WORKBENCH

AUG

On The Move

AMIGA USERS GROUP

CONTENTS

✓ AMIGA USERS GROUP INC.
P.O. Box 684E Melbourne 3001, Victoria Australia

ℹ 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 plus an initial joining fee of $5. Membership forms are available from AUG and in this Journal. Send completed form with a cheque or money order to the address above.

PD 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 available at meetings and as well as a catalog disk.

$ Member's Discounts

AUG negotiates discounts for its members on hardware, software and books. Currently **Technical Books** in Swanston Street in the city off AUG members 10% discount on computer related books, as does **McGills** in Elizabeth Street. **Another World** computers in Coburg, **MVB** Croydon and **Computer Magic** Moonee Ponds offer good deals, while **Maxwells** in Abbotsford offer 10% off RRP on all software.

✉ Back Issues of Workbench

All back issues of Amiga Workbench are now available, for a $2 per issue handling and postage charge. Back issues are also available at meetings. Contact the committee for pricing on bulk orders.

✎ 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 or Ratz BBS's 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. Deadlines for articles is the first Wednesday of the month of Publication. Contributions can be sent to: The Editor, AUG, PO Box 684E, Melbourne 3001.

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! Advertising

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

BBS AUG Bulletin Boards

The AUG operates 2 bulletin boards devoted to the Amiga. They can be accessed 24 hours a day on the numbers below. Parameters should be: 8 data, 1 stop bit and no parity.

Amiga Central   370 0832
Sysop: Frank Lowe

Ratz   553 0305
Sysop: Howard Alexander

❋ Club events

For details of events and meeting dates, check SIG Reports and the AUG calendar inside the back cover. An entry fee is charged by groups to cover hall rental and light refreshments. Maps and directions appear in the rear of the Journal.

☎ AUG Contact Numbers

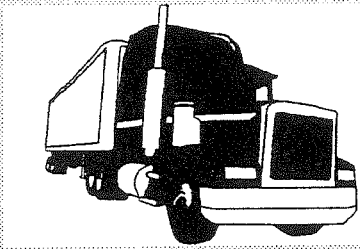|			
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Users	Ass. Co-ordinator	Justin Deeley	018 993 006
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Committee	Treasurer	Frank Lowe	326 1525
	Meeting Chair	Jeff Kirkland	571 0078
	Membership Officer	Howard Alexander	555 3995
	Committee	John Clearson; Nick Diakoumis	
		Andrew Breeden	569 0632
		Alexander McCooke	898 5236
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Committee	Ass. Co-ordinator	Andrew Amor	-
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	Meeting Chair	Hugh Leslie	370 4205
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	Committee	Michael Chamberlain; Leon Wood	
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	Workbench	John Rowley	527 7126
	Advertising	John Clearson	859 1210
	Book Library	Nick Diakoumis	523 0953
	Disk Library	Tom Barath	888 1304

℗ AUG Help Network

Here is a list of AUG members who have volunteered to share their knowledge/experience 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 (MIDI)	Norm Christian	798 6552
Music, Audio Sampling, MIDI	Neil Rutledge	578 5742
Beginners HelpLine	Russ Lorback	802 9333
Superbase, Bridgeboard	George Wahr	376 6180
Beginners Help / Amiga Art	John Barlow	551 4760
Public Domain	Rob Pemberton	571 4579
Graphic Arts - DPaint, Scult etc.	Joe Santamaria	383 3509

Workbench

Cover Pic: MOACA-CD

Editorial

Would you like to write for Workbench?

Unlike editors of commercial magazines I don't have a paid staff to write articles to order, I depend on voluntary contributions. In effect you the readers are also the writers, and its to you, the writers that this editorial is addressed. I've said before that I consider myself lucky with the quality of contributors I've had, but I don't want to put off new writers from making contributions. You don't have to be a great writer, as the contributors who have been published will tell you, I will edit an article as much as I think it needs.

I know it can be hard to write if you aren't doing anything you consider "special" or in some way worth writing about, so here's a rundown of some of the items I hope to cover in upcoming editions of Workbench. Your submissions would be welcome (and don't forget that contributors get free pd discs from the club library.)

This month we have three related reviews by Lee Fong of the CD32 and the two games that are bundled with it, and a review by Daryl Coe of the AsimCDFS CD-ROM filesystem for the Amiga. (Actually, the review was intended for the November issue, and although Daryl's name made it in to the list of contributors, the article didn't make it in to the issue. Sorry Daryl.) I hope to take another look at CD-ROM later on, to see how well Commodore will integrate the CD32, CD-ROM in general, old CDTV titles and the various third party CD filesystems with the Amiga range.

