

# Workbench

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



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# AMIGA USERS GROUP INC.

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

## Who Are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. We DO NOT condone software piracy. We can be reached via an answering machine at: **527 1995**

## Membership

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

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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.

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For details of club events and meeting dates, check SIG reports and the A.U.G. calendar inside the back cover.

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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# Workbench

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## Acknowledgments

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# Editorial

What a great year for the AMIGA! This year we AMIGA devotees have been rewarded with many new arrivals on the AMIGA scene, some of which include the A4000 the A1200 and a new version of some sort of AMIGA-cd-games console??!, well maybe we will know more about that one by the time this Workbench arrives in our letterboxes.

I would like at this point, to thank on your behalf, the outgoing committee for a sterling job well done. During the time this committee has been together we have worked as one, with only the one common goal, that of ensuring greater benefits for ALL members whilst maintaining the future financial viability of the club, which has not all been smooth sailing but we are now well back on track. The support we as a committee have received from all quarters of the club has been almost overwhelming. Not the least of which has been the support from our NWAUG committee, at least two of which have been at almost every AUG committee meeting we have held.

Other members that should not go without notable mention are the workers (again from the NWAUG) who maintain and run the Amiga Central bulletin board (which has been continually upgraded this year). Also our utmost thanks must go yet again to the team of tireless workers who provide us with the Workbench every month, managing to keep themselves (and others most of the time, er oops) within deadlines and ensuring that all members are kept not only well informed of upcoming club events (when they themselves are informed) but also of any AMIGA related news, not to mention the latest on the fish library.

Whilst the club membership has not been growing these past few years the committee has been taking every step to ENSURE the longevity of OUR CLUB. Some of these changes have been very visible and obvious ie. relinquishing some space at the AUG monthly meetings, the temporary change in format of our last newsletter and some other changes not so obvious (see if you can pick them).

In order to ensure that this club maintains its level of services and benefits, new blood must be found for as many positions on the new committee as possible. It is unreasonable to expect that the same few can continue the level of commitment required to maintain this dynamic club, so please avail yourselves for, or even to the committee YOUR CLUB needs you now!

Regards,

**Jim Lewis**  
Asst. Coordinator, AUG

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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.

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# Getting to know AmigaDOS

by Jeff Kirkland

**J**EFF RETURNS to the task of making the Amiga's operating system more accessible to the novice user. This month he shows us how to make decisions within a script file.

## Part 8

I'VE MENTIONED in earlier articles that AmigaDOS can be made to execute a series of commands automatically. This is called a script.

One of the major advantages of using an AmigaDOS script is that it is possible for the script to make decisions. To do this we use the IF command. It looks something like this:

```
IF<condition>
  <commands>
ENDIF

or

IF<condition>
  <commands>
ELSE
  <commands>
ENDIF
```

There are several options that can be used with the IF command. These are used in the <condition> part of the statement. The most used conditions are WARN and EXISTS.

In a previous installment I explained that an AmigaDOS program returns a code number when it has finished running. If it returns 0 (OK) then all went well. If it returns a number greater than or equal to 5 (WARN) then something went wrong. You can use this in a script to test if the program succeeded or failed. Here's an example using the ASK command found in the Workbench 2.x C: directory.

```
ASK Assignto Workbench 1.3 (Y/N)?
IF WARN
  EXECUTE assign_wbl.3
ENDIF
rest of program...
```

The ASK command puts a text prompt onto the screen and waits for a Y/N answer from the user. If you type "Y" then the program returns WARN so we then execute our Workbench 1.3 startup. If we entered "N" or just a <CR>, the program will return OK (0) and the script will jump to the line after the ENDIF and keep going from there.

There is no OK test in AmigaDOS. To test if the ASK program had returned OK you need to check if it's NOT WARN. This is a bit of programming logic that says if it's NOT equal to WARN then it must equal the opposite - OK.

The EXISTS can be used to check if a file or directory actually exists before we use it. The following script checks for a directory in RAM: called "MyDir" and copy files into it. If it doesn't exist it will create it.

```
IF EXISTS RAM:MyDir
  COPY SYS: RAM:MyDir ALL
ELSE
  MAKEDIR RAM:MyDir
  COPY SYS: RAM:MyDir ALL
ENDIF
```

Here we've introduced an ELSE clause to the script. If MyDir exists, the script will copy SYS: to MyDir

then it will jump to the the ENDIF part. If the directory doesn't exist the script jumps to the ELSE part which creates the directory and then copies SYS: into it. We could have made the script a little smaller by using NOT to test if MyDir doesn't exist.

```
IF NOT EXISTS RAM:MyDir
  MAKEDIR RAM:MyDir
ENDIF
COPY SYS: RAM:MyDir
```

As well as IF ELSE and ENDIF there is also an ELSEIF option. This allows you to make more than one test inside the same IF/ENDIF statement.

