Australian Amiga
August 97
Gazette
Issue No 9

Doing It in C

Amy-X-Words

I feel naked without my Amiga!

Australian AMIGA Gathering 97
MK II
11th October, 1997
Albert Park
Melbourne
Pre-Launch

AMIGA + VIDEO + SOUND

Dear Diana
# Amiga Products Price Crash

Limited to on shelf stock Only, No Rainchecks, No other discounts.

<table>
<thead>
<tr>
<th>HARDWARE</th>
<th>PRICE</th>
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<td>GREEN MOUSE</td>
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<td>HYPER MOUSE II</td>
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<td>PEN MOUSE</td>
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<td>HAND SCANNER 64 G/S</td>
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<td>SECUREKEY</td>
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<td>880K EXTERNAL DRIVE</td>
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<td>ROCGEN AGA</td>
<td>$180.00</td>
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<td>ROCGEN A600/500/2000</td>
<td>$145.00</td>
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<td>DSS8+ SOUND SMPLER</td>
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<td>FLATBED AMIGA SCANNER</td>
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<td>A2000 A600/1200 INT DVE</td>
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<td>COLOUR H/SCANNER</td>
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<td>GVP SIMMS MODULES</td>
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<td>PICASSO 4</td>
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<td>CYBERVISION</td>
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<tr>
<td>LASER POINTER PEN</td>
<td>$49.00</td>
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<td>PC OPTICAL MOUSE</td>
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<td>AMINET CD</td>
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<td>BLITZ BASIC</td>
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<td>AWEB III</td>
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<td>MODEMS 33.6 FROM</td>
<td>$185.00</td>
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<td>INTERNET 1 YR UNLIMITED</td>
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<td>PRINT STUDIO</td>
<td>$99.00</td>
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<td>3.1 KITS ALL MODELS</td>
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<td>PLUS LOTS MORE TITLES</td>
<td>CALL FOR AVAILABILITY</td>
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<th>GAMES</th>
<th>PRICE</th>
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<tr>
<td>LOTS OF NEW AND REREPLEASES FROM</td>
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<td>$15.00 UPWARD</td>
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<td>BIG RED ADVENTURE $39.95</td>
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<td>AKIRA CD32 $ 5.00</td>
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<td>GULP CD32 $ 5.00</td>
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<td>SENSIBLE SOCCER CD32 $ 5.00</td>
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<th>SPECIAL OFFERS II</th>
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<tr>
<td>DKB1202 RAM EXPANSION, AND REAL TIME CLOCK FOR A1200 $ 120.00</td>
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<td>OR $140.00 WITH 68882 16 MHZ</td>
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<tr>
<td>A1200 4MB RAM CARD WITH CLOCK AND FPU SOCKET $ 105.00</td>
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<td>OVER 300 AMIGA ITEMS IN STOCK, AND NEW STOCK ARRIVES ALL THE TIME FROM OVERSEAS.</td>
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**FULL RANGE OF PHASE 5 COMING SOON AT LOW PRICES**

**E&OE PRICES SUBJECT TO CHANGE**
Contents

Australian Amiga Gazette August 97

- Editorial Dribble ............. 4
  Michael tells us the news regarding up-and-coming AAG events.

- Amiga News ................... 6
  Michael Gruber hosts the Amiga News Pages with the latest Amiga action.

- QuikPak Press release ........ 10
  David Ziembicki, CEO of Quikpak brings us up to date.

- Sneak Peek at pOS ............. 13
  Darren peels back the covers on the new OS on the block.

- A600 Muscle ................. 18
  Vince Morton of Computa Magic looks at the A600 on steroids.

- The AAG tee-Shirt offer ........ 19
  Be at the height of fashion in the new AAG Tee-Shirt.

- Amiga HardDrive Guide Part 1 ... 22
  Peter Hutchison is back with part one of the “A-Z” on Hard Drives.

- The Best of Public Domain ....... 24
  Daniel Hajduk reviews Unsquish, Disksalv V2 and Baywatch Daywatch.

- “The Jay Miner Society” ......... 26
  Michael Gruber provides us with the second part in the JMS series.

- Doing it in C .................. 28
  Stewart Menday joins the team with the first of his C programming tutorials.

- Amy-X-Words .................. 31
  Just for a bit of fun this month we have chucked in a cross word.

- Amiga + Video + Sound ........ 32
  Paul Graham tells us not to drown out actors when working with video.

- Dear Dianna .................... 38
  Dianna asks if the Amiga needs to become a fierce creature.

- AAG Information Page ......... 39
  Where to find us (if you need to) and how you can be involved in AAG.
My apologies to all for the lateness of the August issue. Between my self getting the flu and a number of our writers not being able to submit the articles this month this issue matured on the computer before it could be opened. We have already started the September issue so look in your letter boxes mid September. Also back issues of AAG which have been pre-paid will be posted shortly.