Next month I expect to have a feature on Public Domain software, concentrating on the Fish Disc collection. If you have any questions or interesting observations please send them in to me, I can use both suggestions or separate short articles. Also welcome would be reviews of any special or unusual pd software you might be using.

In another issue I hope to look at "non-standard" ways members might have set up their Amigas, e.g. different disc drives, funny monitors etc. I'd like to hear what you've got, why you needed something unusual and any problems you might have had setting it up. This is of interest to me as I use a "non-standard" monitor, and had another one previously which in theory I couldn't use. And I've seen a major U.K. magazine say in as many words that you can't run an Amiga 2000 through an A520 modulator, and I know you can as I did for over a year!

And that doesn't even cover things like retargetable graphics and sound, alternative operating systems, or the dozen programming languages available on the Amiga. So there's lots for all of you writers out there to write about.

John Rowley
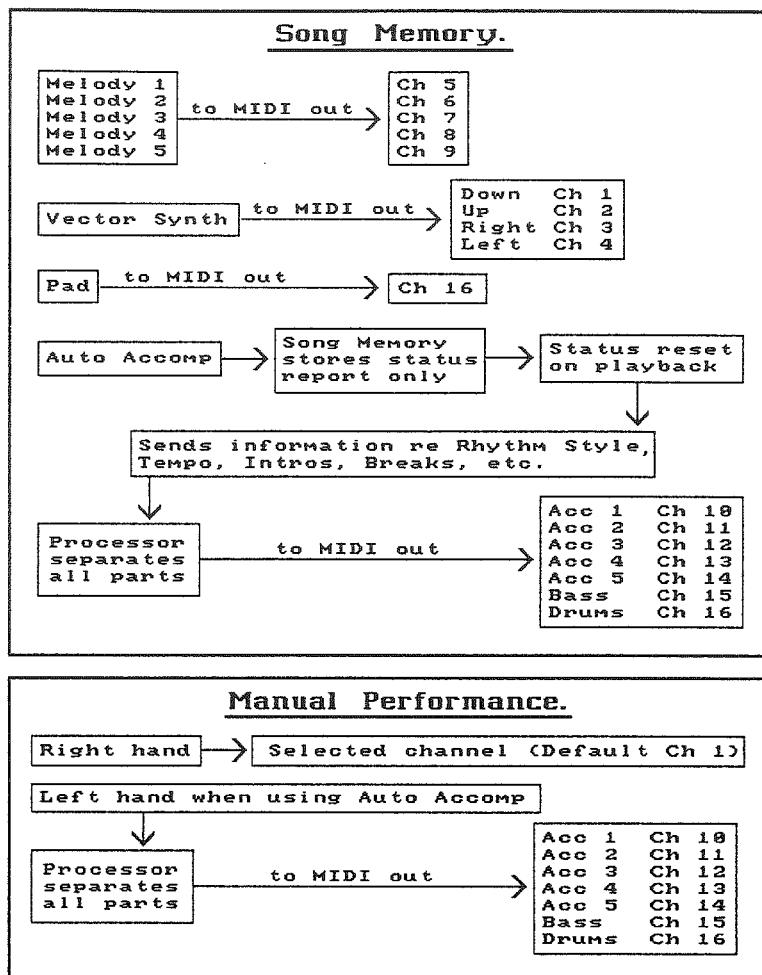
Buying a Midi Keyboard

by Norm Christian.

I have often been asked for advice on buying a keyboard for use with a computer. Of late, more often than not I have recommended the Yamaha PSS-51, for reasons which I covered in my article in July last year. However, although many members now own this item, it is no longer current.

A good choice might therefore be the new Yamaha QR-10, which has many similar features, retails for $625 and is a module - i.e. does not have its own keyboard. Although many units are advertised as having "full MIDI capability", only a few are really suitable for computer use. The QR-10 is somewhat like a hardware version of Superjam and has some very interesting new features, including the ability to store up to 50 songs in memory, to make and store up to 10 user-defined rhythm styles and to sample sounds via a microphone or line in. It would be ideal to provide backings for a soloist.

While it might appear odd to buy a synthesizer without a keyboard, the unit can be ideal for controlling from another keybaord to expand the voices and programs available, and can readily be controlled and programmed from a computer.

The attached chart shows graphically why the PSS-51 is so good and provides a yardstick against which you should measure any keyboard you may be

Yamaha PSS-51 --- MIDI system.

