own home over the telephone line. This activity required the use of a piece of hardware called a 'Modem' and a piece of software called a 'Terminal program'. Since those heady days, (only about five years ago), things have come a long way in the Amiga communications world. Then the modems we had were home made kits that ran at the very slow speed of 300 characters per second (300 baud). To connect to another computer you had to manually dial the number, wait for the computer on the other end to answer the phone with a whistling sound (like when a fax answers the phone), and then quickly flick a switch on the modem and hang up the phone. Screen updates were very slow because of the slow transmission rate and file transfers were excruciatingly slow but it was a wonderful and exciting world. These days I am using a 2400 baud modem and considering upgrading to 9600 and beyond. The modems do everything for you - they dial the number and connect and all you have to do is select which bulletin board you want to connect to. Which brings me to the next point - what is a bulletin board?

Hugh Is the Meeting Chair of NWAUG and a former AUG Committee member. He also has a report on World of Commodore later in this issue

If you ring a BBS in a network you are really tapping into a huge sea of information and people from all round the globe .

All over the world there are dedicated groups of people who buy computer hardware and software and connect these via a modem to the outside world. They then advertise their presence and wait for people to ring up and leave messages and/or files. Most of them tend to join a network of bulletin boards and at different times of the day all over the world these boards ring each other and send messages and files backward and forward. This means that the BBS is not an isolated entity relying only on those who ring up for its information but is part of a world wide network with information travelling backwards and forwards all the time. If you ring a BBS in a network you are really tapping into a huge sea of information and people from all round the globe. The amazing thing about it is that for a lot of these BBS's it costs nothing but the 20c local call and the whole network is completely run by volunteers!

Most BBSs will let you leave messages in different interest areas requesting help or answering other peoples questions. Sometimes you can get your Amiga questions answered by the people who designed the machine, talking to you indirectly on a computer on the other side of the world! Most BBSs will also let you upload and download public domain software - this is a great way to get the latest PD - often before it arrives on Fish if at all. If you have some creation, you can get it to the world by uploading it to a BBS and have it distributed to the ends of the Earth.

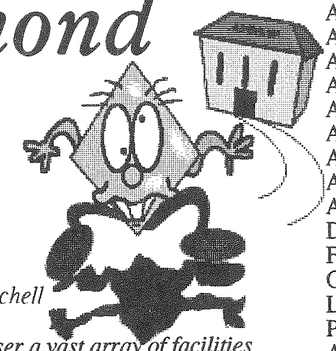
Many BBSs have online games that you can play. These range from simple single person games such as Hangman, to large strategy games like Global War which allow you to pit your skills against other people.

This is not to say that all BBSs are alike. Because they are run by individuals with different interests you will often find special interest groups and message areas which make them stand out from each other. Some BBSs, like Amiga Central, are multiline BBS. This means that you can ring the board at the same time as someone else and access all the facilities at the same time and even "chat" directly with the other person. In fact on Amiga Central, with three lines and the System Operator (or Sysop) involved, you can conference with up to four people at once!

BBSing is fun, but very time consuming like everything else in computing. It is getting much cheaper with 2400 baud modems easily available for about $200 second hand. I think it adds a whole new dimension to your computer because suddenly you realise that you are not alone, but that there is a whole world of people out there who are willing to answer your questions, discuss things with you and tell you about the absolute latest and greatest in the computer world. ■

Crazy Diamond

Telephone : (61-3) 569-8873



reviewed by Andrew Breeden
Co-Sysop and avid user

illustration by Nathan Mitchell

BULLETIN BOARD SYSTEMS offer the user a vast array of facilities and media to entertain and to express their views on topics of interest. They can provide On-Line Games, File Databases, Message Echos [Local and Network], General Information about the system, exchange of ideas and a form of "meeting" new people through associated Special Interest Groups.

One such Bulletin Board System [BBS] is namely Crazy Diamond BBS situated in the "down-town" suburb of Oakleigh. The System Operator [Sysop] is named Chris Quonoey and the Computer allowing for all this to happen is an Amiga [phew !]

Files Areas

There is approximately 160 MEG of pure software available for Download depending on Access levels of the User.

These files are arranged into the following Areas :

General Files.
Archivers.
BBS & Point Support.
Communications.
Disk Utilities.
DOS 1.3 Utilities
DOS 2.0 Utilities.
Games.
Graphics.
Network.
Programming.
Sound and Music.
Text & Docs.
Virus Control.

Uploads Area.

Transamiga.
Star/Xenolink/DLG.

All of these areas are fed from either Uploads from Users on-Line or via the Network for which Crazy Diamond is the Victorian Hub of file network named :

Amiga Distribution System [ADS]
SkyLink Amiga Network [SAN]

All this amounts to an up-to-the minute access to great shareware software that is released into these Networks.

Message Area

There are three echo nets that Crazy Diamond supports :

FidoNet - Well known Austalia & World-Wide Topics.
AmigaNet - Amiga Specific Related Topics.
TriNet - Broad Based Topics.

There are also Private Messages areas specific for Crazy Diamond BBS Users between users.

FIDONET / AMIGANET / TRINET MESSAGE AREAS.

Star Trek.
Victorian Trading Post.
OZ Trading Post.
Electronic Tips for the Amiga
Moans & Groans
Movie Reviews
A.D.S. File Announcements.
S.A.N. File Announcements.
Australian Amiga Users.
Oz Amiga Information.
Victorian Amiga Users.
South Eastern Amiga User Group Discussion.
Amiga General Talk.
Amiga Help Line.
Amiga Basic.
Amiga Communications.
Amiga Games
Amiga Graphics.
Amiga Music.
Amiga Pointing.
Amiga Programming.
Amiga Technical.
Amiga Video.
AreXX Support.
Directory Opus Discussions.
Foozle Support.
GVP Product Support.
LAttice Support "C"
Phoenix Board Support.
Amiga Sysops.
TransAmiga Sysops.

Crazy Diamond offers Users every conceivable feature all easy to use and understand. The whole Menu system and prompts are in effective Ansi and are easy to use. The flexibility of the Amiga has been maximised in the Transamiga Software to offer a versatile BBS system from both the users and Sysop's point of view.

The support of crazy Diamond is expanding so I suggest you give it a call today.

Catch you On-Line - Drop me a note. ■

WANTED

One copy of

ACs Guide To the Commodore Amiga

Winter or Thaw edition 91/92

call Peter Evans

Phone 584 2765

ZOIST BBS

reviewed by Bob Laidlaw

Zoist is at the very end of the BBS list. It is unique in many other ways. The Sysop, Bob Fletcher, is a veteran of 6 years of BBS operations. He first started the BBS in the days when there where few other systems around. Zoist is a refreshing change from the many BBSs now available, because most continue to emphasise computing.

Zoist is a specialized BBS that caters for people interested in UFOs & Alien Contacts, the Paranormal & Occult, and Science. The Science areas range from Alternative (e.g. energy systems) through Astro-Physics, the latest NASA Space bulletins, MIDI music technology, LETS economic system, Permaculture, and Amateur Radio. As Bob is also an Amateur Radio operator amongst his other interests, his call sign, as you might have guessed, is VK3UFO!

First time users may be surprised that they get a massive 90 minutes system time, but the primary use is in communicating to others on the various echoes. Message entering is automatically monitored, and downloads greater than 50K are restricted to the regular users of message areas, who have access to a large number of text files. These deal with all aspects of Zoist's subject material, ranging from the latest UFO reports to instructions on building a Tesla Coil.

Zoist is part of the AstroNet BBS network in Australia, and is also a member of the MufoNet BBS Group comprising UFOCON and MufoNet, the official network of the Mutual UFO Network, the largest UFO research organisation in the world.

When you want to have a look at a BBS with a difference, give Zoist a call on (03) 467 8090 ■

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Baby Mouse

by Norm Christian

My little Optical Mouse suffers from the equivalent of dirty nappies. Standard mice collect gunk on the rollers and optical mice have a similar build up on their felt runners, increasing the effort needed to move them on the pad. For a while I tried fairly frequent cleaning by wiping the pad and scraping the runners, but I have discovered a better way. This happened because after a lot of wear the thin plastic coating on the pad started to lift, and I replaced it with Glad Wrap, which works but is very hard to keep flat. The final solution was to get a nice clean, flat piece of rigid plastic such as might be used in a shirt display box or the like, and tape it by the corners on top of the pad. I then sprinkled Johnson's Baby Powder thinly over the plastic and rubbed the mouse all around it, after first scraping the worst gunk off. The powder lodged in the runners, polished the plastic, and presto - a feather-touch mouse. The fact that there is a slight gap between mouse and pad surface does not seem to matter, provided the plastic is thin.

P.S. Even if you don't go to this extreme, try baby powder when your optical mouse needs a nappy change.

Norm Christian. ■

Don't Forget the
AUCTION
following the
AGM
on August 16

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Amos under the Microscope

by Paul Somers

AMOS, THE BASIC LANGUAGE ALTERNATIVE. It uses the same programming principals and techniques as normal Basic. It will allow you to use your Amiga to the fullest, making it easy to get bobs and sprites to do what you want, to put menus on the screen, make windows appear and disappear, work with icons, define your own custom pointers, open screens of all types, perform complex functions, scroll things ever so smoothly and a whole host of other things.

Sound good? Well there's more. Amos is like an upgraded version of Amiga Basic, it's system is far more complex, and the functions and abilities are far more enhanced than Amiga Basic. Compared to programming in Amos, Amiga Basic is in the stone age.

The Amos setup is centered on making programing easy, the actual program editor is fast, it can do everything you'd expect an editor to do. It will also test your program for errors, and execute it from within the editor. This makes programming a breeze, you don't have to compile it, fix the bugs, re compile it, get a guru, and start pulling your hair out, like compiler ONLY! languages such as 'C'. All programing is done in the Amos Enviroment Editor, and are Executed in this area until they work and can then be compiled. In fact Amos won't run the program until all errors are fixed, however there is still the chance of some runtime errors that the Amos tester can't pick up but rarely cause the Guru to visit.

Amos can do a great number of things, much more than normal Basic, but then again when you have an Amiga then why would you want the same old Basic. It caters for almost every feature the Amiga has. From simple graphics to copper bars, and from the simple bob or sprite on the screen to a complex system which can control the movement, animation and everything else to do with bobs or sprites.

Paul is studying computer science and is our regular Games Reviewer

However with this new and great language there are problems, as you would expect from anything as it develops and improves with each release.

The bugs that are in Amos can sometimes inhibit your programing or make it less professional looking, but there are ways around them, and methods to counter them, however they are not listed in the manual, which makes programing a bit harder. It's only the more advanced functions that are haywire, of functions used in general programing most work fully, only a few don't.

There are also some discrepancies in what the manual describes as how to use a function and how the function actually works. Which include some of the bugs above.

As well as the standard features that put Amiga Basic to shame there are extras which you can install into Amos, such as the Amos 3D package, the Amos Compiler, and a few others.