As an example, suppose I had an Amiga with three Kickstart ROMs. When I boot my hard drive I want to check to see if I'm using 3.x, 2.x or 1.3. If I'm using 1.3, I need to assign the system to my 1.3 partition on DH1:. Here's what the script would look like. I'm using a program I wrote called TellKick which will test for the Kickstart version number and return WARN if it's less than the version I ask for.

```
TELLKICK 34
IF WARN
  EXECUTE assign_1.3
ELSE IF NOT WARN
  TELLKICK 39
  IF WARN
    EXECUTE assign_2.x
  ENDIF
ELSE
  EXECUTE assign_3.x
ENDIF
```

This is a bit complex so we'll work through it. TELLKICK 34 checks to see if the ROM is version 2.x (34). If it's less than version 34 it will return WARN and we EXECUTE the script to assign the system to my 1.3 directory. The script will then jump to the ENDIF and continues on.

If TELLKICK returns OK (i.e. it's higher than version 34) the

script jumps to the ELSEIF NOT WARN line to check if it passed the test. If it did then we know it's 2.x or higher so we test if it's version 39 (3.x). If it fails (WARN) we then EXECUTE the script to assign the system to the Workbench 2.x directory.

If it's neither of the first two options then it must be Kickstart 3.x so we execute the script to assign the system to the Workbench 3.x directory. As you can see it's possible to have IF statements inside other IF statements.

IF also has options for comparing text and numbers. These are EQ (equal to), GT (greater than) and GE (greater than or equal to).

```
IF <text1> EQ <text2>
  <commands>
ENDIF

or

IF <text1> GT <text2>
  <commands>
ENDIF
```

There's no "less than" function so you have to use NOT again. NOT GE is the same as "less than" and NOT GT is the same as "less than or equal to". NOT EQ is the equivalent of "not equal to". To compare a number add the VAL option to the command.

```
IF <number1> NOT EQ <number2> VAL
```

Here's a complete list of the IF command options.

```
WARN - program returns >= 5
ERROR - program returns >= 10
FAIL - program returns >= 20
EXISTS - see if <filename> exists
EQ - equal to
GT - greater than
GE - greater than or equal to
```

The IF command can be confusing to anyone who hasn't done any programming before. Take the time to re-read the article and then try to write some scripts using it. There's no better way to master a complex command than to experiment with it. ■

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## world of commodore AMIGA

DARLING HARBOUR, SYDNEY  
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### Michael Granat in Melbourne reports on Commodore's recent exhibition in Sydney (briefed by our man on-the-spot Arnie Robbins)

Warm, sunny weather, beautiful scenery and delicious pasta nearby, plus three days of the latest in mainly Amiga computing.

Why on Earth was I a thousand kilometres closer to the Antarctic, in Melbourne, when the World Of Commodore was on? Certainly not for the two degrees Celsius drizzly mornings.

I should have been at the Darling Harbour Exhibition Centre, where fifty-nine exhibitors were competing for the attention and investment of the computing public.

For a weekend and a bit, Darling Harbour became an example of the free enterprise system at work. With so many rivals in one room, the forces of competition took over.

Many of the show special prices (on brand new equipment in the box) were almost unbelievably low. For example:

- ☛ Amiga 600 computer (floppy drive only model) \$379
- ☛ Amiga A-570 CD-ROM drive (suits A500 only) @ \$170
- ☛ Amiga 1200 (without hard disk drive) \$700
- ☛ Amiga 1200 HD (40 mega-byte IDE drive) \$900
- ☛ Commodore CDTV (with remote control) \$399
- ☛ Microbotics VXL-30 (68030 EC accelerator board. No Memory Management Unit, Math Co-processor or on-board memory) \$260

☛ Great Valley Products DSS-8 (8 bit stereo sound sampler) \$100

But World Of Commodore (WOC) 1993 was about much more than bargain hunting. It was the showpiece for Commodore and Amiga in Australia and it presented Commodore to the public as a progressive company committed to developing and selling outstanding computer equipment.

At WOC '93, Commodore released nothing new. Even so, they

clearly demonstrated that Amiga owns the high ground in Multi-Everything, with Amiga Multi-bit, multi-million colour, multitasking, multi-media.

Multi-media demonstrations showed how nothing else that is claimed to simultaneously handle interactive multi-media, video graphics and audio sampling can touch Amiga on a price/performance basis.

Amiga Virtual Reality was also on show. Those of you who floated into the future with Amiga VR at a recent AUG meeting will realize the effect that it had on the crowds.