You may notice that this issue is thinner by 4 pages, we currently need more Amigans to get involved with AAG as writers. If you are interested please contact me. You don't have to be a professional columnist, just have a specific area of interest and be able to type it up on your Amiga.

The current situation with Amiga could only be described as a chook with its head cut off. It is pretty obvious that Amiga International is not going to release a new wiz bang Amiga for us to play with or we would have been told something by now, but are relying on third parties to develop product for the Amiga market. Companies are bringing out Amiga clone type boxes without any real promotion. Gateway is running around saying "they did not ask Gateway if it's OK. Another Overseas Amiga magazine closed its doors after some 115 issues. Lightwave for the Amiga will not be developed after the current version. But there is light at the end of the tunnel, so everyone tells me- bloody small light if you ask me. But time will tell.

The date and place has been set for the "Australian Amiga Gathering 97 MK II" Saturday 11th October at Albert Park in "Pit Lane". This will be a one day event starting at 9am and going through to 10pm. The rights to the Melbourne show have been handed over to three of AAG finest writers Michael Gruber, Darren Robertson, Paul Graham. This will allow me more time to develop the magazine and for the guys to organize a bigger and better Melbourne show proving that we are eternal optimists. Hope to see you there.

Next month we will be running a reader survey to get a better idea what to put in AAG so that everyone's interests are covered in the mag. Please take the time to fill it out and send it in. The survey will be also on our web page for net users.
It's Back and heading South

Australian AMIGA Gathering 97
MK II

The Pit - Albert Park - Melbourne
Saturday 11th October 1997
09:00 am - 10:00 pm

Prepare for a BIGGER and BETTER show!
More Dealers, More Events, More FUN!
A day you won't forget
For more details contact::
aag.unicorn@world.net or www.unicorn.com.au/aag.html
I'm your host
Michael Gruber
and here is the news

There is now so much happening with the Amiga. Even with the short break between this issue and the last, there is still much to report.

Now to International news with Mike...

Thanks Michael. Hi, I'm Mike, you're roving (not raving) reporter. I'll bring you the latest on Amiga from around the world.

**CygnusEd Re-released**

We've just confirmed that Schatztruhe Software, in cooperation with Bruce Dawson and Olaf Barthe, are revising and updating CygnusED for re-release on the Amiga.

Before CEd is released on CD-ROM at the end of the year, Schatztruhe is asking the Amiga community for ideas, suggestions and what features should be added.

All suggestions have a chance of winning one of ten copies of CEd. They can be sent to Schatztruhe via email at schatztruhe@cww.de.

**ICS Amiga Clone**

Here at Intrinsic Computer Systems word's out that Amiga International have just awarded another license.

In line with Amiga international's Open licensing policy, ICS will be producing a line of tower based A1200 systems. They will be called the Amigo PC range.

Barry Turner of Intrinsic Computer Systems made this statement, "We know that the Amiga is the best machine available for the home and professional use. Its operating system is far superior to that of Wintel and Mac based machines and that's the reason why we don't develop for any other platform. Amiga OS is far more efficient in the areas of memory, resources and hard disk storage than any other operating system. The future of the Amiga has now become very exciting and we were very pleased when we heard the announcement that Micronik, Index Information Ltd and then ourselves had been awarded licenses to produce Amiga based systems".

The reason the name "Amigo" and not "Amiga" has been used by ISC is because the license does not permit ICS to use "Amiga" on its products for the next 12 months. One wonders what Amiga International has planned?

These are the specs of the Amigo PC range:

- **Storm** - A1200 tower system
- **Cyclone** - A1200 tower system, 68030 50Mhz CPU with 16/32Mb
- **Tornado** - A1200 tower system, 68060 50Mhz CPU with 16/32Mb
- **Hurricane** - A1200 tower system, PPC603e 200Mhz with 16/32Mb

These systems will be fitted with optional hard drive and CD ROM.

ICS contact details are:

**pOS Prerelease Offer**

pOS is a replacement operating system for AmigaOS being developed by ProDAD.

Now Schatztruhe Software will be distributing a PreRelease CD-ROM or disk on August, 6th 1997.

Owners may upgrade this version to the final release without having to pay more than the difference in price.

**Melbourne Show Update**

Michael Burak, Editor of AAG and Organiser of the Sydney Amiga show, has signed over the rights to the Melbourne "Australian Amiga Gathering" to a team of dedicated Amigans (Michael Gruber, Paul Graham and Darren Robertson) and well known writers for AAG. This restructure will provide greater human resources which will be required by the much larger southern Amiga show.