Amos 3D is a real 3D object system, and it's fast too. You can rotate enlarge, shrink or whatever you want, to any object. The effects alone which can be produced from this amazing system are outstanding. It puts the other compiler based languages to shame. So far I haven't found many problems but I haven't used it much because in order to rotate an object you first have to make it, and the while the designer for the objects is good, its a little over the top in the complex department.

When you have your finished product working 100% in the actually Amos enviroment editor, you may have the urge to put it out on the software market, but only other Amos users can execute your code in the state it is in, so the natural answer is a Compiler, so it can be run from anywhere.

The compiler works, and just works, it will turn your source code, which works fine into what the compiler THINKS it should be, however the compiler sometimes gets it wrong, and belive me, the Guru will visit. It has problems with similar or the same variables being used twice, and various other problems, which generally cause the program to freeze up.

The actual compiled programs are not very system friendly, they will work but like to take over the system and return control back when they are done, although the programs in that background that you have executing are still working, the Amos compiled program takes it's share of processor time, and basically the screen display is now in the control of Amos.

There are also a few features that I would like to see implemented into Amos, one being a workbench interface, at the moment the Compiled Amos program will open a separate screen with no gadgets, it doesn't allow free open access to the intuition library which means you can't do anything on the workbench screen, you must use the Amos screen, and use the standard Amos windows, without gadgets and such that would normally see in such a program. Amos will only do what it knows, and it's hard to teach a stubborn language new tricks, but from the programs I have seen in Amos recently, there are ways around and over its limitations.

Amos is a great language and the concepts that Amos uses are great. It's like a platform for the Amiga, a starting point from which you can use your Amiga to the fullest, ideal for all but the really advanced programmers. As with all good things they take time to mature. So soon this great language will have the bugs fixed, and get a decent compiler, so Amos can truly be exploited to it's fullest. ■

Torments of AMOS

Here is an example of how bugs affect your AMOS programming, and how you have to find ways around them.

I was working on a program which would catalog files from disks. It would read the files from the disks, including any files in sub-directories, and would ignore the system Directories, and perform sorting and various catalog maintenance tasks.

Sounds like a great program, just what I wanted, so I decided to write one in AMOS. For starters AMOS could only handle a max! of 8190 records, any more than this and it would not recognise them. I overcame this by making several different fields of the records. When one was full it would go to the beginning of the next.

This worked fine, until you wanted to sort them, it would sort the whole 8190 records in the field, and if the later ones were empty, they would contain zero and would be placed in front of the actual records. Adding to this, AMOS can only sort one field, it can't inter-sort fields. Just great. I had to writean independent sorting routine, which was much slower.

Next came the reading of files from the disk. The program worked well in AMOS, but when compiled it didn't like it, which left me very annoyed with AMOS.

Now I have a program which is slow and kind of awkward to use and will only run in the AMOS enviroment. This is a true example of how you have to work around the bugs in AMOS. If it all worked fine, (most things don't first time round) then it would be a pleasure to program in.

If anyone wants to sell me a cheap SAS C package please contact me, and maybe I will be able to learn C and then finish my program. Which by then won't be needed because some one else would have written it, but it's only the torments of AMOS which I hope will become a thing of the past. ■

Updating Amos

by David Fong

AMOS 1.3 has been released in the form of an update disk. All Amos 1.2 owners can use this diskette (available on the AUG's Amiga Central bulletin board) and update to 1.3, just as they probably updated from 1.1 to 1.2. Unfortunately, unlike 1.2, the 1.3 diskette comes with no update documentation!
After I screamed a complaint on the bulletin board, further screams of complaint returned to the effect that documentation was thin on the ground. In a fit of digust and bloody mindedness, I ran NewZAP (Fish 164), a file editor, and manually searched for new commands (Amos has about 500). After paging through several kilobytes of commands, not entirely sure whether a command was really new, or just new to me, I decided to look at the end of the list. Knowing what was updated in 1.2, it did seem that all new commands were at the end of the list. Feeling satisfied with myself, I calmed down and remembered that the once-free Amos club newsletter may have had an article on version 1.3. The combined results of my investigations follow...

New features of 1.3

Variables:

Amos Here - True if Amos is currently being displayed

Display Height - returns the display height

Ntsc - Presumably true if the machine is NTSC. Using a PALorNTSC switch (i.e. fiddling with location $dff1dc, see article by Joe Bader 'Three Little Suprises' in March 1990 issue of 'WorkBench') doesn't alter the result of this variable.

Prg State - I couldn't figure this variable out!

Laced - Interlaces all screen modes except HAM. e.g.

```
SCREEN OPEN 2,640,400,8,Hires+Laced
```

Commands:

Amos lock - Stops the user using the 'Left Amiga-A' to switch to Workbench (the user interface, not the magazine!)

Amos unlock - Allows the user to use 'Left Amiga-A'. Reverse of 'Amos Lock'

Amos to Back - Brings the Workbench screen to the front

Amos to Front - Brings the Amos screen to the front

Request - Saw this command in the Amos newsletter. I do not know how it works.

Plus commands for the compiler, of which I am as ignorant as anyone without the compiler could be. If anyone else is better informed, please write in!

I intended to write later on this topic, but I'll drop in a short comment about Amos now. The Amos environment is great. Flashy, good-looking (or at least fancy and extravagant) programs are easy to write. On the downside, Amos is not a well behaved 'standard' Amiga program. Amos uses its own screens, which DO NOT have back/front gadgets on the top right hand side. Two Amos programs cannot be run at the same time, even if compiled! Amos also lacks a CASE...OF command. Like many BASICs, Amos does not have the 'structure' type variables that Pascal and C programmers enjoy!

P.S. Whoops! I have just been informed that 1.3 update information comes with the Amos compiler (thanks Andrew). O well, I hope this article shortens the task of any would-be writer who will complete this article properly. ■

David is another of the Amiga medical fraternity. He is a student and computes for entertainment.

Version 1.3.2

Here are features of Amos 1.32 new commands:
REQUEST: Changes the 'please insert DISK_NAME into any disk drive' requester.
REQUEST ON - Use the Amos file requester. The Amos file requester will be loaded from disk.
REQUEST OFF - Do not use any requester. Assumes a 'Cancel', as opposed to 'Retry' selection. Compared to 'Request On', this option saves memory.
REQUEST WB - Use the standard Workbench requester. The requester will appear on the Workbench screen. After making a selection, the user will need to press 'Left Amiga-A' to return to Amos.

The 'What's_new_1.3' file contains plenty more information about each command.

Amos 1.3 has optimised performance of Bob and screen copy commands (thanks to Gary Symons).

The Amos 1.3 updater disk contains an 'Amos Assembler' program. Strangely, the 1.32 updater disk does not.

Amos 1.3 and 1.32 updater disks include 'Copyright' procedures. These sub-programs are to be included in every program containing Amos. The two provided routines provide varying degrees of gaudy 'This program was written with AMOS' signs. ■

Serial Commands

Amos 1.3's serial commands are extensive. Apparently they have been changed since version 1.23. Francois Lionet claims that Amos's serial commands are MIDI compatible! Arguments in square brackets '[ ]' are optional.

Serial Open CHANNEL,PORT_NO[,SHARED XDISABLED, 7 WIRES]
CHANNEL - 0 to 3 allowed.
PORT_NO - Device number of serial port. Set to zero for the settings as specified in Workbench 'Preferences'. One sets to French Minitel: 1200 bps, (7E1). If the PORT_NO is set to greater than one, additional ports from multiple serial cards are used e.g. as described on Fish Disk 520.
SHARED - If set to true, several programs can share the serial port.

Sounds like a dangerous option to me!

XDISABLED - Toggles XON/XOFF setting. See also 'Serial X', to set XON and XOFF characters.
7WIRES - Tells the device to use the 7 wire system.

Serial Close [CHANNEL]
CHANNEL - Close specified channel. If no channel is specified, all serial channels will be closed without error checking. Whenever a program is run from Amos, all opened channels are automatically closed.

Serial Send CHANNEL,T$
Sends a string (e.g. T$) to 'CHANNEL'. AMOS does not wait for the data to be transmitted. To detect when transmission is completed, see 'Serial Check'.

Serial Out CHANNEL, ADDRESS, LENGTH
Sends memory block at 'ADDRESS' of length 'LENGTH' to 'CHANNEL'. Otherwise like 'Serial Send'.
=Serial Get (CHANNEL)
Return single byte from CHANNEL.
=Serial Input$(CHANNEL)
Read an entire string from CHANNEL.
Serial Speed CHANNEL, BAUD_RATE
Sets both read and write speed of CHANNEL to BAUD_RATE. Split baud rates are not supported. The Australian 'GP-Term' is one of the few Amiga programs which do support split baud rates (1200/75).

By the way, 1200/2400 bps (bits per second) modems do not operate at 1200/2400 'baud'. In fact, they operate at 600 baud. Baud (named after Baudot, a communications pioneer), refers to the division of each second into discrete pieces. As it happens, 1200/2400 bps modems do not use binary. Instead several 'levels' are packed into each of a second's 600 pieces using a method called 'phase shift keying'. Faster modems use even more complicated coding techniques; varying amplitude and using sophisticated echo cancellation circuitry. Incidentally, which Baudot is 'baud' named after, Georges or Jean?

Serial Bits CHANNEL, N_BITS, STOP_BITS
Sets the number of bits per character to 'N_BITS' and the number of stop bits to 'STOP_BITS'.
Serial Parity CHANNEL,PARITY
Sets parity checking of CHANNEL.
PARITY < 0 No parity
Parity = 0 Even parity
Parity = 1 Odd parity
Parity = 2 Space parity
Parity = 3 Mark parity
Serial X CHANNEL,XMODE
Set XON/XOFF checking. XMODE is used to define the control characters.
Serial Buffer CHANNEL, LENGTH
Sets the buffer length of CHANNEL to LENGTH. The default length is 512 bytes. The minimum length is 64.
Serial Fast CHANNEL
Disables internal checking for CHANNEL. Used for high speed communication such as MIDI. Sets the protocol to no XON/XOFF, even parity and 8 bits.
Serial Slow CHANNEL
Sets CHANNEL to normal error checking.
=Serial Check(CHANNEL)
Returns True (-1) if previous serial transmission on CHANNEL is complete, else returns False (0).
=Serial Error(CHANNEL)
Returns zero (0) if everything is fine, otherwise returns another number. ■

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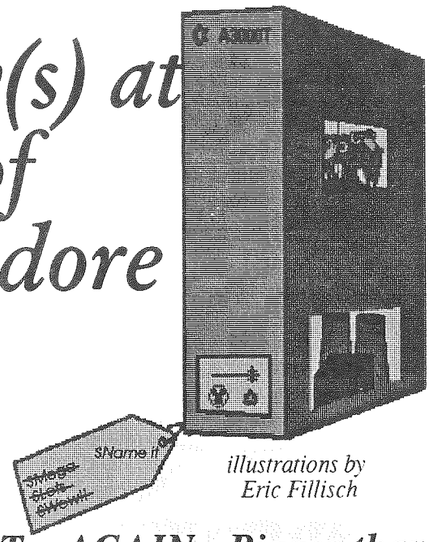
My Day(s) at World of Commodore

by Arnie Robbins



illustrations by Eric Fillisch

THEY DID IT AGAIN. Bigger than before. World of Commodore came to Australia on July 3rd, 4th, and 5th 1992.