Daily seminars were held on Multimedia Video, Word Processing Made Easy, Amiga Basic Blitzed, IBM Compatible Software (by Microsoft - believe it or not) and CD-ROM Technology.

The exhibitors' stands were generally large and impressive and WOC '93 was apparently very professional in its presentation and coordination - more so than the last WOC.

Day One (Friday July 2) was very busy. Day Two (the 3rd) was slow due to public transport problems and the last day started that way for the same reason (four train lines out of action) but picked up for a good finish with a substantial crowd.

Picture - Frank Lowe



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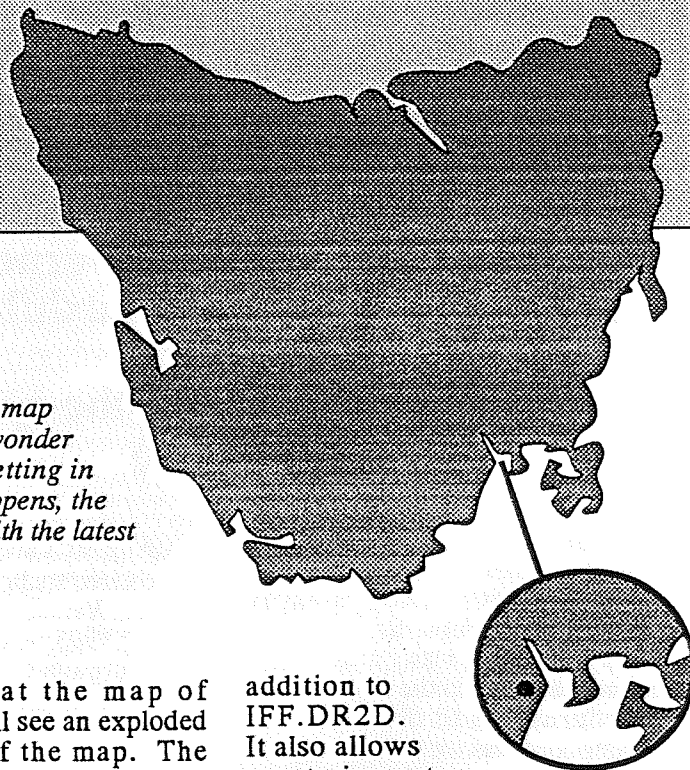
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# Art Expressions

or How to get  
Tassie mentioned  
in Workbench

by Eric Fillisch

**YOU ARE PROBABLY** wondering what the map of Tasmania is doing on this page. If so wonder no more! It's just your previous editor getting in some advertising for his new home. As it so happens, the map is used as an example of what you can do with the latest offering from the makers of Pagestream.



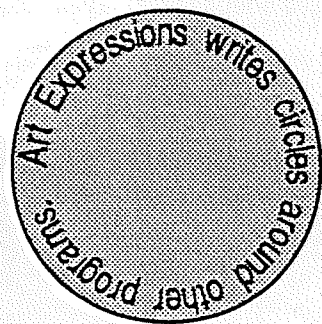
Most of you would know by now that there are two basic ways of drawing pictures on a computer.

The first, and by far the most commonly used are bitmap pictures. Bitmaps (IFF.ILBM on Amiga) are usually used where the picture is going to be displayed on a monitor using the same display resolution as the original drawing. Bitmaps are fairly easy to work with as they consist of what they sound like, a map of bits (in this case the bits are dots of colour). Since bitmaps describe each dot individually they take up a fair amount of room.

A second way to draw pictures is to tell the computer how to draw a picture, instead of where to draw each dot. This system is also used on the Amiga, IFF.DR2D being Commodore standard. However there are a few more standards used. Amongst them Aegis Draw and EPS (Encapsulated Post Script). One advantage of using vector type drawing systems such as these, is that they take up less room. Equally important is the fact that they can be stretched or shrunk without loss of resolution.

*Eric is the former editor of Workbench, who, banished to the Island state, continues to assist the magazine as a writer.*

If you look at the map of Tasmania, you will see an exploded view of a part of the map. The Derwent river in fact. If you look carefully you will notice that the lines used to draw the blowup are the same thickness and condition as



those of the main map. If the same had been tried using a bitmap picture, the blowup would show a series of squares drawn in the direction of the line. This occurs because the grid of dots making up the picture is actually enlarged.

Anyway back to the subject. Art Expressions is the latest in a range of vector drawing programs available for the Amiga. What makes it special are a combination of a number of features. One of the most impressive is the ability to access a variety of drawing formats, amongst them Art Expressions and Adobe Illustrator 88 EPS formats in

addition to IFF.DR2D. It also allows you to import Aegis Draw files and Soft Logik have even gone to the extent of reverse engineering Pro Draw Clip and supplying a conversion program for these. Soft-Logik promise to keep adding import modules as file format specifications become available. Going by their track record with Pagestream it is a sure bet that they will.