Phone: +44 (0)1474 335294
Fax: +44 (0)1474 533500
Intrinsic Computer Systems, 38 Kings Drive, Gravesend, Kent DA12 5BJ England.
<table>
<thead>
<tr>
<th>Game Title</th>
<th>Description</th>
</tr>
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</table>
| 1 Meg Games                            | Command an Los Angeles Class sub
| 688 Attack Sub                         | Arcade style adventure
| All Time Favourites Pack               | includes- Test Drive, Mean18 + more
| Back 2 The Future II                  | Just like the movie
| Bad Company                            | Do battle with the "fly-heads"
| Battle Chess                           | Medieval world on the chess board
| Blue Angles                            | Formation flight simulation
| Bosphait                               | 60 levels full of potential disasters
| Bravera Romeo Data                     | Communications strategies
| Cardaxx                                | 8-directional arcade shoot-em-up
| Classic Board Games                    | Chess, backgammon, checkers
| Combat Air Patrol                      | Unique strategy & simulation
| Combat Classic Collection              | F15 Eagle, Team Yankee, 688 Attack
| Conqueror                              | Unique tank simulation
| Cricket Amiga                          | Totally Australian designed
| Cyberoom III                           | intelligent machine will take over
| Das Boot                               | German U-boat simulation
| Day Of The Viper                       | Early Doom style shoot-em-up
| Days Of Thunder                        | The official game of the film
| Death Mask                             | Just like Doom, but better
| Draken Force                           | By a winning wargames author
| Dungeon Master                         | Expansion Set #1 role play
| F-15 Strike Eagle                      | Superb Microprose flight simulation
| F-16 Combat Pilot                      | Control of the worlds finest aircraft
| Falcon                                 | Spectrum Holobyte F16 flight sim
| Falcon Collection                      | F16 sim includes mission disk 1 & 2
| Federation Of Free Traders             | Your quest is interstellar wealth
| Fighter Bomber                         | Activision bomber simulation
| Flashback                              | Stuning 24fps screen updates
| Flight Of The Intruder                | Spectrum Holobyte's best flight sim
| Frontier Elite II                      | 3D space adventure
| Future Classics Collection             | 5 exciting games in one action box
| Global Effect                          | Build your own planet earth
| Globudle                               | Arcade style shoot-em-up
| Golden Eagle                           | Arcade style adventure
| Grand Prix                             | Racing car simulation
| Grand Prix Circuit                     | The ultimate fusion of car & driver
| Gunship                                | The original Gunship game
| Gunship 2000                           | (1.5Meg) Multi Helicopter combat sim
| Harpoon                                | The final war at sea- Nato Vs USSR
| Head 2 Head (2 games)                  | F19 Stealth Fighter & Mig-29M
| Heroes Collection                      | Bond, Baraban, Schwarzenger
| Howzat                                 | One day International cricket
| International Soccer                   | New perspective on soccer
| Jack Nicklaus Golf                     | Unlimited Golf courses
| Jetpilot                                | Incredibly realistic flight simulation
| Knights of the sky                     | World war 1 combat flight simulation
| Lombard Rally                          | Drive a Ford group A Sierra
| Lotus III                              | The ultimate Challenge
| Mt Tank Platoon                        | Definitive sim of armoured combat
| Master Blaster                         | 3D futuristic sports action
| Mega Fortress                          | BB2 flight simulation
| Mega Traveller 1                       | Science fiction role-play
| Midwinter                              | Original compelling strategy game
| Midwinter II                           | Master of strategy
| Navy seals                             | Arcade style thriller
| Nigel Mansell's Champion               | Become a grand prix legend
| Populous Data Disk                     | The promised lands, 5 new worlds
| Power Hits                             | 10 greatest hits including Battletech
| Payborg                                | Space adventure
| Red Lightning                          | Operational game of world war 3
| Red Storm Rising                       | Save the world from the soviets
| Resolution 101                         | Fast moving futuristic vehicle sim
| Robin Hood                             | Real-time adventure
| Sensible Soccer                        | There's no other football game like it
| Shuttle                               | The space flight simulation
| Silent Service II                      | Command a world war II submarine
| Spy Spy Secret Agent                   | Arcade style adventure
| Space Quest                            | A space King's Quest
| Steel Empire                           | Futuristic game of strategic conflict
| Stormball                              | Sports sensation of the 21st century
| The Cardinal of the Kremlin            | Like the film by Tom Clancy
| The Killing Cloud                      | Ride a X500 hoverbike
| The World Series                       | One day cricket game
| Theatre Of Death                       | Military battle simulation in 3D
| Thrill Of Winning                      | Adventure pack (4 games)
| ThunderHawk                            | Scaled playing area over 8000 miles
| Thunderstrike                          | 3D arcade action
| Tom Landry Football                    | Deluxe edition football strategy
| Tobacco                                | Combination of speed & weapons
| Tron In                                | Multiplayer air traffic control sim
| Trump Castle II                        | Ultimate casino gambling simulation
| TV Sports Football                     | Pro football simulation
| Wolf Pack                              | Two player submarine simulation
| World Class Cricket                    | Graham Gooch's cricket game
| World Tour Golf                        | Play more that 20 courses
| Worlds At War                          | A game of planetary conquest
| AGA                                    | (6 Meg) Push the Amiga to its limits
| Burnout                                | Arcade style combat game
| Dangerous Streets                      | 1980 Iranian embassy siege sim
| Sabre Team                             | Arcade style battle game
| Second Samurai                         | Punchin & kickin arcade game
| Super Street Fighter                   | Leave no one alive
| Total Carnage                          |
Incredible news has reached the AAG News Desk from the East. What follows is the press releases from a company called Lotus Pacific.