While the midi channel numbers don't have to be exactly the same as these, your midi keyboard should allow you to send the data on different channels.

considering. There are broadly two kinds of MIDI systems in use and this represents the best kind. The other types tend not to send out information via MIDI on separate channels for each part.
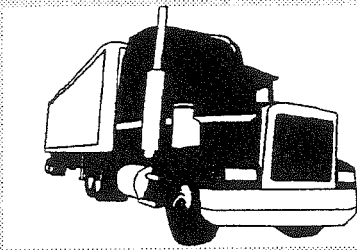
Instead in most cases they only output the melody line and chord progressions. As a general rule, if the keyboard has its own built-in disk drive, it is likely that it belongs to the latter system. In many cases you could spend several thousands of dollars and still not have one which works well with a computer, so beware !

The Roland KR-500 digital piano is one example of the good type. I have one and it has all the desirable features - 76 touch-sensitive keys, 128 voices, inbuilt rhythm styles and song memories, etc. It also works on a system similar to that shown in the chart.

(Unfortunately, having bought a rather expensive new organ, I have to dispose of mine. Interested ? Ring 798-6552. I also wish to buy for a friend a PSS-51 - can anyone help ?)

Sorry I don't have time to expand further on this article, but I am always available for free advice to AUG members on any aspect of MIDI work.

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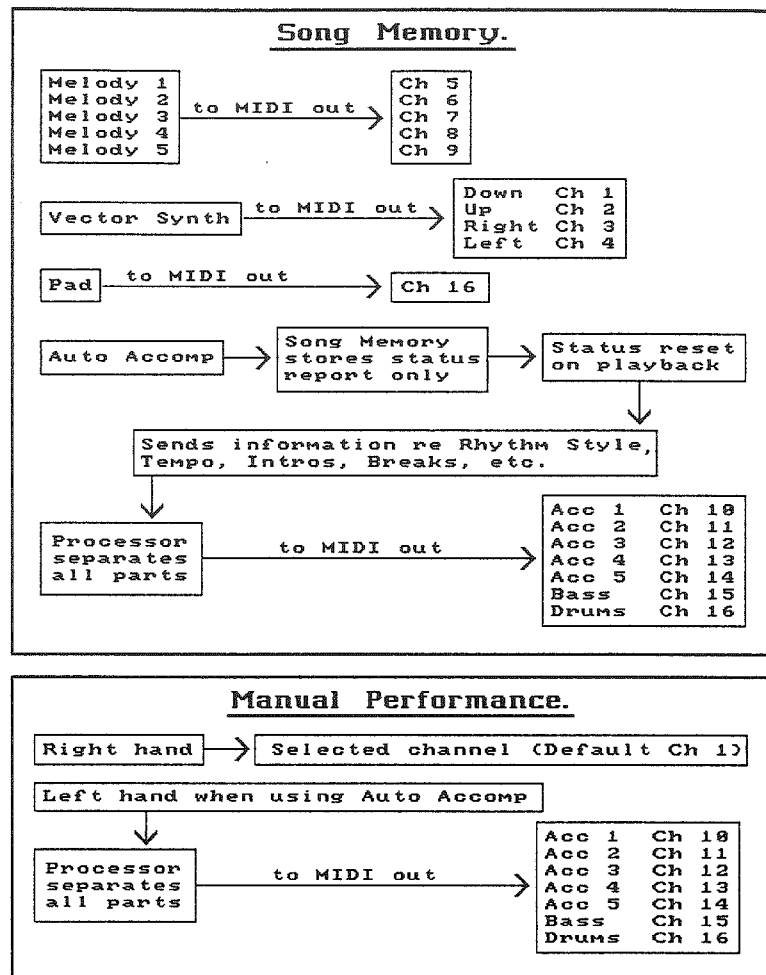# Buying a Midi Keyboard

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"Asim CDFS"
- CDROM Control Software for the Amiga.

Review by Daryl Coe.

The Compact Disk as a Mass Media Storage format has many benefits for the Computer User as a single CD can hold approx. 680 MB of Data or about 800 Disks worth of Software. If you want to add a SCSI CD-ROM Drive to your existing Amiga Set-Up you will need some sort of Control Software to access it. There are several such Commercial packages available for the Amiga, one being "Asim CDFS" by Asimware Innovations from Canada.