Art Expression allows you to edit drawing sections in two modes, basically a macro mode where you draw and then manipulate the entire drawing and a micro mode where you can edit the individual points and paths of a particular item. The combination of the two modes of drawing and the tools available make it a formidable program. However as usual with Soft-Logik programs the user interface is very easy to comprehend once you are familiar with the functions.

In addition to Art Expressions you get BME1.1 (Bit Map Editor) which includes the trace facility (Hotlinks Edition 1.0 did not have trace) and more importantly to me it comes with PFB & AFM files for the 35 standard Postscript fonts. I have ▶

been trying to get Zapf Dingbats for about a year now!

The easiest way to explain some more of the Art Expressions features is to run you through what was used to achieve the Tassie map.

First thing is naturally to draw the main map. Sounds like you either spend a fair bit of money to buy a digitiser or go mad and spend hours trying to trace the map manually! Of course there has to be an easier way. In this case it was a simple matter to magnify Tasmania and then save the picture as a bitmap using Drawmap4.0 by Brian Brown. Drawmap4.0 is available from the Fred Fish collection and is invaluable for things like this. Of course just using the bitmap as it was would have been pointless, so the next step was to convert the map into IFF.DR2D format. A quick trace using BME and the basic artwork is completed.

Step two consisted of magnifying the section of the map incorporating the Derwent River area. This was simply a matter of copying the map and enlarging the whole thing whilst constraining the aspect ratio (using

shift) to prevent the area looking elongated in one direction. In order to save space the second map was then edited in micro mode to allow me to delete the areas not required. After this the line between the edges of the Derwent was changed into a curve to allow me to fill in the colour without adding yet another object.

Lastly, to tidy up the extract and put that pretty circle around it I had to mask out the area I still didn't want. This involves making a blob with a circular hole in the middle which I could then colour white without obscuring the bit I wanted. This was a matter of drawing the blob and circle and then choosing to merge paths. The resultant object was given a white fill which when placed in the correct position in the stack masks out unwanted bits.

To finish off the drawing was now a simple matter of adding the Circle itself, the pointer and the dot for Hobart. All of these were performed using the basic tools available from the selection bar.

As you can see, there seems to be a fair bit involved to produce what looks like a simple drawing.

However the effect that it produces makes it well worthwhile. In addition to the drawing tools, Art Expressions has an abundance of things you can do to make text look better. Most of these involve changing the text into graphics and allow you then to further manipulate the resultant graphics if you so wish.

In closing I would like to say that as usual Soft-Logik have put together a brilliant piece of software that has one of the easier to use user interfaces around.

Art Expressions costs US\$140.00 AU\$210.00 (including postage), after taking advantage of the upgrade offer from Soft-Logik. ■

Annual General Meeting  
of the  
Amiga Users Group  
Incorporated will be held  
at 2:30 p.m. on Sunday  
15th August, 1993  
at Holmesglen Conference  
Centre, Chadstone

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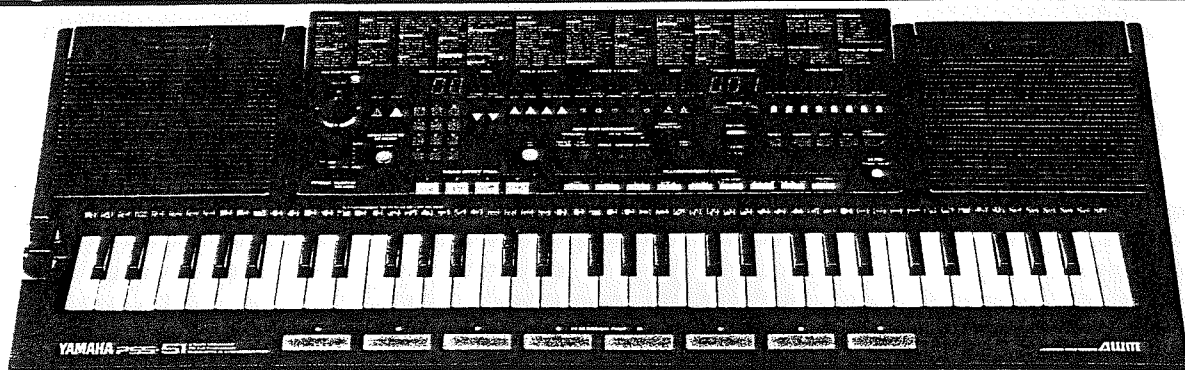
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**T**HE JULY SIG, held at Pianos Plus, Cheltenham, was the best we have ever had. We had such a good attendance - sixteen members and three visitors.