Press Release July 18, 1997

Piscataway, NJ - Lotus Pacific, Inc., a public company listed on NASDAQ Bulletin Board, announced today its strategic alliance, through its direct subsidiary Regent Electronics Corporation, with the largest TV manufacturer in China, Sichuan Changhong Electronics Group Corporation of China.

According to the signed co-operation agreement, Sichuan Changhong will produce over 200,000 units of Wonder TV A6000 in China before the end of 1998. Regent has complete product technical license and patent and it will supply product specific chip set and other key components to Sichuan Changhong. Wonder TV A6000 is now highly valued by industry experts as a true TV ready wonder box which combines all the useful functions of a multi-media computer, a fax machine, a karaoke, an internet box (like WebTV) and a game machine.

Sichuan Changhong Electronics Group Corporation, a public company listed in the Central Chinese Stock Exchange, is now No.1 in China and the 8th largest TV manufacturer in the world. In 1996 it produced and sold over 5 million television sets.

Press Release July 17, 1997

Piscataway, NJ - Lotus Pacific, Inc., a public company listed on NASDAQ Bulletin Board, announced today that its direct subsidiary, Regent Electronics Corp., entered into a Purchase Agreement with Rightiming Electronics Corp., a New Jersey based high-tech company, to acquire certain technology related assets and rights for an aggregate consideration of US $5,000,000 (five million US dollars) and 8,000,000 (eight million) shares of Common Stock of Regent Electronics Corp.

The acquired assets include all Commodore-Amiga's patents, licenses, trademarks, and copyrights to be registered and used in China, Taiwan, Hong Kong, Macao and the bordering countries between China and the former Soviet Union. Over the past year Rightiming successfully developed a multi-media and multi-functional TV set top box. It was brand named as Wonder TV A-6000. This product features an all-in-one box system with combined functions of a multi-media personal computer, a fax machine, a karaoke machine, an internet box, an audio CD player, a video CD player and an electronic game machine. Patents for this multi-media and multi-functional TV set top box are being registered in China.

The acquisition decision, by the management of Lotus Pacific, Inc. is to produce and market a home use electronics product similar to Web-TV in China and other countries in Asia Pacific. The market potential for this new home electronics product is believed to be tremendous in the Far East.

Lotus Pacific, Inc. is a public company traded on the NASDAQ bulletin board under the symbol of LPFC. Its internet website is at http://www.lpfc.com
With the announcement made by Lotus Pacific, Gateway 2000 have made a press release concerning the rights to Amiga.

As owner of all Amiga, Inc. patent rights worldwide, we at Gateway 2000 want to clarify a recent story on the apparent sale of all Amiga patents, trademarks and copyrights by Rightiming Electronics to Lotus Pacific, Inc. for use in China, Taiwan, Macao and the bordering countries between China and the former Soviet Union.

Rightiming purports to hold a license to manufacture Amigas and has apparently attempted to sell this purported license to Lotus Pacific. We dispute their license, their right to sell any license, and we dispute any claims they have made with respect to Amiga patents, copyrights, or trademarks. Gateway 2000 owns all Amiga patents, copyrights and trademarks worldwide and will continue to license Amiga technology to qualified companies.

Gateway 2000, Inc., a Fortune 300 company founded in 1985, is a global leader in the direct marketing of PCs. The company, headquartered in North Sioux City, South Dakota, has manufacturing facilities in the United States, Ireland and Malaysia, and employs over 10,000 people worldwide. Gateway 2000 products and services consistently win top awards from leading industry publications. In 1998, the company shipped 1.9 million systems and reported revenues of $5 billion and net income of $250 million.

The Australian Amiga Gazette will keep you informed on this latest development.

**AMIGA Genius**

A range of new and quality used Hardware and Software items available.

<table>
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<th>This month's specials:</th>
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<tr>
<td>Siamese system - RTG not included</td>
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<tr>
<td>Blank CD Recording media</td>
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<tr>
<td>Blank 880K Floppy Disks. Box of 10.</td>
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<tr>
<td>KS3.1 ROM's for A1200</td>
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<td>Total Carnage. A1200 game</td>
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**Used Amiga items:**

- Microvitec 1438 Multisync monitor - $300
- 1084 Monitor’s From - $125
- A500 power supplies - $50
- A500 512K Memory cards - $40

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Hardware, Software, Service
August 21, 1997

The Amiga Community

It has been a while since I wrote to the Amiga Community. As those reading this already know, we published a letter welcoming Gateway 2000 and reinforcing our desire to continue to support the Amiga as we have in the past. To this end we have met with Gateway 2000, proposed various new products including our advertised A4040L, A4060L, and A1630. Gateway warned us early on that they are very meticulous in planning and that they would need time to review our product proposals and to see how they fit with their plans. By the time you read this, we will have met with Gateway 2000 to discuss these and other products.