There were many new products shown and some of them were even available for immediate sale. Most notable of the ready for sale items is/was the Amiga 600. This (for those who don't yet know) is the new smaller, inexpensive entry level Amiga. If they keep it priced competitively and advertise it, Commodore should sell a bundle of them.

Also shown and available for sale was the 3000T. This is basically an Amiga 3000 in a tower case with a large power supply and a huge upright case. There is room in there for most any peripheral you might want to add. In fact, there is so much room that with a little dexterity you might even be able to add memory to the motherboard without dis-assembling the entire machine. I have been told that Commodore also had the A570 CDTV player for the 500 on display, but I missed it. However the CDTV units were on sale at the 3 retailers at the show for only $625.00 They also had available the keyboard and diskdrive pack to go along with CDTV.

Arnie is the (soon to be retiring) meeting chair of AUG Holmesglen and runs Software Buyers Service.

There really were a lot of new products at the show. OPALVISION * was shown and will be available by the time you read this. This is a 24bit display board that comes with an excellent paint package and presentation software. They also include the world's first 24bit game. Add-ons will include a Framegrabber and a Roaster Chip. For those who want or need full 24 bit color, but can't quite afford the high end products, this board looks great.

The software front was also very busy with new products being demonstrated or sold, many at amazing show prices

At the other end of the price spectrum GVP were demoing their EGS board. This beauty does just about everything you might want from a 24bit (16.7 Million Colors) board, and does it very fast in VEEEEEEEEEEEERY high resolution. GVP also had their IV24 board on show and Alan seemed to be kept quite busy for the whole show. Rounding out the graphics display boards shown was the Harlequin board. This is another high end board that requires 6Meg of memory for some of its software to run and recommends about double that for comfort. Not shown were the DMI Resolver or the Rembrandt card from PP&S. With this many products competing the future of full color should be rosy indeed.

Still on hardware, GVP showed a GVP A530 Turbo. This packs a hard drive, up to 8 meg of memory, and a 40Mhz 030/882 accelerator into the same case that their 500 Hard Drive uses. Retail price is promised to be only about $1800.00 depending on configuration.

GSoft * (the manufacturers of AudioEngineer hardware) were showing a product called "THE ANSWER". This turns your Amiga into a smart telephone answering machine. You can program it to amuse your friends and clients alike. Steve also showed SUPER Sound which dramatically improves the quality of the sound your Amiga can produce and allows you to adjust the amount of enhancement.

The software front was also very busy with new products being demonstrated or sold, many at amazing show prices. The long awaited SCALA II was available for the first time as was SCALA 500. Both of these products now support sound and the SCALA 500 will allow those with only 1Meg of memory to produce professional looking presentations with ease. SoftLogic was kept busy demonstrating PageStream, HotLinks, and the soon to be available ArtExpressions structured drawing program

The Disk Company was showing off MaxiPlan 4 and Kindwords 3. MaxiPlan 4 seems to be a much improved version while Kindwords 3 appears not to be Kindwords at all, but a somewhat smaller version of WordWorth. Both of these products are available on a generous trade up offer from ANY other spreadsheet or wordprocessor. Contact Software Buyers Service for coupon or more info.

New Horizons were again at the show and had all of their product range available for demonstration. This included the new ▶

* OpalVision and GSoft products are Australian designed and built

More World of Commodore '92

by Hugh Leslie

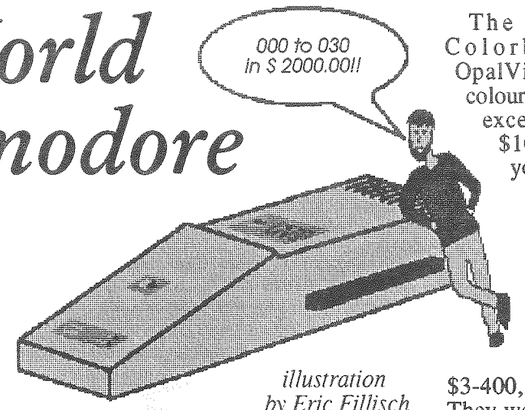


illustration by Eric Fillisch

SO YOU COULDN'T get to the World of Commodore in Sydney this year? Well try again next year because for a great number of reasons it was really worthwhile.

There seemed to be a greater variety of exhibitors this year and there were many new things to see.

What was new?

Commodore released their new low end Amiga A600 . It is a 500 without the numeric keypad or expansion bus and has a built in tv modulator and hard disk controller. It comes with 1 meg chip ram expandable to 2 meg and 2.05 rom and a floppy in the standard A500 position. It uses all surface mount technology which means most A500 internal upgrades won't work and the trapdoor is a different design. It also has a ram card interface which allows credit card modules to be plugged in for expansion ram or software. A600's were selling at the show with a 30Mb internal hard drive for about $645! Other amazing prices - A3000 for $2790, A2000HD for $1225, and most software was greatly reduced.

The people who designed Colorburst were showing OpalVision which is a new 24bit colour system which looked really excellent. Likely to cost under $1000 and is modular so that you can add greater capability later. It comes with Opal paint which is a good and fast 24bit paint program.

Black Knight (also Australian) are working on some innovative low cost /hardware solutions such as a 24bit graphics board for $3-400, and a chip ram accelerator. They were showing prototypes and a fully working Amiga peer to peer networking system.

GVP's huge stand overflowed with speed and power. They were showing off some new 24bit graphics hardware and the new version 2.0 Scala presentation package which was very impressive.

It was good to see SoftLogic there, the makers of PageStream. I got the guy to demo the new structured drawing program which is due out in "the fall" - looks excellent and much easier than ProDraw.

I didn't get to many of the seminars but there were some good topics and speakers .

There were many other stands and attractions and overall I think there was something for most. We even got to see Virtual Reality in action at the Power House Museum next door - truly something for everyone! ■

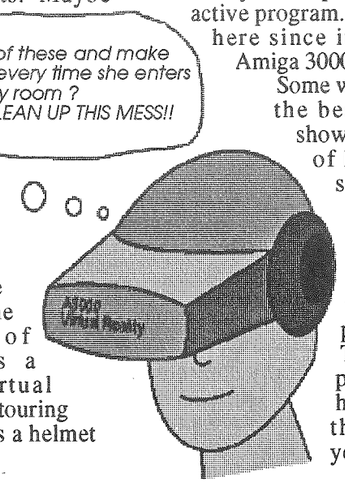
QuarterBack 5 hard disk backup utility. GPSoftware had GPTerm and GPFax as well as the numerous custom printer drivers they have written available for demonstration and sale.

One of the most interesting of the "software" items on display was a product called "Back-Up". This is a construction of nylon webbing and a back pad that helps you maintain correct posture during those long sessions in front of a monitor.

Another Australian product shown was "QuickNet", a complete "peer to peer" ethernet hardware/software product that has a RRP of only $449. One other item that is interesting and was shown (but not working under glass) was a chip ram accelerator. More info on this as it comes to hand.

Items NOT ANNOUNCED include the AA chipset, the Amiga 4000, the Amiga 2200, and many many software products. Maybe soon?

All in all it was a good show. Sydney co-operated and put on some joyous weather, sunny and 20-21 degrees.



At the Power House Museum next door to the venue for World of Commodore was a demonstration of Virtual Reality. This system is touring the country and includes a helmet with dual lcd screens and stereo sound. They have sensors to determine your position and from all accounts you are part of this interactive program. I mention this here since it is run on an Amiga 3000.

Some would claim that the best part of the show was the prices of hardware and software available at the 3 retailers. They may be right. Some of the prices were phenomenal! To find similar prices you'll have to attend the show next year.. ■

RAM, RAM and MORE RAM

by Jeff Kirkland

A few weeks ago I decided that the time had come to upgrade my A500's RAM.

Looking at the possible alternatives I decided on the two megabyte RAM card that Kaotic Koncepts had been advertising. My main reason for this was simply price. At $249.00 fully populated it is by far the cheapest card I could find. I chose to buy the board populated with one meg of RAM.

Opening the box I found the RAM board (up to 2 meg with real-time clock), another board that goes under the Gary chip and a disk containing some support software. All the jumper wires and an optional on/off switch were also supplied. The board is designed to fit in the Amiga, replacing the standard half meg expansion card. There is also a small board that fits between the Gary chip and the Amiga's main board.

This means actually taking your Amiga apart. If you've never done this before, you'll quickly learn the true meaning of frustration in trying to remove those wonderful non-standard screws! You'll need a hex key that fits (I found three that almost but didn't quite fit so don't ask me what size..) and a little bit of patience to get the case off. This is probably also a good time to race off to the nearest hardware store and buy some replacement screws. Once is enough with those things. Once I got the cover off and the RF shield out of the way I had little trouble removing the Gary chip with my trusty screw driver, although for the faint hearted I'd recommend buying a cheap chip puller. The Gary chip was an extremely tight fit into the socket on the small board, but eventually brute force prevailed and the whole thing plugged back into the Amiga's main board.

This done, I plugged in the expansion card and connected it to the small board I'd just installed with the supplied lead. I reconnected the keyboard, crossed my fingers and switched on the power. I'm pleased to say that it booted up like a dream. One and a half megabytes of RAM!. This was a good thing as I didn't fancy having to play with the RAM test software provided. Running it involves changing jumpers on the card and flipping switches after it's run. This basically means that any time you want to run the test software, you'll have open up your Amiga again to access the jumpers.

I didn't find this out until after I'd put everything back together again, so I just didn't bother running it. All in all it was a fairly simple operation. It was harder to get the cover off the Amiga than it was to install the card (yes, I still have nightmares about those screws!).

The manual is straight forward and reasonably easy to understand, although it does try to cover several different models of the card at once and the English could be better.

One thing I should mention at this point is that the board can also be set up to give you an extra 512k of CHIP RAM. This involves cutting a track on your Amiga's main board and soldering a wire, so if you're not handy with a soldering iron it would be wise to get someone else to do it.

I should also mention that the board configures its last bank of RAM as the CHIP RAM so don't bother doing the extra work unless it's fully populated. There's no mention of this in the manual and I spent quite a few sleepless nights trying to work out what I'd done wrong. Thanks to Kaotic Koncepts for solving that one.

I would thoroughly recommend this board to anyone wanting to expand their A500. It's well made, it works and it doesn't cost very much.