Perhaps as a result of the advertisement last month offering the Yamaha PSS-51 for \$299 (bolstered by my review?), a number of members bought what was obviously a bargain too good to miss.

No fewer than ten members at the SIG were proud new owners, and I believe there were many others who had bought but did not attend. There may still be limited stocks - see the repeat ad in this issue.

With so many members having the same keyboard, great possibilities open up. We will be able to swap data dumps and files, with no need to edit. A series of PSS-51 orientation nights might be useful - if you are interested please advise me, so that arrangements may be made if the response is sufficient.

You will recall that a few months ago I relinquished the job of coordinator and Allan Mallows took it on for 3 months - thanks Allan. I came back into the picture last month because I saw the opportunity of our members taking advantage of this bargain, and persuaded Pianos Plus to (a) order stocks (b) advertise in Workbench (c) hold the SIG in their shop and (d) promote AUG. I am extremely gratified that this worked out so well for everybody.

As Pianos Plus planned to do a promotion in Southland that same week, I borrowed the club's A500 and



combined it with an AUG membership promotion, involving a slideshow, brochures, and a Bars & Pipes demo on the Friday. This was a marvellous opportunity to "show the flag". I thank Darcey How, owner of Pianos Plus, for the opportunity.

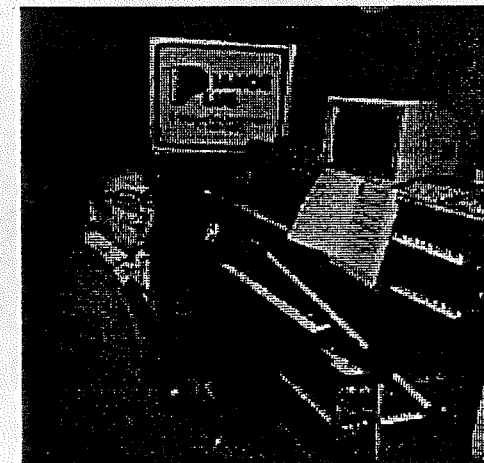
At the SIG on the Monday evening, I continued the Bars & Pipes demo from where I left off the previous day at Holmesglen. We are still looking for

someone to take over the Co-ordinator's position, so please give it some thought. It would be a pity if the SIG folded just when things are looking so bright.

I would appreciate feedback from members as to what they would like to see or do in future SIGs, and offers of venues on a one-off basis would be welcome. Pending reorganisation, the next SIG will be held at Keysborough, 7.30 pm on Monday, 16th August. Be sure to bring blank disks, as there will be plenty of good files available, especially for those new PSS-51 owners.

Accommodation is limited, so please phone 798-6552 well beforehand to reserve a seat. If anyone can assist by being Co-ordinator, even on a trial basis, or would allow their home to be used for a meeting, please let me know.

**AMIGA COMES TO SOUTHLAND**



*Norm Christian demonstrating the Amiga/Yamaha music combination at the Pianos Plus stand at Southland. The A500 was there for a week, running continuous slideshows, including a promotion for AUG. AUG leaflets were also distributed. Great publicity for us!*

**BBS PROBLEMS**

by Frank Lowe

Amiga Central is one of the main services that the Amiga Users Group provides. In June problems began mounting up. First was a power supply failure, followed numerous crashes cutting down user access. The power supply fault was repaired, but intermittent hard drive faults made for more headaches.

Amiga Central's main hard drive space was made up mostly of aging ST-506 type units, controlled by an A2090a. Each time the BBS went down, much time was spent recovering data to rectify the problem. Because of the importance members

place on the BBS, it was decided to replace the old ST-506 units with a new, reliable, high capacity SCSI hard drive. Since an A2091a was already installed, the A2090a was removed. This new SCSI controller will allow more frequent backup of data to a tape streamer and a more reliable BBS.

By the end of July three SCSI hard drives will be fitted, to give approximately 380 meg of space. And by the time you read this, Amiga Central will be back on track, with ongoing improvements to benefit all users.

The system personnel structure of Amiga Central is as follows:

- Administration  
 - Gary Gajic  
 Assistant SYSOPS  
 Files - Simon Shead  
 Files - Chris Hames  
 Membership - Frank Lowe (Access)  
 General - George Wahr

If you have problems in any of these areas, please leave an Email message to the appropriate person.

Please remember that all club services are run by volunteers who devote of their spare time. So please be patient when things do go wrong, but keep up the feedback that everyone is encouraged to provide when things go amiss.

We thank Software Buyers Service for help with getting the new hard drive for the BBS.

Did you miss 'World of Commodore' in Sydney?

GASPI!