Many have asked why we are not shipping the new products and have pointed out that we have been advertising them for months. The answer is that in order to utilize the Amiga chip set and OS, we need to be licensed by the owner of this technology, Gateway 2000. We are currently in negotiations for such a license and we are hopeful that these negotiations will be completed shortly and we can move forward quickly with an exciting line of new Amiga products.

This transition hasn't been without problems. We are aware of the difficulty some of you have had in reaching us lately, and of some delay in obtaining support. We have addressed the majority of these problems and anticipate that all of you will be satisfied with the results. We have changed our Web site and domain name. Our new site is "http://www.quikpak.com" and we have added some new features to enhance customer service and make communicating with us easier. Please visit our site often as this along with our advertising here will be the primary means of keeping up to date.

Finally, my thanks to all of the loyal QuikPak / Amiga customers. We truly appreciate your support.

P.S. Please excuse the WIN 95 screen shot on the A4040L, we're just kidding.

David A. Ziembicki
CEO, QuikPak Corporation
An Introduction to the Amiga 1200
Basics Tutorial Vol 1

Explains how and why you should format disks, as well as useful concepts
Great animations help to increase your understanding of the concepts being explained
A wonderful instructional video which can be rewound for better clarification and reused again and again for reference
May be used to understand the A4000 as well.

An Introduction to the Amiga 1200
A Deeper Look Vol 2

Covers topics like: Using the Ram Disk, Preferences and adding a printer to the system, Using the shell, Importing graphics into your Word Processor, Using Cross Dos to create files for use on an IBM, Commodities and the WBStartup, HardDrive Backups, getting older games to run on your 1200 and much, much more.

The perfect way to get the most out of your Amiga. Put off buying that game and start using your Amiga NOW!

Please send me Vol 1 (Basic Tutorial) $14.95
Please add postage and handling $4.90
Please send me Vol 2 (A Deeper Look) $14.95
I am enclosing the total amount of $________

First Name ___________________________  Surname ___________________________
Address ___________________________________  Phone No _______________________
Suburb ___________________________  State ________  Post Code ______________
Money order □  Cheque □  Bank Card □  Visa Card □  Master Card □
Card No ________________ ________________ ________________ ________________
Expiry Date □/□□ □/□□  Signature ________________________________

42 Manning Street Penrith NSW 2747  Please make cheques or money orders payable to Australian Amiga Gazette Ph: (047) 368-055
The solution to the world’s computer problems: well that’s what they tell us. To tell the truth, they ALL tell us that, no matter whether it’s hardware or software. In this case it’s the guys from ProDAD with their new Operating System called pOS.

Will it fit the bill? I can’t say for sure, but it is a change from the norm. It is trying to be the be all & end all of operating systems, but it has some way to go yet. Admittedly I am only playing with a demo version with limited capacity. A couple of games and programs are included- they show the strengths and weaknesses of the Operating System.

As far as running on a fast Amiga, it is barely coping with pOS, admittedly the demo tries to use the Amiga’s AGA as a true Graphics Card. In the way it opens its backdrop it is very graphics intensive without using Chip Ram, you can open as many pictures on the main screen as you want without running out of graphics ram.

It chews up a large amount of Fast Ram but it will keep opening windows without problems. It will even run Anim files on the main screen at the same time as stills and other Anim’s. This is great if you have the worlds greatest computer, but on my A4000 desktop with 128mb of Ram and 060 at 50mhz it crawls. With six tiny anim windows open and the tetris game it forgets to update the screen in tetris if it is not the active screen.

You can start pOS with any number of bitplanes and it will dither on the fly any image it is displaying. With four bitplanes it is almost A500 speed when doing directories and info displays. With eight Bit planes (256 colours) it is a snail on graphics updates- a lot of this is the setup time for each window so it can be updated in sequence. To display the list of Assigns in eight bit plane (256) colours it takes seven seconds. I have seen quake run ten frames per second on AGA full screen so AGA is not that slow.

How close is it to Amiga OS. Well I can only say it is what the Amiga OS should have been a few years ago. Everything is retargetable and mountlists can do just about anything. It is very flexible, but as far as light weight and easy to use it loses out to the real Amiga OS. As for looks, it finds itself a close companion to Amiga Workbench 1.3 with clunky borders, boring gadgets though they are animated if you hold the mouse on them (whooppee), and really bad default colours. This will probably be pOS’s biggest downfall, as people love to configure their machines with all the greatest tools and gadgets. It will be a long time until pOS has any of the great utils that make the Amiga what it is. For example MUI is not part of the current pOS and would be one of the most difficult programs to convert as it rewrites a number of rules for the Amiga’s Intuition interface. MUI allows programs to open many windows without each one chewing up Chip Ram. In some ways this is an alternative to pOS and its designs for making life easier for programmers. The actual pOS programming tool kit is very similar to the early MUI designs but MUI is being developed at a much faster rate than pOS, and it has become a great environment for applications.