What more can you ask for? ■

Jeff is a musician by trade (he even gets up late) and because he is not a keyboard player (Guitar Please!) does most of his computer music in MED

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AT THE JULY SIG Jim Berry brought his 2000 and we were able to sort out a problem with his MIDI interface. We also looked at editing his FB01sound generator with the Fish program mentioned last month. The extra computer was a bonus and got a good workout; thanks Jim.

We looked briefly at MED 3 brought by Raymond Thacker and spent some time with SuperJAM, which has exciting possibilities but will take a lot more time to master, and will no doubt be a good future subject. It can use internal sounds, so will appeal to members who don't have a MIDI keyboard. Although a stand-alone program, it can be integrated with Bars & Pipes as an accessory.

The latter again came under review. We looked at the saving and loading of groups and time-line scoring, which should allow you to play a series of songs arranged in any sequence and at specified starting and ending times. Both these proved to be quite a headache and we were left in the end with the feeling a child gets on learning there is no Santa Claus. One hopes that the new version (the "real soon" one) will be simpler and more reliable. On the other hand, maybe we weren't doing it just right !

During the course of several hours we came upon numerous examples of songs which seemed to be "in there" and would play but could not be edited because they didn't appear on the screen. Some partial solutions were found. Here are a few tips.

Look in the Song Construction Window to see if the song is there. Sometimes it is but not in the Tracks window; in this case closing the latter window and then re-opening it may be a cure. This can also work if there are tracks above the top one which can't be accessed with the sliders. Another thing worth trying is to open the Editing Window for each track, adjust parameters until you can see the music and then close, whereupon information may appear in the Tracks. Note I say "may", not "will".

If there are instances in the Edit mode (this occurs often if you are switching resolutions) where you can't see the last and/or first bars, even with the help of the sliders, then change to the largest resolution, adjust the sliders and then change back to the smaller res.

We are having second thoughts about the Composers Disk. Although the disk is chock full now, there are a number of different formats and the compositions have been edited for several different keyboards. Therefore those members who do not have the relative programs/keyboards will be disadvantaged, so we will ask each composer to record his best audio version on cassette which will be integrated into a master Composers Tape. Members can then obtain a copy at cost, listen to the songs in the preferred audio presentation and hear the composers' remarks. Those who wish can then order specific items on disk in the desired format.

The next meeting will be at 7.30 pm on Monday, 17th August at Keysborough. Due to a prior concert engagement I will not be at the August AGM to remind you, so please take a diary note now and phone 798-6552 if intending to come. ■

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Minutes of the Annual General Meeting of the Amiga Users Group

Alan Garner - Out-going (extroverted ?) secretary

Held: 18th August 1991
Meeting started: 2:15 pm

Once again lots of people were present.

Arnie Robbins opened the meeting by apologising for the fact that he was not used to working with a microphone and then followed this with a few ads for the art and music SIGs and for mandelbrot T-shirts.

PC-'91 was then discussed. A great deal of interest in the AUG was expressed at PC-'91. Eric Salter was commended by all for his work on this project. Well done Eric !

David Siviour moved that the minutes of last year's annual general meeting as recorded on page 8 of the August '91 edition of "Workbench" be accepted. Len Sutcliffe seconded the motion. All were in favour except for one person (let me have their name !) so the minutes were accepted (phew!). What happens if the minutes are not accepted ? Would I have to retype them up again ? Interesting thought, mmm.....

Eric Salter then began to speak and received some high-pitched squeals from the P.A. Nothing like a bit of positive feedback Eric. He spoke on how the AUG had become unified over the past year and how, during the coming year, more resources would be provided for members. The AUG aims to provide a creative environment for Amiga users. George Wahr was mentioned and thanked for his work with the North-West / AUG amalgamation.

"Workbench" is now published by a committee. Congratulations were expressed to Jim Berry, Nikolai Kingsley, Lester McClure, and Ashley Schwall-kearney for their work in this regard. The retiring editor, Con Kolivas, was thanked and congratulated for his work in editing 32 newsletters. The memory board that was purchased for Con's Amiga 500 when he was editor has now been given to Con as a gesture of thanks.

Back to PC-'91. It was very busy. Heaps of people were there. The most often asked question was "Where is Commodore ?", "Why aren't they here ?". Commodore supplied an Amiga 3000 and a CDTV for the exhibition, however, they could do a great deal more for user groups like ourselves.

We then voted on the amendments to the club's constitution as recorded on page 9 of the July '91 issue of "Workbench". Allan Duncan moved that the amendments be accepted. This was seconded by John Barlow. All were in favour. The changes will not be in effect for this annual general meeting but will be binding for next year's.

Neville Sleep presented a very thorough treasurer's report. The financial statement was printed on page 9 of the August '91 edition of "Workbench". Neville pointed out that the rental of Victoria College had increased dramatically, astronomically, and in a really big way. The treasurer's report was accepted by all. Neville was congratulated for all the time and work he had put in to sort out our financial situation.

The out-going committee were thanked for their work throughout the year (gosh, golly gee, shucks fellas !) and all committee positions were declared vacant (and yet I scribe on...). Eric then handed the meeting over to Lester McClure who acted as returning officer for the conduction of the elections.

Eric Salter was nominated for the position of co-ordinator by John Herten. This was seconded by Lou Beranek. No further nominations were received so Eric continues on as co-ordinator.

Neville Sleep was nominated for the position of assistant co-ordinator. This nomination was seconded by Russell Porteous. Being the only nomination received Neville becomes the assistant co-ordinator.

The position of meeting chair had a few interesting nominations. Arnie Robbins was nominated for the position by John Herten and seconded by Peter Barton. Russell Porteous nominated Simon Shead who did not accept, so David Siviour nominated Russell Porteous who did not accept. Since Arnie was the only nomination he maintains the position of meeting chair.

Chris Tremelling was nominated for the position of secretary by Jim Berry. As his was the only nomination received Chris becomes the new secretary (here's the pen Chris).

Mark Barnes was nominated on a written nomination prior to the meeting for the position of treasurer. Since, under the current constitution, this nomination takes precedence over any nomination from the floor, and since Mark did not wish to withdraw his nomination he becomes the new treasurer.

Peter Barton, the current membership officer, was nominated for the same position by Alan Garner. This nomination was seconded by Allan Duncan. No further nominations were received so Peter retains the role of membership officer. (Ho hum, do we get to vote yet ?)

The election then moved on to selecting four ordinary members. David Siviour was a prior nomination and as he did not wish to withdraw his nomination he obtained one of the four positions. The nominees for the other three positions were George Wahr, Russell Porteous, John Barlow, and Warwick Chai. And the winners are... (drum roll please...) George Wahr, Russell Porteous, and Warwick Chai.

So the committee of the Amiga Users Group for the year 1991/92 is as follows:

Co-ordinator Eric Salter
Assistant Co-ordinator Neville Sleep
Meeting Chair Arnie Robbins
Secretary Chris Tremelling
Treasurer Mark Barnes
Membership Officer Peter Barton
Ordinary members David Siviour
George Wahr
Russell Porteous
Warwick Chai

Ross Johnson is happy to continue in the appointed position of book librarian although any assistance would be appreciated.

The meeting closed at 3:05 pm ■

AUG Financial Statement

for Fiscal Year 1991/1992

Treasurer - Mark Barnes

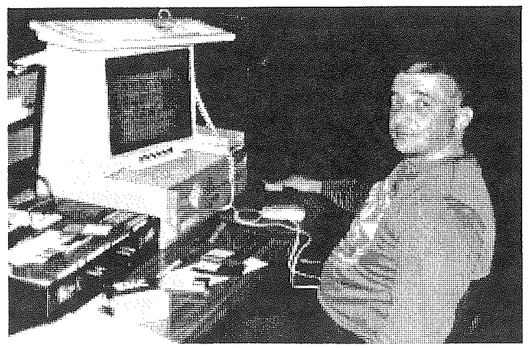
Cash in Bank 28 July 1991	8,121.83	
Income for 91/92	28,594.89	
	36,716.72	36,716.72
Cheques cashed from previous FY	678.54	
Stationary & Postage	5,605.78	
Workbench Printing	11,115.00	
Hall Hire	7,958.00	
Phone Charges	1,234.87	
Pd.Library	1,381.43	
Book Library	686.75	
Misc Workbench Expenses	830.00	
Misc BBS Expenses	1,475.00	
Misc Expenses	1,392.29	
Bank Charges & Fees	217.26	
	32,575.22	32,575.22
TOTAL INCOME LESS EXPENSES	4,141.50	

NEGATIVE POINTS

Outstanding bills from 90/91	3,635.90
Outstanding cheques from 90/91	678.54
	4,314.44
Cash in Bank at 28 Jun 91	8,121.83
Outstanding from 90/91	4,314.44
Real Financial position Jul 91	3,807.39
CASH IN BANK 30 JUN 92	4,210.65
LESS REAL POSITION 1 JUL 91	3,807.39
	403.26

BALANCE FOR 91/92 FINANCIAL YEAR
A SURPLUS OF $403.26

Mark Barnes is seen here in his other capacity as Disk Librarian



POSITIVE POINTS

The above surplus does not include the following items purchases by the AUG throughout FY 91/92:

2 x 3.5 inch Floppy Drives for the PD Library	270.00
50 Mb Hard Disk for Workbench	550.00
2 x 1 Mb SIMMS for Hard Disk	80.00
1 extra Phone Line for Amiga Central BBS	250.00
1 9600 baud Modem for Amiga Central	750.00
Superbase 4 for Membership Database	400.00
TOTAL	2,300.00

Summary

The above surplus plus purchases would leave AUG with a profit for Financial Year 1991/92 of $2,703.26 and NO outstanding Bills! n

Fishing in the Public Domain

FISH DISK #651

501
This program keeps score for the dart game 501. Games recorded via the keyboard create a data base reflecting each player's performance. The statistics track personal bests, averages, win percentages and high scores. Written and compiled using HiSoft Basic Professional. Version 1.12, binary only.
Author: Gilles Lepage

Icons
A bunch of 8-colour icons for systems running AmigaDOS 2.0. Previously released 8-colour icons from the author appeared on disks 213 and 533.
Author: Wolf-Peter Dehnick

SID
A very comprehensive directory utility for the Amiga that supports at least a couple of dozen different commands for operating on files. Version 2.0, an update to version 1.06 on disk 338. Binary only
Author: Timm Martin

Ar
A kind of Adventure Construction Kit based on an easy-to-learn interpreter language. With it, you can create moderately complex multiple choice adventures. Some example adventures are included. Version 1.6, includes source.
Author: Guido Wegener