"Asim CDFS" Version 1.1c
I bought Asim CDFS Version 1.1c and an NEC CDR-55 CD-ROM internal drive to use with my Amiga B2000 and GVP SCSI Controller Card, this version is compatable with Kickstarts 1.2, 1.3 & 2.0 and comes complete with a 21 page Users Guide, an Installation Disk and a CD called "FishMarket v1.0". The CD contains Fred Fish Disks 1 to 637 and several other utilities to make using the disk easier such as SID (Directory Utility) and the Aquarium Database. The Installation Disk uses Commodore's Installer Program to simplify the Installation procedure and also comes with a very basic program for playing Music CDs called "AsimTunes". Once installed you can access the following CD formats - HighSierra, ISO-9660 & Machintosh HFS by using the CLI, your favourite Directory Utility or the Workbench for many Amiga "CDTV" titles and play any Music CDs via the headphone socket on the front of the CD-ROM Drive using the supplied AsimTunes program or a much better PD program called "Jukebox". The ISO-9660 format is the International Standard used by IBM CDs so you have access to a very large range of graphics, sound, fonts & text files that are easily converted to Amiga usable format. The Users Guide is well laid out with chapters titled - Introduction, Using AsimCDFS, Using AsimTunes, Hardware/Software Compatibility, FileFormats on CDRom Discs Using AsimFork, Using FishMarket & Product Support, and is easy to follow.

"Asim CDFS" Version 2.0
I recently Upgraded Asim CDFS to the Latest Version 2.0, it REQUIRES Kickstart 2.0 or higher & NOLONGER supports Kickstarts 1.2 or 1.3, which may not seem important to many people but it does have its disadvantages when using some CDTV titles. (see "Compatability-Pros & Cons") The Upgrade is packaged the same but has a much more professional colour cover and now has Kodak PhotoCD Compatability allowing you access to this new way of storing photographs. This Updated Version comes complete with the following items, a 62 page Users Guide, an Installation Disk and a CD called "FishMarket v2.0" The CD contains Fred Fish Disks 151 to 900, SID and the KingFisher Database program, as before each Fish Disk gets its own drawer. The Users Guide is as well laid out as the earlier versions with the same chapter titles and an additional 3 chapters on Using AsimPhoto, Using DiscChanger & Using SCSI Inquire. The Installation Disk uses the same Installer Program for easy Installation as before but this time it includes several new and improved programs making it a much more professional package. These programs are:-

- AsimCDFS_Prefs -
An Intuition based preferences editor that allows you to change all the options for AsimCDFS especially the allocation of various Buffers that can decrease access time considerably.

- AsimTunes -
Much Improved version that allows you to play Audio CDs via the headphone socket and can be enabled to automatically start when you insert an Audio CD. The main display window has all the major control buttons you would find on a CD player as well as a time & track display and several text windows for track info. Not all control buttons work for every CD Drive, the Eject, Pause & Music Scan buttons dont function on my CD Drive. New to AsimTunes is the ability to create a CD Library that you can edit to display info on the Author, Title, Track, Number & Length of the CDs contents and also play any track just by selecting its name. You can also print a listing of your CD Library, change the Screen Mode and control AsimTunes via ARexx.

- AsimPhoto -
With this program you can list the contents of a Kodak PhotoCD either in File requester Mode or Pictoral Directory Mode that displays small greyscale pictures of your photos for you to select and Convert to 24bit IFF files. You can change the Screen Mode, the Output Size Resolution from 192 x 128 up to 3072 x 2048 and the Pictoral Size Resolution from 48 x 32 up to 192 x 128. AsimPhoto can also be controlled by using ARexx.

- DiscChanger -
An AmigaDOS Commodity which allows you to switch between various data partitions that AsimCDFS has found on the CD-ROM drive, eg. when using ISO9660 and Mac HFS discs. It can be configured to automatically start when a CD is inserted and also has an ARexx port.

- SCSI_Inquire -
Gives you info on the SCSI devices present in your system, listing the Unit #, Brand Name, Product Model # and the internal firmware Revision #.

Compatability-Pros & Cons
AsimCDFS works on all Amiga Models from A500 to 4000 with a suitable SCSI controller & CD-ROM Drive and also CDTV. As mentioned earlier V1.1c works with kickstarts 1.2, 1.3 & 2.0 but V2.0 requires kickstart 2.0 or higher to run. Some CDTV titles fail under kickstart 2.0 and will only work under kickstart 1.3, some of these are any titles by "Xiphias" such as American Heritage Illustrated Encyclopedic Dictionary, New Basic Electronic CookBook, the Time Table of History Series including, Science & Innovation, Business, Politics and Media & Arts and Entertainment. Some CDTV titles need to be assigned as SYS: and to have several other directories assigned as well, some titles just lock up your Amiga and crash such as Trivial Pursuit.