In this demo version there is no Workbench, only CLI windows.
The OS starts up the same as Amiga OS with only the Filenames changed to protect the innocent.
There is a startup.scp instead of Startup-Sequence, User-Startup.scp instead of User-Startup. The system recognizes all the Amiga standard hardware, but to use a standard Amiga hard disk Partition you have to have a mountlist for the device and a driver. It will happily work with the Amiga RAM and RAD disks.

All the tests I did were using the pOS from a RAD drive so hard drive speed was not tested or a problem, pOS also recognises DFO: though I never checked what formats it understands.

The demo version also comes with some little utilities and games, there is LHA for pOS and standard Amiga like commands Dir and Assign, though no list command could be found. They have even included a program called Popus- this is a clone of Dopus. As far as I know the file structure is identical to Amiga OS, though the actual disk structure is different- this is to make pOS much faster than the Amiga OS at handling files. An Executable file still starts with the hex code 0000f3 though I don't know whether a PPC compiled code will be the same.

Here are a couple of screen grabs showing pOS at work. The first shows Tetris and Fractal (which looks like Chaos Pro). The second shows pOpus and the GFXView utility and some of the Animated Windows. All windows at the top of the screen are just Anim files but they are actually used as is within the other game pBall a breakout clone that crashed every now and then. What is wrong with Tetris I ask? Notice that blocks are sitting on...
nothing. This was when Tetris windows was not active, they were not drawn. When the window was made active, it never did a redraw on those blocks only on other parts of the screen.

This is where the Amiga OS is the best as it has already had 10 years of testing - it just will not forget things like that. It will take a number of years to get all the bugs and potential bugs out of the system. This is where Windows has failed badly, rather than working to make the system fool proof, MS keep changing it to add the latest gadgets without any idea what will conflict with them. The Amiga OS has been brilliant from the start and only small changes made at any one time.

Why did ProDAD create pOS? Well they were worried about the division that occurred in the Amiga development areas after Commodore died. They wanted a stable user friendly development environment that wasn't going to be stuffed around by indecision (If you want something done right do it yourself). Though this can be classified as another form of division, saying do it my way and it will be all right.

Have they done the right thing? Well if they are prepared to stick at it for 5-10 years they might have the ultimate environment on any platform. The advantage they have now is that pOS runs side by side with Amiga OS. This will help acceptance of a new OS. The unfortunate thing is that it is going to take a lot of work before pOS becomes an accepted OS. Another part of pOS advantage is that it is 99% Amiga compliant. To make a program run on pOS all you have to do is recompile the Amiga program with the tool kit supplied by ProDAD.

The advantage of this toolkit is that the Amiga program will work on any platform that pOS will run on including PowerPC. So while you may give up all the fun gadgets of Amiga you will gain the power of PowerPC.

So will it work as an alternative to Amiga OS? Well yes it will be an alternative to Amiga OS, but I don't think it will ever replace the real Amiga OS.

It will be good to see what the rumoured new Amiga OS will contain besides built-in networking. The design of pOS tends to lead it away from one of the Amiga's strongest new markets and that's as a set top box. No other computer has an OS that runs in a couple of megs of ram with full graphics and networking functions.

The new devices that are being created make the Amiga OS and architecture the backbone of the world's communication standards. With Web browsing, Information, Email, and network games on your TV. With a cheap processor, small amount of ram and hard drive, it can be built into the TV. I am not saying that pOS can't do this but the hardware required to do this is a lot more expensive. A CD32 type machine is only a couple of hundred dollars to create, whereas a "MS Windows" capable machine costs over $1000 as a set top box. pOS is most likely to make it as a replacement for Windows as it is more modern and more user friendly than Windows's; it just needs to make cute looking.

So what does pOS offer? It offers a developer environment that is controlled by a single source. With this comes multi platform support with out the programmer worrying about the actual hardware underneath. The disadvantages are that it is a programmers environment, and not as user oriented as it should be, it is very early on in its development, therefore it is untested as to how well it will work. It uses CPU power for everything as it is Custom chip independent. This makes it much slower than the standard Amiga OS.

During testing there were many little bugs appearing for unknown reasons. Other than the fact that it is only a couple of years old. Resize gadgets were not where they were on screen (they were 60 pixels to the left). Resizes left text scrambled in the CLI windows. The text on screen would move to the right as if insert was on but the text on screen would be ignored as if pOS could not see it. These are really weird intuition type bugs that should never have appeared even in an early beta. It will take years to get rid of these types of bugs entirely.

In a couple years pOS will be a great alternative platform. ProDAD are converting most of their own program's to pOS and a couple of other Developers are working on their programs.