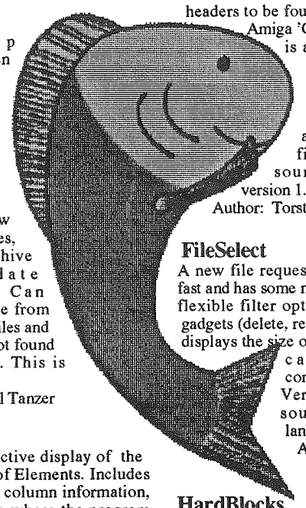
FISH DISK #652

ARTM
A Real Time Monitor displays and controls system activity such as tasks, windows, libraries, devices, resources, ports, residents, interrupts, vectors, memory, mounts, assigns, locks, fonts, hardware and res_cmds. This is version 1.6, an update to version 1.3c on disk 551. Shareware, binary only.
Author: Dietmar Jansen and F. J. Mertens

bBaseII
A simple database program using an intuition interface.Stores, sorts and searches for information. Limited to 9 fields in each record. Features include fast sorting, search in any field, mailing label support, and best of all, it's really easy to use. This is version 5.32, which fixes some bugs which crept into version 5.3 on disk 609. Binary only.
Author: Robert Bromley

Brain
A small multitasking game which is made for entertainment during compiling- linking. Your task is to create a formation of numbers from 1 to 4 given randomly by the computer. If you click on an empty plot, a '1' will appear and all neighbours will raise their numbers by one. Version 1.01, includes source.
Author: Andri Wichmann

Burf
A BackUp ReFresher written in Rexx. Designed to maintain backups of important directories between full volume backups. Copies only new and modified files, using either archive flags or date comparison. Can optionally delete from the backup any files and subdirectories not found in the original. This is version 1.00.
Author: Michael Tanzer



Elements
Very nice interactive display of the Periodic Table of Elements. Includes general row and column information, plus a test mode where the program asks specific questions about the selected element or row/column. This is version 3.0, an update to version 2.3b on disk 593. Now is completely Amiga DOS 2.0 conformant. Path and language information are configurable from the icon, uses 2.0 proportional fonts, can be opened on a public screen, and includes German and Swedish name files. Shareware, binary only.
Author: Paul Thomas Miller

Notify
A suite of Rexx programs that can be used to issue messages or run commands automatically on certain days and/or at certain times of day. Facilities are provided for the adding, editing and deleting of messages, and for displaying the times and texts of pending messages. A chime program is included to enable the time to be announced at regular intervals. This is version 1.02, an update to version 1.01 on disk 603.
Author: Michael Tanzer

SwitchColors
Allows you to switch between three palettes: WorkBench 1.x standard colors, WorkBench 2.0 standard colors and your own palette. Version 2.0, includes source in C.
Author: Guido Wegener

FISH DISK #653

AniMan
AniMan combines Amiga animation, speech synthesis, and voice recognition, to provide you with an animated talking head that will run any Amiga program by voice command. Ask for an Amiga program by name, and AniMan will oblige. If AniMan becomes impatient, you may be insulted. AniMan will also recite poetry if you ask nicely. This is Version 2.1 of AniMan, which requires only 512K chip memory and supports both the Perfect Sound 3 or Sound Master (Sound Magic) audio digitizers. AniMan is like nothing you've ever seen before. Binary only.
Author: Richard Horne

BumpRev
Implements easy creation of source code revision headers, similar to the log headers to be found at the top of the Amiga 'C' include files. This is a rewritten version of the DoRevision program from disk 325. This version can be used for assembler source files as well as C source files.This is version 1.0, includes source.
Author: Torsten Jorgeleit

FileSelect
A new file requester which is small, fast and has some new features. It has a flexible filter option, optional DOS gadgets (delete, rename and makedir), displays the size of a program, is fast, can display all connected devices, etc. Version 2.0, includes source in assembly language
Author: Andri Wichmann

HardBlocks
A shared library with support routines for Commodore's hard block standard, and a small tool which demonstrates use of the library. Version 1.1, includes source.
Author: Torsten Jorgeleit

MidiDiag
Displays midi data as well as indicating which midi function was detected. Version 2.1, binary only.
Author: Michael Dosa

WBase
A handy database which stays as a small window on your Workbench screen and supports PowerPacked files, even crunching them itself. It also allows you to run programs from it. This is version 1.2, binary only.
Author: Simon Dick

WControl
A printer style controller which stays on the Workbench screen and allows you to change your printers styles, it works through whatever printer driver you have and so works with all printers. This is version 1.0, binary only.
Author: Simon Dick

FISH DISK #654

2View
2View is an ILBM picture viewer for use under Workbench 2.0. It supports all standard Amiga graphics modes, SHAM, MacroPaint-style dynamic hires, color cycling, ARexx, andboth the CLI and Workbench. A list of files to display can be given, or each filename can be specified individually. Each picture can be shown for a specified period of time or until the user clicks the left mouse button. Version 1.50, an upgrade to version 1.11 on disk 546. Includes source.
Author: Dave Schreiber

DSound
DSound is an 8SVX sound sample player that plays samples directly off a hard drive, without having to load the entire sample into memory first, making it possible to play samples of any length even under limited memory condition. This version fixes bugs and adds support for stereo samples and playing a mono sample out of both left and right channels. In addition, DSound can now be made resident. Version 1.00, an update to version 0.91a on disk 546.
Author: Dave Schreiber

Intuisup
A shared library with support routines for using texts, menus,borders, gadgets, requesters, and more, under AmigaDOS 1.3. Includes a template editor and source to library and test programs. This is version 4.0, an update to version 3.0 on disk 601.
Author: Torsten J|rgeleit

NewBoot
A new bootblock which optionally kills all fastmem, avoids NTSC-Amigas (PAL version only), opens the CLI-screen with the maximum size of 256 pixels (PAL version only), installs a fast TurboFonts routine which speeds upall_LVOText activities and changes the color during booting to show that no virus is on disk. All options can be skipped by pressing a mouse button. Version 1.1, includes source in assembly
Author: Andri Wichmann

SANA
Main text of the final (v1.0) SANA-II NetworkDevice Driver Specification. To actually develop a SANA-II device or software which directly uses one, you will need additional information (available from CATS). Update to the obsolete version on disk 540
Author: Dale Larson, Greg Miller, Brian Jackson, Ken Dyke

WBLink
WBLink adds an 'AppIcon' to the Workbench 2.0 screen that creates a link to whatever file or directory is dragged on top of it. This version fixes some bugs and lets the user specify where the icon will be placed. Version 1.10, an update to version 1.00 on disk 546. Includes source.
Author: Dave Schreiber

FISH DISK #655

Ashido
A clone of the commercial game 'Ishido'. You must put 62 tiles with 6 different patterns and 6 different colors on a 12 x 7 board, but only tiles with either same color or same pattern may touch each other. Six different game modes. The best players scores are saved to disk. Version 1.0, includes source in assembly language.
Author: Andri Wichmann

Haktar
A kind of Adventure Construction Kit based on an easy-to-learn interpreter language. With it, you can create moderately complex multiple choice adventures. Some example adventures are included. Version 1.6, includes source.
Author: Guido Wegener

FISH DISK #656

CyberCron
A cron utility for AmigaDOS 2.0. Uses the new, more flexible, AmigaDOS 2.0 technique for running programs. Offers an extended set of options that may be specified for any given event. Version 1.2, includes source
Author: Christopher Wichura

JbSpool
A print spooler written specifically for AmigaDOS 2.0. Has been implemented as a commodity and written with the "User Interface Style Guide" close at hand. Features a complete font adaptable GUI containing a lot of control gadgets and menus. Version 1.0, includes source.
Author: Jan van den Baard

Pipeline
A game like the commercial game 'Pipe dream'(Pipe mania). Needs a joystick. High scores are saved to disk. This is version 2.0, an update to version 1.0 on disk 358. Includes source in assembly language.
Author: Andri Wichmann

SurfacePlot
SurfacePlot is a math tool for drawing 3-dimensional parameterized surfaces. Useful for visualizing the surfaces used in various mathematics classes. Allows you to use three separate functions for the X, Y, and Z coordinates. Includes rotation and zoom for changing the viewpoint. Version 2 .0,binary only
Author: Ole Bak Jensen

FISH DISK #657

BaldricDemo
Demo version of a commercial platform style game. Works with PAL or NTSC Binary only.
Author: Lindsay Whipp

K4Editor
Demo version of a sound editor for the Kawai K4 Sythesizer. Displays and allow editing of all parameters of midi data dumps. This is version 0.99, shareware, binary only.
Author: Martin Stengle and Bernd Jessel

NoDelete
This program pops up a requestor to alert you of a file deletion being attempted via DeleteFile() and allows you to accept or cancel it. This also pertains to any files you attempt to delete via "delete". Version 2.01, an update to version 1.5a on disk 477. Includes source.
Author: Uwe Schuerkamp

FISH DISK #658

Bump
A little tool that makes it easy to keep the version string in your source code up-to-date. Version 1.0, includes source.
Author: Jan van den Baard

Enforcer
Detects/protects against illegal memory hits. Compatible with all OS versions & machines (requires a Memory Management Unit or 68030 processor). The low 1K of memory and all areas that are not RAM are protected from CPU reads or writes. ROM is marked as read-only. Version 2.8b, an update to version 2.6f on disk 474. Binary only.
Author: Bryce Nesbitt

NoFragLib
A library containing 6 routines for defragmenting memory. This is version 2.2, an update to the version on disk 503. Includes source
Author: Jan van den Baard

RDM
A fast, small, efficent and easy to use DirUtility with UNIX-compress compatible packer and endless number of configurable buttons, as well as all the usual features. This is Version 0.99, the DEMO version of 1.0, which can be ordered from author. Shareware, binary only.
Author: Reginald Lowack

Skew
Skeleton Writer is a tool for generating C code for various Intuition based applications. You click the mouse and the code gets written. Similar to PowerSource and GadToolsBox, but with slightly different functionality.
Author: Piotr Obminski

View
A text displayer with many controls and features including searches, file requestors, jump to editor etc. Version 2.0, an update to version 1.5 on disk 570. Includes source.
Author: Jan Van Den Baard

FISH DISK #659

Adventure
The Colossal Cave Adventure, by Donald Woods and Will Crowther. This program runs from the CLI or Workbench, and is virtually identical to the original mainframe classic. Version 1.00, binary only.
Author: Donald Woods, Will Crowther; ported by Tony Belding

Celest
AKA Celestial Caesars, a strategy game for up to nine players. This simple wargame pits you against any combination of human or computer opponents. The game uses an Intuition interface, and can be played by file-mail. Version 1.11, binary only.
Author: Tony Belding

GadToolsBox
A program that lets you draw/edit GadTools gadgets and menus and then generates the corresponding C or assembly code for you. This is version 1.3, an update to version 1.0 on disk 570. Includes source.
Author: Jan van den Baard

MungWall
Scrounges memory and watches for illegal FreeMem's. Especially useful in combination with Enforcer. Output can go to either the serial or parallel port. Includes a new MungList program that examines used memory areas for MungWall tag info, and outputs a list of who owns the various pieces of allocated memory, their sizes, etc. Can even identify the owner of the memory by task name. Version 37.51, binary only.
Author: Commodore Amiga; submitted by Carolyn Scheppner