Did you want one of the huge software and hardware discounts on offer there?

YES!

Did you want to see the latest and greatest in Amiga hardware and software?

PLEASE!

Then come to the N.W.A.U.G.



**Sunday, 31st October 1993.**

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Fantastic Door Prize!  
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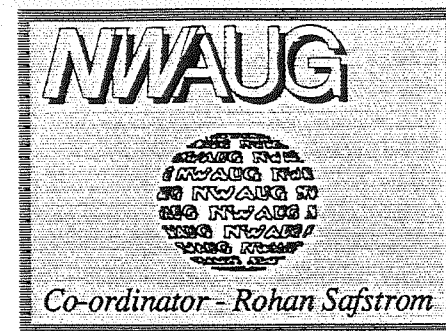
WOW!

Low entry price!

AMAZING!

Moonee Ponds Community Centre,  
Mt Alexander Road, Moonee Ponds.

AS MOST PEOPLE will be aware the club's elections will be held this month. NWAUG will have theirs on the 18th, which will be the Wednesday after the AUG elections. This means the meeting will initially consist of electing a new committee, then we'll continue the meeting with the new committee.



The first meeting in July featured a report on WORLD OF COM-MODORE and a demo of the Video Backup System from Software Buyers Service, which was on sale at WOC. Simon let us look at the new 105 meg removable media hard drive as well as some quick animations. If you haven't turned up to a meeting lately you've been missing all this great stuff.

The WOC was a big event for July. I saw many familiar faces, from club meetings, looking for a great bargain and seeing at first hand new Amiga hardware and software. TV Graphics were showing some fantastic computer based animations as well as their video controller software. Sigmacom were selling external SCSI CDROM drives, with

software, for \$399. The Emplant board was being showed off by AmiTech. Inovatronics were selling Directory OPUS for \$89. Opal Tech were showing off the new Opal hardware and dazzled us with the new software. Power Peripherals were showing all the great products they support. Alchemy and Software Buyers Service were doing great deals on 68030 accelerators, audio digitizers, mod packs, game packs, and hard drives, Video Backup Systems, Pro-Net and Pro-Board. Don Quixote were selling CDTVs at \$399 by the end of the third day as well as showing their 3D game VR Slingshot. Brashes and Harvey

Norman were there in a big way, with A1200 HD going for about \$850. The A570, CDROM drive for the A500, was being sold for \$185. ACAR, Amazing Computing and the new Amiga DownUnder magazines were there.

Commodore were set up at the front, with dual virtual reality machines on one side and computers on the other. In the middle was Commodore's front man for WOC, Pixie. He had done a great job entertaining the crowd over the three days. This is just some of what happened at WOC. Start saving now for next year.

The BBS had been a bit temperamental over the previous month, but by the time you read this everything will be working fine. The main culprit was hardware, more specifically the old ST-506 hard drives. Your patience, while this problem is resolved, is appreciated by the committee and Gary the sysop.

Keep tuned for another great Amiga year.

Best Regards  
Frank Lowe Asst. Coordinator

## Amiga Users Group Incorporated Financial Statement

1-Aug-92 to 31-July-93

Ledger Account Balance			Expenses	
		\$ c		\$ c
1 Aug 92		4123.80	WorkBench	
1 Sept 92	+\$987.24	5111.04	Printing & WB Disk	8218.00
1 Oct 92	- 44.06	5066.98	Postage & Bags	4698.41
1 Nov 92	- 377.46	4689.52	Meeting Rooms	
1 Dec 92	- 758.53	3930.99	Room Hire 3 Venues	5687.05
1 Jan 93	- 761.62	3169.37	BBS & AUG Info Phones	
1 Feb 93	- 293.25	2876.12	Telephone 5 lines total	2673.85
1 Mar 93	- 562.16	2313.96	Repairs & ADS Charges	593.00
1 Apr 93	- 776.02	1537.94	Book Library	741.40
1 May 93	- 287.51	1250.39	Insurance	332.75
1 June 93	- 849.55	400.88	Virtual Reality Machine	250.00
1 July 93	+1758.88	2159.76	Misc.	909.03
1 Aug 93	+ 127.95	2287.71		
<b>Total Income</b>			<b>Total Expenses</b>	<b>\$ 24,103.49</b>
Memberships, Door Charge, WB ads, Chocklotto, PD disks, Auction proceeds etc.		<b>\$22,253.36</b>	<b>Total Income</b>	<b>22,253.36</b>
			<b>Net Loss 1-8-92 to 31-7-93</b>	<b>1850.13</b>