At the end of the day Amiga OS is the way to go for the moment, we just need some positive news from Amiga International so the current developers don't feel left out or in a dead end. With the rumoured WorkBench 3.5 it should solve some of the long standing problems with Amiga OS ie standard network functions, large hard disk support. We just want someone from Amiga International to confirm these rumours. :-}
## Modems & Internet Access

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<th>Modem Type</th>
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<td>Jetstream V34</td>
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<td>Hayes V34</td>
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<tr>
<td>Termite TCP</td>
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<td>TEKMagic 060 50Mhz A2000</td>
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## Amiga 1200 Expansions

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<td>Cyberstorm 060 50Mhz w/8Mb</td>
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## New Amigans

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A600 Muscle
By Vincent Morton

Yer!! Right!! Neat joke!! Now we’re all laughing, Do you really want us to believe this crap!!

We have all seen the old pictures of the 7 stone weakling who gets sand kicked in his face at the beach, and in many ways this represents the poor old A600 in the world of Amiga. The A600 was built as a bottom end Amiga with limited expansion capabilities, with room for a 1Mb chip ram expansion in the trapdoor, and a single PCMCIA slot in the side. 2Mb ram expansions are available for this slot at a cost of $160.00, which does help a little, but then if you want a SCSI CD rom running on a Squirrel interface, then the extra ram has to come out, leaving you with little in the way of ram to play with.

Enter a new product from Power Computing in U.K. called the Viper 630. The Viper 630 comes in two models, both containing a 68030 running at 40 Mhz, and a PGA socket for a 68882 co-processor, the only difference between them is that one has 4 Mb of 32 bit ram, and the other has 8 Mb of 32 bit ram. Pricing is $340.00 for the 4Mb version, and $395.00 for the 8Mb version, but hard drive owners will have to pay an extra $20.00 as you will soon.

Fitting the Viper 630 is fairly simple, it clips on to the CPU in your A600, and requires little more, other than throwing away the inside shield. (Power suggest you cut a hole in the shield, but we just threw ours out). The only problem with fitting is that the board covers the area where the hard drive resides, and as a result, the hard drive has to be relocated.

The instruction manual gives you an idea where to put it, but that means you need a longer hard drive cable and some double sided tape, and thats where the extra $20.00 comes in, as this is available for $20.00 extra with the board.

Performance of the A600 is now astounding to say the least, and if you are running the 4Mb version with a PCMCIA device then just sit back and enjoy having an A600 that just kicked the sand back in the face of that bully of an A1200. Speed tests run under Sysinfo give ratings around the same speed as an A1200 running a Cobra 40, which is about twelve and a half times the speed of the standard A600, and about five and a quarter times the speed of a standard A1200. If you have the 8Mb version, then there may be some conflicts of ram address, which means that the card will only show 4 Mb of ram whilst there is a PCMCIA device attached. The only other downer is that the FPU socket does not have its own crystal socket, so you will either have to underclock a 50 Mhz FPU at a cost of about $110.00 or overclock a 33 Mhz FPU at about $55.00.

In conclusion there is now no reason for those A600 owners to sit in the closet and pretend they do not own a real Amiga. The time has come for A600 owners to start the new revolution, and bring this often maligned Amiga back into the mainstream, watch out all you A1200 and A3000 owners. The new A600 revolutionary front is about to out accelerate you in performing those magnificent Amiga feats, A600 computers everywhere assert yourselves, now you are just as bad and mean as those other real Amiga computers!!!

Viper A630 at a glance

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Choosing a hard disk
The type and size of hard disk are the main requirements when selecting a hard disk for your Amiga.

Types of Interface
IDE - Intelligent Device Electronics. A simple interface designed mainly to add hard disks (upto 2) to a computer. Modern interfaces, using Atapi, can make it possible to add upto 4 devices including CDROMS.

SCSI - Small Computer System Interface. A faster and more powerful system than IDE which allows upto 7 devices added to the computer through a daisy chain.

Size of hard disks
The physical size of a hard disk can vary from 1½” to 5¼” in size. The most usual sizes are 2½” and 3½” sizes. The height of the hard disk depends on the number of platters (surfaces) the disk has: full height, half height, slim etc.

Capacity of hard disks
The capacity of hard disks has doubled approx. every two years and it is now possible to get 9Gb hard disks! It is quite difficult these days to find small capacity hard disks. For 2.5” drives the smallest you can get is 80Mb, for 3.5” IDE it is 1.2Gb and 3.5” SCSI it is 840Mb.

It is recommended to buy the largest capacity hard disk you can afford, aim for around 500Mb or more.