FISH DISK #660

Diamonds
Drive your little thief buggy around the screen and try to pick up the diamonds while avoiding all the nasties on the screen. Freeware. Binary only
Author: Harshy Wanigasekara

Eaters
A screen hack that places a number of creatures called Eaters on the screen. These hungry Eaters live on white dots, consuming them and leaving black droppings in their place. When not near a white dot, they move randomly. Version 1.0, includes source.
Author: Guido Wegener

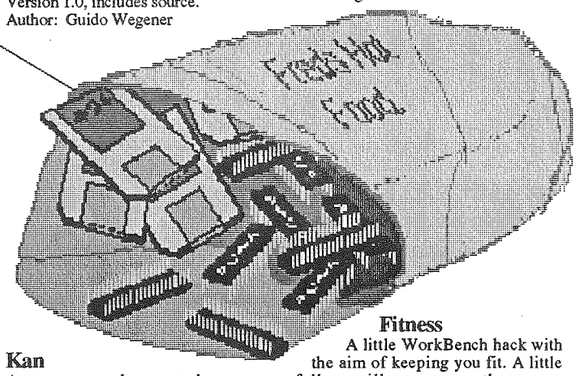
VMB
Demo version of Video Music Box, a program designed to provide an easy to learn and use environment for Amiga multi media background music composition, while requiring no prior music compositional knowledge. Basic sequences are generated in many common musical styles from pre-arranged music pattern templates and chord progressions. Special tools provide the ability to add new notes or parts that follow the chord progression. Compositions can be previewed over MIDI or the internal audio, and saved as MIDI or IFF SMUS files.
Author: David Strohbeen

FISH DISK #661

Citadel
A full featured Amiga BBS program with all the necessary files to setup your own BBS. Citadel is a room structured message system with the fundamental design goal of providinga congenial forum conducive to interesting discussions. Messages are stored and retrieved in chronological order within each room. Callers may travel freely between the rooms, reading old messages and posting new ones. This is part one of a two part distribution. Part two is on disk 662. Both parts are required. Binary only, source available from authors.
Author: Jay Johnston, Hue JR., and Tony Preston

FISH DISK #662

BlackHole
A file deletion utility for v2.04 and greater of the operating system. When run, it puts an appicon on the Workbench screen. Any file/drawer icons that are dropped on it will be deleted. Double clicking on the appicon brings up an options window. Version 1.1, includes source.
Author :
Alan Singfield.



Fitness
A little WorkBench hack with the aim of keeping you fit. A little fellow will pop up on the screen periodically, to remind you to interrupt your work and do some exercises. Version 1.10, binary only.
Author: Sioe-Lin Kwik

Kan
A program that patches a replacement delete function into the DOS library. This program will simulate the Trashcan function provided by Workbench. Support programs provided to allow automatic purging of Kan directory from startup sequence. Compatible with 1.3, 2.0 and Amiga 3000. Version 1.0, binary only.
Author: James Butts

LoveMice
A short form of the Mice In Love algorithm published in Scientific American (Spektrum der Wissenschaft). Version 1.0, includes source.Author: Guido Wegener

HiraganaDemo
Demo version of a Hiragana (Japanese caligraphy) learning module. This module allows the user to see the strokes actually drawn in the proper order to write each Hiragana symbol, as well as hear a digitized pronunciation of the syllable, and a word actually using that symbol. Demo version 1.2, binary only.
Author: Wayne Quigley Sr

More Fish.....

Ninfo
A disassembler for memory, boot blocks, objects, libraries, and executables. Version 2.0, includes source
Author: Tony Preston

Space
Citadel Space Empire is a multiplayer game for up to 25 players. Thedocumentation shows how to set it up as a door for the Citadel BBS. Version 2.6, binary only.
Author: Tony Preston

FISH DISK #663

DebugUtils
Some tools for use in debugging applications. When used with Enforcer and Mungwall, they comprise an integrated set that gives the programmer a powerful and flexible debugging aide.
Author: Mark Porter

DeskJet
A CLI/Workbench interface to control a Hewlett-Packard DeskJet 500 printer, enabling the user to select an internal font to print one or more files, or to initialise the printer. This is version 2.16, an update to version 2.10 on FF539 (where it was called PF). Includes source in SAS C.
Author: Maurizio Loreti

DiskTest
A utility to test the integrity of floppy disks, ala Norton Utilities. This is version 1.18, an update to version 1.12 on disk 539, where it was called DT. Includes source.
Author: Maurizio Loreti

ENote
Edit a filenote easier than with the standard filenote program. Version 1.0, includes source.
Author I W Reisig

UnixUtils
A collection of UNIX like programs for the Amiga. Includes head, tail, sort, strings, diff and find. The first four are original programs; find is derived from tree by Tomas Rokicki, diff is a port of the GNU version. Includes source.
Author: Maurizio Loreti

XNote
Execute a filenote. It looks a little like the Project icon of the Workbench, but this time in the CLI. Version 1.0, includes source.
Author: D. W. Reisig

FISH DISK #664

AntiCicloVir
A link virus detector that detects 21 different such viruses. Version 1.3, an update to version 1.2 on disk 648. Includessource in assembly.
Author: Matthias Gutt

DockIcon
Collection of miscellaneous icons with a definite NeXT flavor, for AmiDock, ToolManager, and a new graphical interface under development.
Author: Frangais Pinault

Ishid-o-matic
An Ishido type game. Lots of features, like single player, two players, tournament mode, highscore tables, sound, etc.Includes partial source in Modula-2.
Author: Robert Brandner

ShiftIt
A small game, for installation on the workbench. Useful if you must wait for the compiler or something else. Binary only.
Author: Robert Brandner

FISH DISK #665

Arq
Replaces the standard system requesters with nice animated requesters which you can also attach different sounds to. Works under AmigaDOS 1.3 or 2.0 to give all the normal system requesters a nice new look. Version 1.66, an update to version 1.61 on disk 527. Now allows custom animations. Binary only.
Author: Martin Laubach, Peter Wlcek, and Rene Hexel

DiskSpeed
A disk speed testing program specifically designed to give the most accurate results of the true disk performance of the disk under test. Automatically updates and maintains an ASCII database of disk results for tested disks. This is version 4.2, an update to version 4.1 on disk 574. Includes source in C.
Author: Michael Sinz

Intrepid
An arcade/strategy game in which you must navigate a high tech tank through the Antarctic to rescue a scientist taken hostage by terrorists. Version 1.5, binary only.
Author: Peter Gage

FISH DISK #666

Catacomb
A graphic adventure game set on a small island in the middle of the land of EXOUSIA. Your quest is to discover the secrets and treasures of this underground maze, while staying alive. Version 1.6, shareware, binary only.
Author: Peter Gage

KME
KME is another keymap editor, that you can use to edit the Amiga keymaps used by the Setmap command. Version 1.2, includes source in Oberon.
Author: Christian Stiens

Spectroscope
A program for realtime frequency analysis with PerfectSound-2 compatible audio digitizers. Version 1.1,includes source in Oberon.
Author: Christian Stiens

FISH DISK #667

Cooltunes
Two volumes of songs written with MED. Includes "Exarch","Sedative", "Hypersonix", and "SlowPlay". Uses MEDplayer to play the songs
Author: Robert J. Perrine

PopUpMenu
A small program that makes it possible for you to use pop-up-menus with any program that uses standard intuition menus. Version 4.3, an update to version 3.5 on disk 422. Includes source.
Author: Martin Adrian

FISH DISK #668

Exploding
An AmigaDOS 2.0 version of "exploding windows" that explodes and implodes windows in a fancy manner, catches all window resize and move events, works with all OpenWindowTags, and installs as a commodity. Version 1.0, binary only.
Author: Andreas Schildbach

Textra
This easy-to-use text editor allows multiple windows, and provides a simple mouse driven interface. Those familiar with the "Macintosh style"editors will be comfortable with Textra's Cut, Copy and Paste commands. Documentation included. Version 1.12, an update to version 1.0 on disk 239, with many enhancements. Shareware, binary only.
Author: Mike Haas

Vlt
VLT is both a VT100 emulator and a Tektronix (4014 plus subset of 4105)emulator, currently in use at SLAC (Stanford Linear Accelerator Center). Although the VT100 part was originally based on Dave Wecker et al.'s VT100, many enhancements were made. Features include use of ARP, an ARexx port, XMODEM 1K/CRC and Kermit protocols, support for additional serial ports, external file transfer protocols (XPR), a "chat" mode, and scrollback/review/history buffer. It comes in two versions, one with Tektronix emulation, and one without. The Tektronix emulation allowssaving IFF files, PostScript files, and printing bitmaps to the printer. This is version 5.517, an update to version 5.045 on disk 468. Binary only.
Author: Willy Langeveld

FISH DISK #669

Leggi
A powerful ISO/ANSI text reader which strictly follows Commodore's application guidelines. Features include unlimited number of windows on any public screen, scrolling with both mouse and keys, full AUISG menus and ARexx commands, clip- board support, AppWindows, fast and residentable activator,full configurability of the keyboard, preferences file and editor to change preferences, background mode, and more. Version 2.0, binary only.
Author: Sebastiano Vigna

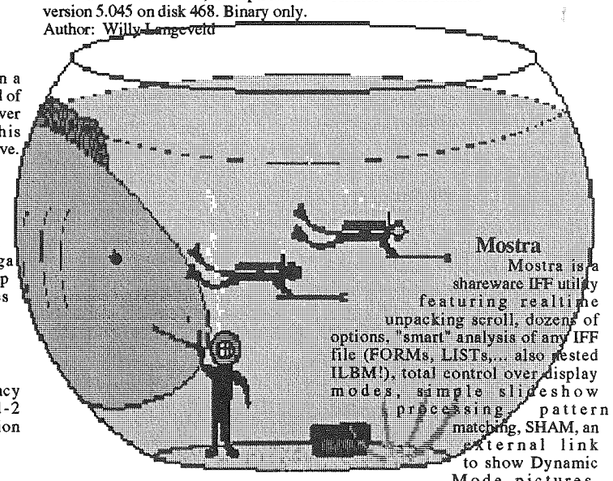
Post
An excellent PostScript interpreter for the Amiga which implements the full Adobe language. Supports type 1 and type 3 fonts, screen output, file output, and printer output. Requires Arp library V39+ and ConMan V1.3+ (only under AmigaDOS 1.3). This is version 1.7, an update to version 1.6 on disk 518. Includes source in C.
Author: Adrian Aylward

SCSIutil
A CLI utility to issue commands to a SCSI disk using a specific SCSI id number. Commands include inquiry, seek, start/stop motor, read sector(s), read capacity, etc. Freeware, includes source.
Author: Gary Duncan

VirusChecker
A virus checker that can check memory, disk bootblocks, andall disk files for signs of most known viruses. Can remember nonstandard bootblocks that you indicate are OK and not bother you about them again. Includes an ARexx port. Version 6.05, an update to version 5.30 on disk 556. Binary only.
Author: John Veldthuis

FISH DISK #670

DirWork
A fast, small, efficient, DirUtility. Configurable options and buttons, as well as all the usual features. Comes with external configuration editor. This is version 1.51, an update to version 1.43 on disk 570. Shareware, binary only.
Author: Chris Hames



Scan
Program to scan file contents for matches to one or more specified patterns. Claimed to search hard drives twice as fast as the best search programs currently available, and ram drives five times faster than other programs. Can optionally scan the contents of files in LZ and LHA archives.Supports searching for multiple patterns simultaneously. Other features include extensive wildcard support, optional inverted pattern matching, recursive directory scanning, line search highlights of matching words with selectable colour, and more. This is version 1.0. Includes source.
Author: Walter Rothe

FISH DISK#671

Dvi2tty
A program to convert TeX's dvi output files to ASCII format for printing or previewing on text terminals. Version 4.0, includes source.
Author: Svante Lindahl, Marcel Mol, et. al. Amiga port by Martin Hohl

JcGraphDemo
Demo version of a ShareWareBusiness grapher with Intuition interface. JcGraph can show your data as bar, line, planes,stack, blocks, 2D and 3D, etc. Features realtime rotation around X, Y, Z axis, on-line help, professional looking 2D and 3D graph output, and more. Can output EPS, 3D GEO, AegisDraw2000 and IFF ILBM format files. Demo version 0.903.Binary only.
Author: Jean-Christophe Clément.