# AMIGA Calendar

Sunday	Aug 15	Holmesglen Meeting
Tuesday	Aug 17	Art SIG
Wednesday	Aug 18	NWAUG Meeting
Wednesday	Sep 1	NWAUG Meeting
Friday	Sep 3	Deadline for Copy, October Workbench
Tuesday	Sep 14	SEAUG Meeting
Wednesday	Sep 15	NWAUG Meeting
Sunday	Sep 19	Holmesglen Meeting
Monday	Sep 20	Music SIG
Tuesday	Sep 21	Art SIG
Friday	Oct 1	Deadline for Copy, November Workbench
Wednesday	Oct 6	NWAUG Meeting
Tuesday	Oct 12	SEAUG Meeting
Sunday	Oct 17	Holmesglen Meeting
Monday	Oct 18	Music SIG
Tuesday	Oct 19	Art SIG
Wednesday	Oct 20	NWAUG Meeting
Sunday	Oct 31	NWAUG Amiga Expo
Wednesday	Nov 3	NWAUG Meeting
Friday	Nov 5	Deadline for Copy, December Workbench
Tuesday	Nov 9	SEAUG Meeting
Tuesday	Nov 16	Art SIG
Wednesday	Nov 17	NWAUG Meeting
Sunday	Nov 21	Holmesglen Meeting

Holmesglen AUG meetings are held on the the third Sunday of each month at 2.00 p.m. Doors open at 1.00 p.m. The venue is the Conference centre at Holmesglen T.A.F.E. College on the corner of Warrigal Road and Batesford Road, Holmesglen (Melways Map 69 reference F1).

North West AUG meetings are held on the first and third Wednesday from 7.30 p.m. on the first floor of the Essendon community Centre, corner of Mt.Alexander Road and Pascoe Vale Road, Essendon (Melways Map 28 reference J7).

South East AUG meetings are held on the 2nd Tuesday of each month from 7.00 p.m. in the Cheltenham Hall, corner of Nepean Highway and Charman Road, Cheltenham (Melways Map 86 reference H1).

Art SIG meetings are held on the 3rd Tuesday of each month (N.B. this is NOT always the Tuesday following the Holmesglen meeting!! The venue may vary, so check the Art SIG report in this issue for the location of the next meeting).

If you are arranging (or know of any) forthcoming meetings, demonstrations, lectures or other events that would interest readers, please let us have the details so that we can publicise them here. Country members unable to attend Metropolitan meetings are encouraged to use this calendar for local events.

## Holmesglen

The July meeting was an eventful one, especially as it marked my first go at chairing the meeting (Ward was having a birthday).

After the usual announcements and club news we saw a video from ASDG showing some of the amazing video effects achievable with their software. It ran for only about five minutes but some amazing footage was squeezed into that short period of time.

Frank Lowe demonstrated the Video Backup System. This is a hardware/software combination that allows you to back up your hard drive to video tape. A four hour VHS tape can hold up to 200mb of data so it is a great boon for hard drive owners. A video (taken by Frank) of the World of Commodore show in Sydney was shown.

Chocklotto made another appearance and once we get the last of the bugs out of the software that draws the numbers it should become an integral part of future meetings.

After the break Norm Christian gave us a demonstration of the features that make Bars and Pipes such a popular package for Amiga MIDI buffs. We hope to be able to get him back to show us the improvements made to version 2 when he gets it.