The NEC CD-ROM Drive & both versions of AsimCDFS bought from Arnie Robbins at Software Buyers Service, Box Hill.

CD32 - A Personal Review

by Lee Fong

Some of you at NWAUG meetings may have heard that Frank Lowe was going to part with his CD32. Well, in a fit of Christmas spirit, he generously gave it to me... after I made a donation to his Save the Mastercard Fund!

I'm sure everyone has read the write ups in local and overseas magazines, so I won't bore you with the same stuff; this review is highly opinionated. Sue me!

First impressions: I'm not too keen on the styling, rather too boxy for the nineties, with too many straight lines and not enough sexy curves and bulges (on the other hand, I think the current Toyota Celica looks fab). Whilst admirably compact, the whole unit has a rather flimsy feel to it. The hinged lid that gives access to the CD recess feels like it might snap off (although I'm sure it won't), the reset button wobbles, and the headset volume control wiggles around alarmingly. The controller, which is practically identical to the Super Nintendo one (i.e. rocker controller with four thumb buttons and two for the index fingers), and feels absolutely awful (after a micro-switched joystick). It feels like pushing on a dead fish.

Another whinge is that the high-speed serial/keyboard port on the side, although being a mini-din socket as found on the CDTV and A4000 keyboard ports, refuses to take a CDTV keyboard. Commodore seemed to have changed a little plastic bit in the middle of the plug to make it impossible to insert a CDTV keyboard (and possible an A4000 keyboard) without some plastic surgery. I can only ask - why?

Well, despite these negative comments, I must admit the technical specs got to me; after all, what we have here is an Amiga 1200 complete with blistering AGA graphics (but minus keyboard and ports), plus a new chunky pixel VLSI chip (for those texture-mapped graphics I've been dying for), a double-speed, multi-session CD-ROM drive (which should be Kodak PhotoCD compatible, even if the CD32 as a whole is not - yet), potential to add hard-drive and keyboard, and soon-to-be-released MPEG module. Plus there are some hot games coming out for it.

Pity they haven't been released yet.

Well, what happens when you turn the thing on? You get a demo of colour cycling, which is nice, if not exactly spectacular. Pop in an audio CD and a CD-control screen comes up; in my opinion, inferior to that on the old CDTV. For some reason, they've reduced the number of accessible functions instead of beefing it up, and the colour scheme is not as impressive (strange, given the AGA chipset!). For those of us who like to dub our CDs for car/walkman use, Commodore still has not included the handy automatic level scanning I was hoping for. There are some improvements, however. Response time to selected functions appears to be better. The cueing functions in particular are much faster; CDTV cueing was painfully slow. The CD-audio quality itself is disappointing. Compared to the CDTV I've been using (itself no great shakes in the hi-fi world), the treble lacks somewhat in vibrancy and colour; sound definition seems to be less clear overall. Maybe I'll keep the CDTV after all.

At the time of writing, the biggest selling point, software, is scarce and not particularly spellbinding. Oscar and Diggers are bundled with the unit. It's a thoughtful and good idea on Commodore's behalf to include 1K of non-volatile memory to save game-positions and high- scores, though one does fear it will fill up rapidly (the Pinball Fantasies high-score tables take up 26 out of 100 available "units").

Generally speaking, I haven't seen a game yet which delivers what I think are the potential goods.

I would compare the CD32 to a baby; lots of potential, but not actually doing a lot at the moment. And it's not particularly cheap. So, until the release of the truly CD-specific titles (next 2-3 months hopefully), the MPEG module, and the computer docking station...there's not much point to buying a CD32. Prices, currently at $699 with two games, should come down substantially. Brashes were doing them for 15% off at the Home Computer Show, and their city store has "15% off everything" specials every now and again. With that kind of leeway to discount, I'm sure the price will officially come down fairly soon.

Oscar CD32
reviewed by Lee Fong

Oscar is one of the games that comes bundled with the CD32 games console. It's another platform game, where you control Oscar in search of "Oscar" statues set across seven different scenes.

Basically there's lots of jumping around, a bit of swimming, and using a yo-yo to kill baddies and swing around on. Sounds reasonable.

The best thing about the game is the graphics. Absolutely stunning stuff. The most colourful, detailed backdrops I've ever seen on a computer game, bar none. It's beautiful how the graphics "reflect" onto the water whilst you're running around, only to instantly change when you break the surface, revealing what's underneath. Fantastic! For something to show off to your poor IBM/Mac/Sega/Nintendo buddies, give them a quick taste of scene 2!