Mkmake
A make file generator, originally written for Turbo-C and MS-DOS, and now ported to the Amiga by the author. Version 0.3,includes source.
Author: Martin Hohl

MPE
A compiler tool for users of the M2amiga programming environment. MPE does the same job better than your batch file. You can do everything with the mouse or the right amiga key.With thisModula-2 Programming Environment you can compile, link,and run your program. When there is an error, the editor is started automatically. You can set all switches for M2C, M2L and M2Make. Version 1.0, binary only.
Author: Marcel Timmermans

Tr2tex
Converts documents in UNIX troff format to LaTeX format. It is intended to do the first pass of the conversion, with the user finishing up the rest of the conversion. Most of the converted document will be in LaTeX format, but some of it may be in plain TeX. Amiga version 1.02, includes source.
Author: Kamal Al-Yahya; Amiga port by Martin Hohl

FISH DISK #672

Indent
A C source code formatter/indenter. Especially useful for cleaning up inconsistently indented code. Version 1.3, an update to version 1.1 on disk 262. Includes source.
Author: Various, Amiga port by Carsten Steger

SKsh
A ksh like shell for the Amiga. Some of its features include command substitution, shell functions, aliases, local variables, emacs and vi style command line editing, I/O redirection, pipes, UNIX style wildcards, a large variety of commands, and coexistence with scripts from other shells. Well documented. Version 2.0, an update to version 1.7on disk 489. Newfeatures include real pipes, AmigaDos 2.04 support, enhanced ARexx handling, and more. Binary only. Requires AmigaDos 2.04.
Author: Steve Koren

FISH DISK#673

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 1.75, an update to version1.70 on disk 646, with many new features. Requires OS 2.0. Written in assembly for speed and efficiency. Includessource.
Author: Kai Iske

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 1.02, an update to version 1.01 on disk 631. Shareware, binary only. Full version and/or source code available with shareware payment.
Author: Fred Bayer

SANA
The official Commodore developer information package for the SANA-II Network Device Drivers. Includes the SANA-II spec, readme files, SANA-II drivers for Commodore's A2065 (Ethernet) and A2060 (ARCNET) boards, docs and includes. More complete package than just the specification included on disk 654.
Author: Commodore-Amiga Networking Group

ShellTools
Four small useful programs. PIPE provides command line pipes, HISTORY allows the history to be loaded, saved, and listed, FOREACH is a fancy loop and variable expansion command, and RECORDER saves all console input and output in a file. Binary only.
Author: Andy Finkel

FISH DISK #674

Hextract
A complete header file reference. Definitions, structures, structure members and offsets, flag values, library contents, function definitions, registers, library offsets, etc. The data from a set of V1.3 Amiga and Lattice header files ispacked into the included file "headers.z" for immediate reference by Hextract. Version V1.1, freeware. Includes part source.
Author: Chas A. Wyndham

IFFLib
An easy to use Amiga library which gives you some powerful routines for dealing with IFF files, especially ILBM files (pictures), ANIM files (animations), and 8SVX files (digitized sounds). It is written completely in assembler and is just 3Kb. Includes source and binaries for several example programs that use the library. This is version 22.2, an update to version 16.1 on disk 301. Binary only.
Author: Christian A. Weber

NewIFF
This is version 37.9 of new IFF code modules and examples for use with the Release 2 iffparse.library.This code release is again 1.3 compatible (the 37.8 release was not). This code is intended to replace the 1985 EA IFF code modules, providing significant enhancements including support for arbitrary display modes and overscan (2.0), clipboard load/save, centralized string handling (for ease of localization), and simplified subroutines for displaying, saving, and printing ILBMs.And the 8SVX reader now plays!
Author: Submitted by Carolyn Scheppner

P-Writer
A text editor with special facilities for inserting text color and style changes and for preparing illustrated texts for P-Reader. Version 3.3, an update to version 3.2 on disk595.Freeware, binary only.
Author: Chas A. Wyndham Mark W. Maimone N. L. Schryer; Amiga port by Martin Hohl

FISH DISK #675

F2C
A program that translates Fortran 77 source into C or C++ source. F2C lets one portably mix C and Fortran, and makes a large body of well tested Fortran sourcecode available to C environments. Amiga port done for tne SAS/C 5.10B, and includes libraries for use with SAS/C. Includes full source in C.
Author: S. I. Feldman, David M. Gay, Mark W. Maimone N. L. Schryer; Amiga port by Martin Hohl

FISH DISK #676

FBM
An Amiga port of the Fuzzy PixMap image manipulation library.This package allows manipulation and conversion of a variety of color and B&W image formats. Supported formats include Sun rasterfiles, GIF, IFF, PCX, PBM bitmaps, "face" files, and FBM files. Also has input converters for raw images, like Digi-View files, and output converters for PostScript and Diablo graphics. Besides doing format conversion, some of the other image manipulation operations supported include rectangular extraction, density and contrast changes, rotation, quantization, halftone grayscaling, edge sharpening, and histograms. Disk 676 contains m68000 binaries and docs,disk 677 contains m68020/m68881 binaries, and disk 678 contains the sources.Version 1.0.
Author: Michael Mauldin; Amiga port by Martin Hohl

FISH DISK#677

FBM
An Amiga port of the Fuzzy PixMap image manipulation library. .Disk 676 contains m68000 binaries and docs, disk 677 contains m68020/m68881 binaries, and disk 678 contains the sources.Version 1.0.
Author: Michael Mauldin; Amiga port by Martin Hohl

MakeLink
A replacement for the original AmigaDOS 2.0 MakeLink command. Supports both hard and soft links. Residentable. This is version 1.1, includes source.
Author: Stefan Becker

Mostra
Mostra is a shareware IFF utility featuring real-time unpacking scroll, dozens of options, "smart" analysis of any IFF file (FORMs, LISTs,... also nested ILBM!), total control over display modes, simple slideshow processing, pattern matching, SHAM, an external link to show Dynamic Mode pictures, double buffering, fast decompression, colorcycling, TeXdocs, startup files for easy custom configur-ations and complete WB support, through ToolTypes and Style icons! This is version 1.07, an update to version 1.06 on disk 670, and fixes a bug with parsing IFF files.
Binary only.
Author: Sebastiano Vigna

PM
A tool that monitors the Amiga system's CPU usage using some hooks that are available in 2.04 EXEC. The program uses the high resolution EClock timer to get real time values for the amount of time the processor spends running tasks and the amount of time it spends between tasks (in task switch and in sleep). Version 37.8, binary only.
Author: Michael Sinz

FISH DISK #678

FBM
An Amiga port of the Fuzzy PixMapimage manipulation library. Disk 676 contains m68000 binaries and docs,disk 677 contains m68020/m68881 binaries, and disk 678 contains the sources. Version 1.0.
Author: Michael Mauldin; Amiga port by Martin Hohl

PPLib
A shared library to make life easy for people who wish to write programs that support PowerPacker. Loading crunched files from C or assembly is made fast, short and easy. This is release 1.5, an update to version 1.4 on disk 623. Includes example source.
Author: Nico Francois

ReOrg
ReOrg is a fast disk optimizer that can be used for floppy disks and hard disks. Supports new Kickstart 2.04 features including hard and soft links, and High-

Density drives. Includes program versions in English and German for use with Kickstart 1.2/1.3 or Kickstart 2.04. Versions 1.1 and 2.1, shareware, binary only, first release.
Author: Holger Kruse

ResAnalyzer
An OS 2.04 compatible ResModules monitor. ResAnalyzer can show you all information related to Captures, KickMemPtr, KickTagPtr, KickChkSum and ResModules entries in the ExecBase structure. A great help for resident modules developers and for people who want to check if something (like a virus) is resident in memory. ResAnalyzer can detect ResModules OS2.04 system flags. Version 2.2, binary only.
Author: Silvio Umberto Zanzi

FISH DISK #679

Backcoupling
A simulation of screen-camera-backcoupling. Generates a series of backcoupled pictures out of a start picture. You can change several parameters, such as sharpness, rotation angle and signal translation. Includes both German and English versions. Version 1.0, binary only.
Author: Michael Gentner

RayShade
Rayshade is a ray tracing program ported to the Amiga from UNIX. Rayshade's features include eleven types of primitives (blob, box, cone, cylinder, height field, plane, polygon, sphere, torus, flat- and Phong-shaded triangle); composite objects; point, directional, and extended (area) spot, and quadrilateral light sources; solid procedural texturing and bump mapping of primitives; antialiasing through variable-rate "jittered" sampling; arbitrary linear transformations on objects and texture/bump maps; Use of uniform spatial subdivision or hierarchy of bounding volumes to speed rendering; options to facilitate rendering of stereo pairs; rudimentary animation support, and more.This is version 4.0, patchlevel 6, and includes sources in C. The modifications for Amiga & SAS/C are distributed as diff files. Some example input files are also included. This is an update to version 3.0 on disk 596.
Author: Craig E. Kolb, Amiga Port by Martin Hohl

FISH DISK #680

ATAP
Adobe Type Access Package allows users of Professional Page (Gold Disk, inc.) and compatible applications to use typefaces available from Adobe Systems or other vendors. Includes AFM and screen font converters, sample AFMs and screen fonts from the Macintosh, and a Macintosh/USA1 keymap. Includes source in C for AFM converter and font unpacker.
Author: Gordon Fecyk