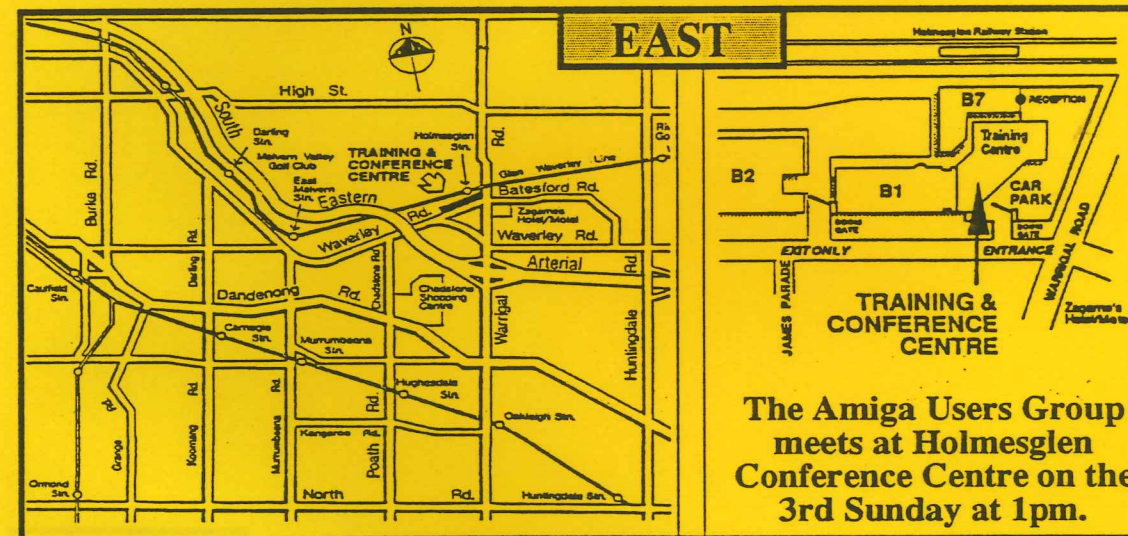
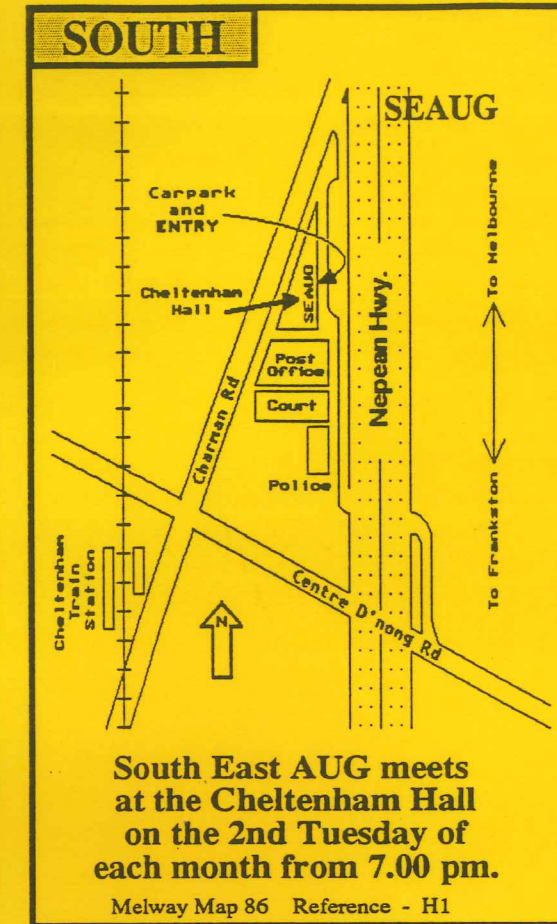
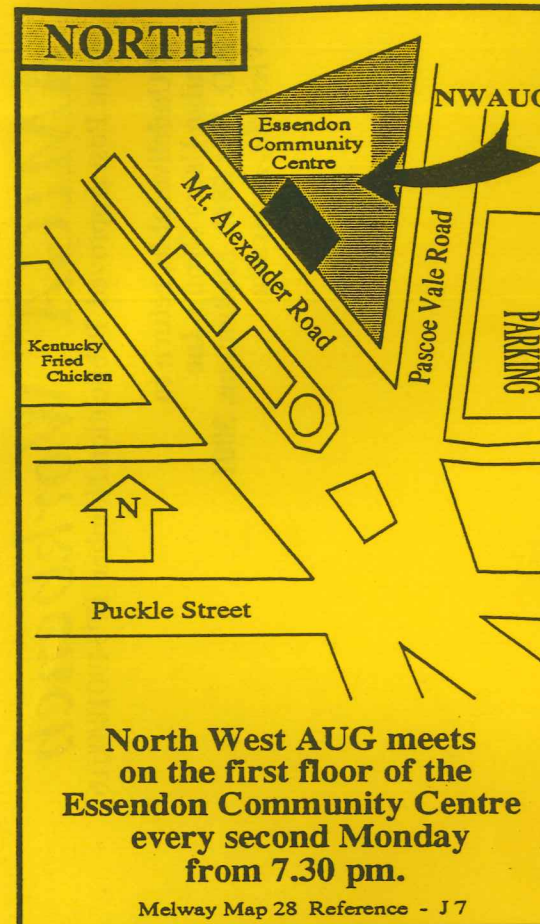
Don't forget that the next meeting is the AGM and committee election. If you think that you can help to make the AUG bigger and better over the next twelve months, don't just sit there taking about it - come along to the AGM and nominate yourself for a position.

See you next meeting....

Jeff Kirkland

## New Joining Fee

Starting in September new & lapsed members will have to pay a one-off \$5.00 joining fee in addition to the \$30.00 yearly subscription. This fee will be introduced as an alternative to increasing the annual fee in order cope with rising administration costs.



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Where did you hear about AUG: \_\_\_\_\_

Which group do you attend Mostly  
eg., Holmesglen, NWAUG, SEAUG.

Signed: \_\_\_\_\_ Date: \_\_\_\_\_

If admitted as a member, I agree to abide by the rules of the Association for the time being in force

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