Which brings me to the useful ability to choose what scene you want to play; so, if like me, you're not too good at platform games, you can get a quick overview of what graphics are available.

Because, ultimately, that's all you'll want to do. Playing with the supplied rocker controller is a nightmare, but fortunately you can plug in a conventional 9-pin Amiga joystick (only one firebutton is needed in-game) for a much less frustating game. Unfortunately, it's not enough to rescue Oscar from mediocrity. The yo-yo weapon has a pathetically short range, and trying to use it to swing around on is so difficult as to be pointless. Sound is adequate, but not exceptional. There is no CD-soundtrack pounding along simultaneously, and in-game effects pale when compared to something like First Samurai on a standard Amiga.

One British magazine summed up Oscar by saying "If Oscar was a girl, she'd be so obsessed with her own beauty as to forget you were there." I can only agree. The graphics are so breathtaking that I am compelled to load up the game again and again just to gaze at them in astonishment. But when that wears off, what you're left with is a very average platform game.

But it comes free with the CD32, so who's complaining?

Pinball Fantasies CD32
reviewed by Lee Fong

This must be one of the most lauded games on the Amiga. For those unfamiliar with it, it is the follow up to Pinball Dreams, the premiere pinball "simulator" on the Amiga (and probably any platform). Pinball Fantasies is similar in that it includes another 4 pinnies, but is different in having multiple flippers. All they need to add now is multiple balls - that'll be a tough one.

As a game in itself, there is no questioning that Pinball Fantasies is Fantastic. The effects, the silky smooth, speedy scrolling across three screens as your ball (mostly) realistically richochets up and down, are all great. You could play Party Time for hours (I have!), struggle unsuccessfully to master it, and still have another three tables to play.

If it's anything like Pinball Dreams, I'll know this is a game I'll be able to pull out at practically anytime and have a quick whirl on. Getting a handle on all the bonuses can take a little time; all the instructions are included on the CD and not in hard-copy, so I had to resort to writing down some of the more complicated ones. ("Right, so now to get the Happy Hour 1 million point per score 25 second bonus all I have to do is finish spelling the P, T and Y of PARTY which means I have to shoot the anticlockwise loop and flip into the tunnel immediately, hit two loops or the skyrides within ten seconds of each other and get at least four skyrides to spell PUKE. Simple!")

Ok, it's a fab game, no question. Now the crunch time - it's available on all Amigas, from 500 to 4000, as well as the CD32. What makes the CD32 version special?

Not a lot, unfortunately.

It utilises AGA 256 colour backdrops, and scrolling is speedy, as in the AGA Amiga versions of Pinball Fantasies. Colour gradations aren't as seamless as you might have hoped. Well, there must be some stunning in game sound effects! No, there aren't. In game effects are strickly standard Denise stuff. In my opinion, they are no improvement over Pinball Dreams on an A500. What you do get is a fast loading time, no disk swapping, and two different CD soundtracks that play over the selection screen. One of the CD-soundtracks is a pleasant, easy-listening type track, the other a bit more up-beat, but they only play on the selection screen, and when they fade out after a few minutes do not loop automatically, so you get dead silence. Not very professional for what is supposed to function as an "attract" screen.

One slightly worrying "feature" is that (on my copy at least) Pinball Fantasies can crash the machine, albeit very rarely. This has happened to be on two occasions, thankfully never in the middle of a game. The game freezes, the graphics become garbled, and power light blinks in its dreaded death-throes and the CD32 resets itself (no guru message!). It happened once before I could save my all time high-score, which led to much wailing and gnashing of teeth.

The bottom line: Pinball Fantasies is an excellent game. It's just that you hope a CD32 version will have that little bit extra. Maybe when Pinball Illusions gets released.

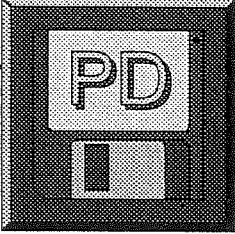# Change in Meeting Venue for Eastern AUG from March

Starting with the March meeting, Eastern AUG will no longer be meeting at Homesglen. The new meeting venue is the Mechanics Institute Hall in Oakleigh (142–144 Drummond Street) a few blocks down Warrigal Road from Homesglen.