SatTrack
A satellite tracking program. Allows for selection of a database that can contain up to 300 satellites. Tracks satellites on a graphics display of the world. All graphics are IFF compatible, allowing for loading of display to standard painting program. Allowsfor input of satellite information using either standard data format or by simple user input. All operations use standard windows and menus. SatTrack has asimulation mode that allows for predictions in the future.This is version 2.1A, demo copy, binary only.
Author: Randy Stackhouse

VirusChecker
A virus checker that can check memory, disk bootblocks, and all disk files for signs of most known viruses. Can remember nonstandard bootblocks that you indicate are OK and not bother you about them again. Includes an ARexx port. Version 6.06, an update to version 6.05 on disk 669. Binary only.
Author: John Veldthuis

FISH DISK #681

Term
A gift-ware telecommunications program written for AmigaOS release 2.x (Kickstart 37.175 and Workbench 37.67 or higher required). Features include total configurability,full ARexx control, Xpr-transfer support, filetype identification after download, cut & paste/point-and-click on screen, auto upload and download, scrollable review buffer of unlimited size, solid andfully-featured VT100/VT220/ANSI emulation, optional fast atomic terminal emulation, hotkey support, powerful phonebook and dialing functions, ability to save and print the contents of the screen as IFF-ILBM or ASCII file, full overscan and screen resolution support (new ECS screenmodes included), asynchronous operation and a lot more. Comes with seven Xpr-transfer libraries (ascii, jmodem, kermit, quickb, xmodem, ymodem &zmodem)and docu- mentation both inGerman and in English. This isversion 2.2a, an up- date to version 1.9c on disk 589. Includes full source in 'C' and assembly language.
Author: Olaf 'Olsen' Barthel

FISH DISK #682

AmiBack
Demo version of Ami-Back v2.0, a nice backup utility for the Amiga. Features include backup to any AmigaDOS compatible device (such as floppies, removable hard disks, fixed media hard disk, and tape drives), compression, no copy protection,configuration files, complete backups, incremental backups,selective backups, file exclusion filter, setting of archive bit, password protected backups, online help, AREXX support, etc. Demo version does not have restore. Version 2.0a, an update to version 1.04 on disk 517. Binary only.
Author: MoonLighter Software

CyberCron
A cron utility for AmigaDOS 2.0. Uses the new, more flexible, Amiga DOS 2.0 technique for running programs. Offers an extended set of options that may be specified for any given event. Version 1.3, an update to Version 1.2 on disk 656.Includes source.
Author: Christopher Wichura

ReqChange
A little program that patches the system requesters to use the similar requesters in ReqTools.library. It also patches the ARP requester and all requesters in Req.library. It is very flexible, allowing you to modify where the requester should appear, which of the libraries to patch, etc. Includes a pair of small utility programs, GetFile and ReqAsk, that can be used in scripts to put up file requesters or other requesters.Version 1.08, includes source.
Author: Magnus Holmgren

RexxHostLib
This is a shared library package to simplify the ARexx host creation /management procedure. Rexx-message parsing is also included making it possible to control ARexx from programs such as AmigaBASIC (can you imagine AmigaBASIC controlling AmigaTeX?). This is version 37.1, an update to version 36.14 on disk 403. This version has been updated for use with Kickstart 2.0. Includes source in 'C' and assembly language.
Author: Olaf 'Olsen' Barthel

Zoom
A fast and efficient floppy disk archiving utility based on the data compression / decompression algorithms used bylh.library. Has an Intuition and a Shell interface, fully supports Kickstart 2.0, is able to add texts and notes to archived output files, knows 274 different bootblock viruses, includes a number of compression parameters (such as encryption of the output file) and a lot more. Version 5.4,an update to version 4.1 on disk 459. Binary only.
Author: Olaf 'Olsen' Barthel

This month's fish were drawn by Eric Fillisch

FISH DISK #ALOHA

A Round Of Applause
This program utilises the inverse square law of logics, and is given to people who successfully produce and edit an Amiga User Group magazine without prior knowledge of how to do it.

Strange Tales But True
A program that allows its user to edit and proof read articles without the use of a hard disk or a fast processor on an A500.

Deep Thought Emulator
A shared library package that has the ability to answer questions about DTP at strange hours of the day and night, and continue to have a relationship with a wife and child.
Includes sauce for the number 42.

Ding, Next Contestant
A game played by many people who do not always realise that this magazine would not be possible without the countless hours that are freely given by the WorkBench members and contributors.

(So Long Ashley, and thanks for all the Fish . D.P.)

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 #**	
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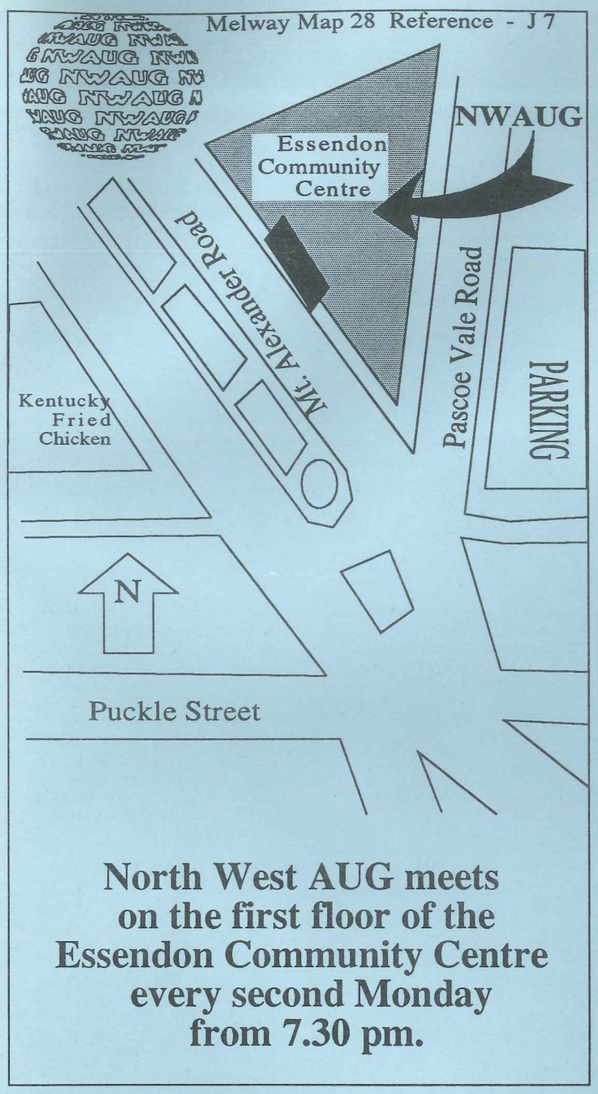
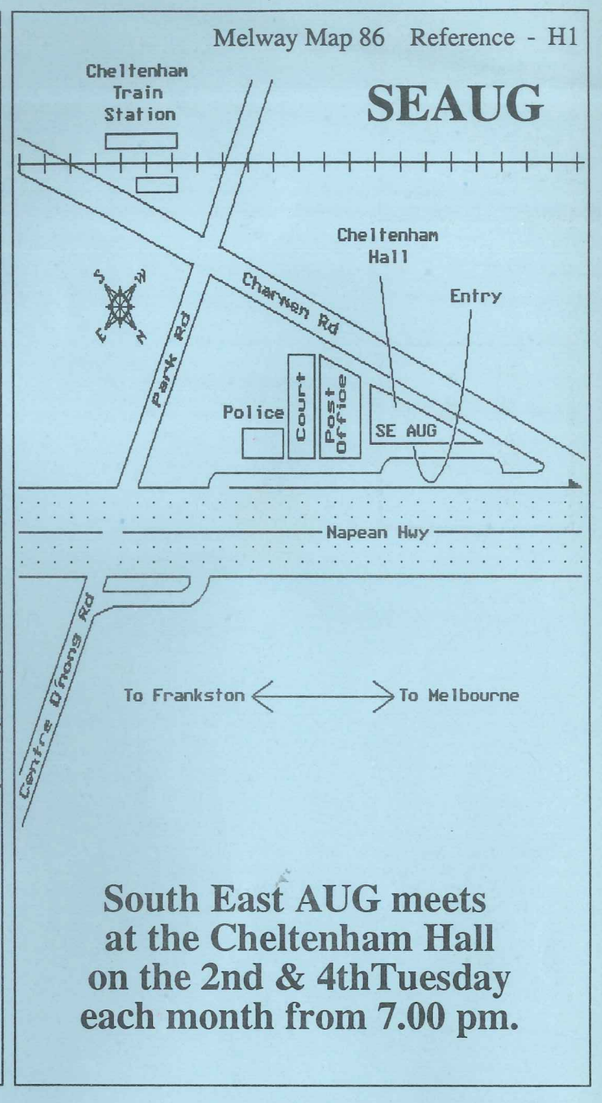
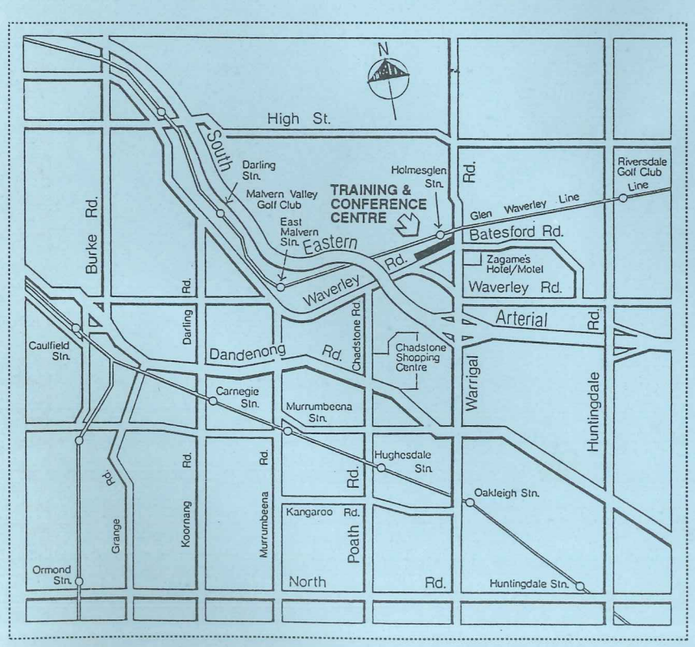
	Postcode:	



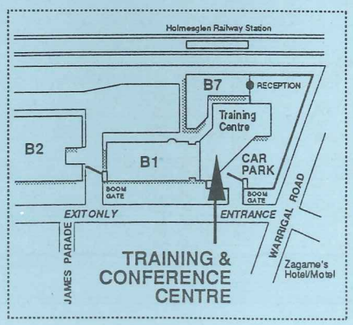
North West AUG meets on the first floor of the Essendon Community Centre every second Monday from 7.30 pm.



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



AUG Meeting Sunday 16th. August. Holmesglen Conference Centre Chadstone. Melways 69F1 Doors open 1 pm. Annual General Meeting, Fund-raising AUG Auction.



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