Meeting in a large hall rather than a lecture theater will allow more flexibility in the meeting format. From March we hope to make meetings more useful with greater participation by members. More details in March...
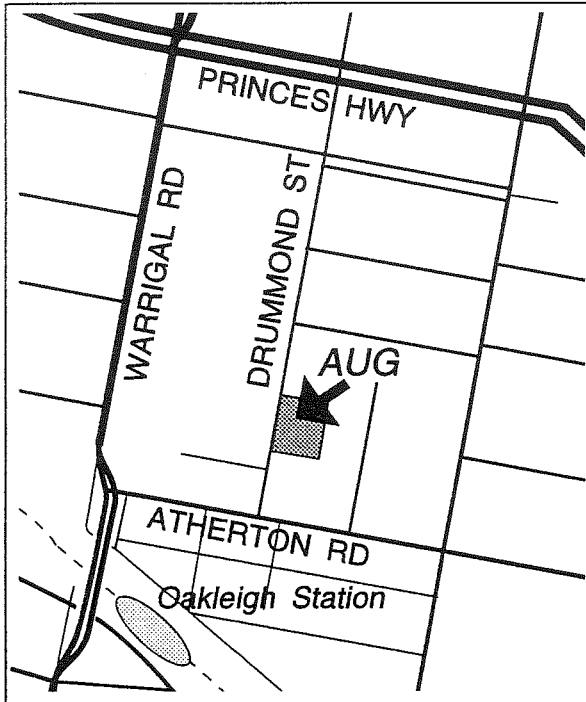
As well as being less expensive to hire, the hall has kitchen facilities, so tea and coffee can once again be offered during meetings. Plenty of on-street parking is available in Drummond Street a BBQ and play-ground are available over the road should we wish to make use of them. The building has a disabled access ramp via the neigh-bouring library complex.

The map shows the location of the hall (Melway Map Ref. 69 F7). It is easy to get to by car from Warrigal Road or the Princess Highway. If coming by train, the hall is a short walk from Oakleigh Station.

Remember that the February Meeting will still be at Homesglen. Meetings at Oakleigh will start from March.

Amiga Users Group Committee.

AUG PD Library

To simplify the operation of the PD library, Eastern AUG has now bought a A570 CD-ROM drive. We now have the latest Fred Fish disks on Compact Disc.

With this change we have a new PD librarian: Tom Barath will be taking over from Pat Heuval from the next meeting. Our thanks to Pat for all his effort and services.
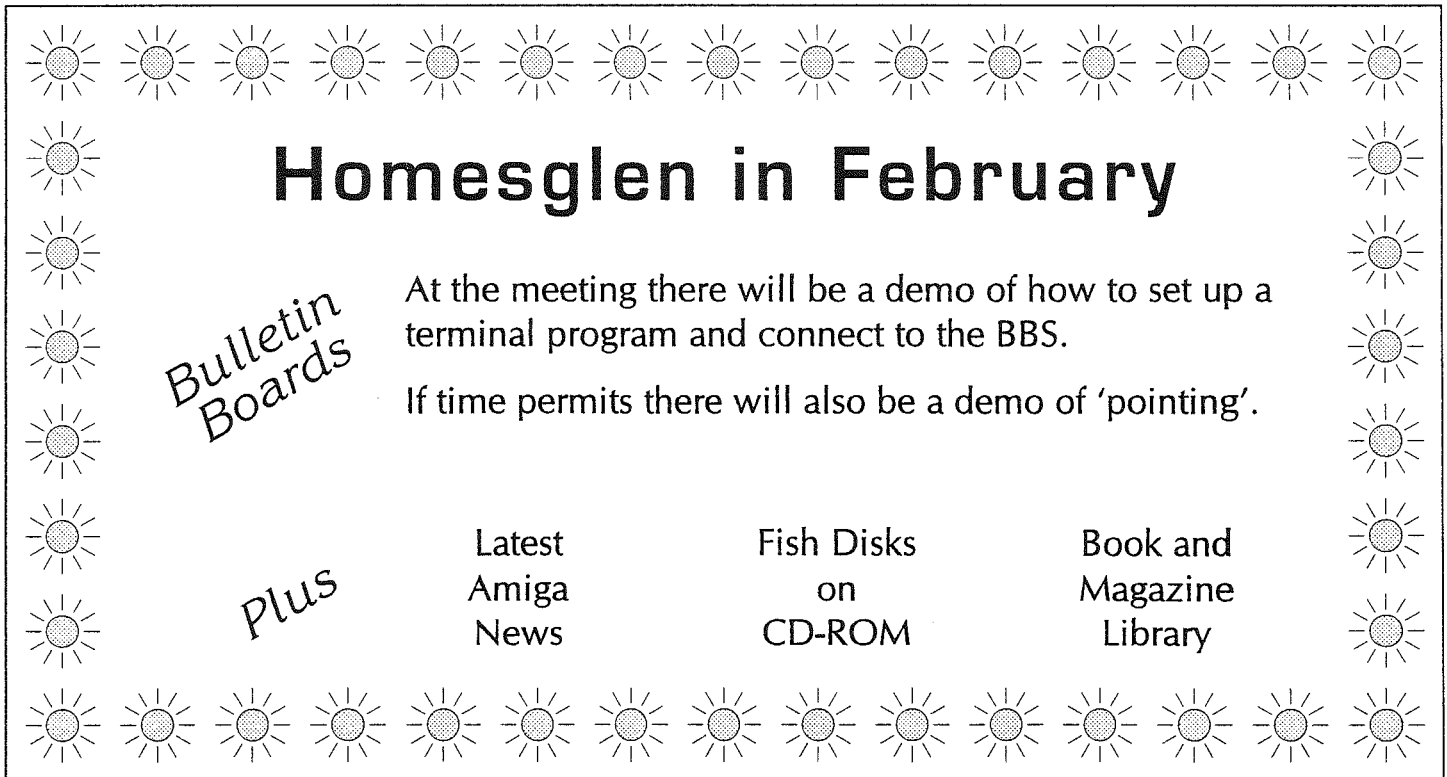
Remember charges are only

$1 on your disks and

$2 on AUG supplied disks.

See Tom at the meeting!

Homesglen in February

Bulletin Boards

At the meeting there will be a demo of how to set up a terminal program and connect to the BBS.

If time permits there will also be a demo of 'pointing'.

Plus

| Latest Amiga News | Fish Disks on CD-ROM | Book and Magazine Library |

Calendar

Wednesday	Feb 16	NWAUG Meeting
Sunday	Feb 20	Holmesglen Meeting
Tuesday	Mar 8	SEAUG Meeting
Wednesday	Mar 16	NWAUG Meeting
Sunday	Mar 20	Oakleigh Meeting
Tuesday	Apr 12	SEAUG Meeting
Sunday	Apr 17	Oakleigh Meeting
Wednesday	Apr 20	NWAUG Meeting
Tuesday	May 10	SEAUG Meeting
Sunday	May 15	Oakleigh Meeting
Wednesday	May 18	NWAUG Meeting
Sunday	May 29	AUG Expo
Tuesday	Jun 14	SEAUG Meeting
Wednesday	Jun 15	NWAUG Meeting
Sunday	Jun 19	Oakleigh Meeting
Tuesday	Jul 12	SEAUG Meeting
Sunday	Jul 17	Oakleigh Meeting
Wednesday	Jul 20	NWAUG Meeting
Tuesday	Aug 9	SEAUG Meeting
Wednesday	Aug 17	NWAUG Meeting
Sunday	Aug 21	Oakleigh Meeting
Tuesday	Sep 13	SEAUG Meeting
Sunday	Sep 18	Oakleigh Meeting
Wednesday	Sep 21	NWAUG Meeting
Tuesday	Oct 11	SEAUG Meeting
Sunday	Oct 16	Oakleigh Meeting
Wednesday	Oct 19	NWAUG Meeting
Tuesday	Nov 8	SEAUG Meeting
Wednesday	Nov 16	NWAUG Meeting
Sunday	Nov 20	Oakleigh 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 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 reports 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 are encouraged to use this calendar for local events.

Event Organisers!

The dates in the calendar are based on information provided to us. If the dates are incorrect or changed, please advise the editor as early as possible to ensure updating of the calendar.

Where To Find Us:

North

North West AUG meets
on the first floor of the
Essondon Community Centre
every 3rd Wednesday
from 7.30 pm

Melway Map 28 Reference - J 7

South

South East AUG meets
at the Cheltenham Hall
on the 2nd Tuesday of
each month from 7.00 pm

Melway Map 86 Reference - J 1

East

The Amiga Users Group
meets at Homesglen
Conference Centre on the
3rd Sunday at 1.00 pm

Application for Membership of The Amiga Users Group Inc.
Membership is $30 per year plus an intial $5.00 joining fee.

Send your cheque to: Amiga Users Group Inc., P.O. Box 684E, Melbourne 3001

Surname:_____ Year of Birth:_____

First Name:_____ Which model Amiga:_____

Address: _____ Occupation:_____

_____ Interests: _____

_____

Postcode:_____ Phone Number:_____ Which group do you attend:_____

Where did you hear about AUG:_____

Signed:_____ Date:_____

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

Club Use Only	Date	Paid	Rect #	Memb #	Card Sent