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<td>None</td>
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<tr>
<td>A600</td>
<td>IDE (2.5”)</td>
</tr>
<tr>
<td>A1200</td>
<td>IDE (2.5”)</td>
</tr>
<tr>
<td>A1000</td>
<td>None</td>
</tr>
<tr>
<td>A2000</td>
<td>None</td>
</tr>
<tr>
<td>A1500</td>
<td>None</td>
</tr>
<tr>
<td>A3000</td>
<td>SCSI (3.5”)</td>
</tr>
<tr>
<td>A4000</td>
<td>IDE (3.5”)</td>
</tr>
<tr>
<td>A4000T</td>
<td>SCSI (3.5”)</td>
</tr>
</tbody>
</table>

Interfaces available in Amigas

The above are the recommended types and sizes to use in your Amiga. If you have a Zorro based Amiga, it is possible to purchase IDE or SCSI adaptors and add a hard disk that way. Some accelerators cards now have built in SCSI interfaces. For A500 owners, the hard disk is usually supplied with an Interface to be attached to the expansion port on the left side (on the A1000 it is on the right side). The A600 and A1200 has a PCMCIA port and hard disks can be added via a SCSI interface such as the Squirrel or Dataflyer or a special Overdrive hard disk. Accelerator cards also have the option to add SCSI interfaces.

Installing a hard disk
This entirely depends on where the hard disk is going to be put. Most external HDs are very easily attached and require just common sense (See instructions supplied with HD for details). Internal HDs are a bit more complex:

A600/A1200 (Internal)
Unscrew the two halves of the Amiga. Remove the top half. The keyboard may need dettaching via the ribbon near the back on the Amiga. Insert the short IDE ribbon cable in the interface located in the small cradle in the metal shield on the left side of the Amiga. Make sure the cable orientation is correct as it also supplies power to the HD! Attached the IDE Hard disk to the other end of the cable and place it on the supplied hole in the shielding. Now reassemble the Amiga.

A4000 (Internal)
Unscrew the lid of the Amiga. The hard drive will need a cradle and an IDE ribbon cable (If not already supplied). Unscrew the cradle from the Amiga and screw the HD into the cradle. The cable should be attached to the multi-pin connector on the mother board and the cable to the back of the hard disk. Check that Pin 1 matches the 1 on the HD. The A4000 comes with extra power cables (four wires with a white coloured plug at the end) from the PSU, attach this to the back of the HD. Screw the cradle into the Amiga case at the back of the Amiga next to the PSU. Reassemble the Amiga.

Australian Amiga Gazette August 97
If you are adding a second IDE HD then set the Master/Slave switch to Slave for the 2nd hard disk (these usually appear on 3.5" disks, not 2.5" disks). You will need a 2-way split IDE cable for both HDs as you cannot chain them like scsi disks.

For SCSI, ensure that the new HD has its own unique scsi id and insert it into the scsi chain, also change the termination if necessary or you may find that some scsi items may not be recognised.

Usually, instructions are supplied by the retailer or if you are unsure how to install a hard disk or if your Amiga is still under warranty get the dealer to fit it for you.

**Partitioning a hard disk**
The standard partitioning software is called HDToolbox and it is usually supplied on the Install disk with Workbench. Sometimes third party software is supplied such as GVPPrep, RDPrep and so on.

1. Locate and run HDToolbox.
2. The program will search through available scsi slots and then display a menu screen. (NB: IDE drive on A1200/A600 are listed as SCSI, even if they are not, this is normal).
3. At the top of the screen a list of drives is shown at the top. If it is not recognised then 'Unknown' would be listed. If it is unknown, then do the following steps:
   a) Click on the item and select 'Change Drive Type'.
   b) Click on'Define New...'
   c) Click on'Read Configuration' to read the drive’s settings.
   d) Click on OK until the main menu appears.
4. Now select 'Partition Drive'.
   a) A new screen appears, with a graphical representation of the partition(s) set up on the hard disk. Sometimes a hard disk may be set up with one or two partitions.
   b) You can resize partitions using the blue triangle to the appropriate size.
   c) You can delete unwanted partitions by selecting the partition with the mouse and select 'Delete Partition'.
   d) If there is space, then selecting 'New Partition' will create a new partition for you by clicking in the free space. UseDHx for partition names where x is 0,1,2.
   e) To make a partition bootable, click on the appropriate partition e.g. DHO and click onAdvanced Options and tick the 'Bootable' option. Make sure no other partitions have this ticked.
   f) If you have made a mistake, you can always, click on 'Cancel' and exit HDToolbox.
   g) Once changes have been made to your satisfaction, click on OK and then on the main screen selectSave Changes to Drive.
   h) Exit HDToolbox and reboot your Amiga. This will force the system to read the new settings on bootup.
5. Boot off a copy of the Workbench disk or the Install disk (preferred).
6. You can now format the new partitions using the Format option on the Workbench icon menu.

**Installing Workbench on your Hard disk**
1. If you have an Install disk then run the ‘English’ version of the installation script in the Install drawer.
2. If you do not have the install script then follow these instructions:
   a) Boot off a Workbench disk and double click on the Shell icon to open a Shell window.
   b) Insert the Workbench disk and type: COPY WORKBENCH3.0:? DHO: All Clone Quiet
      NB: If you have a different version of Workbench, change the name of the disk used to the one inserted (type INFO to see what’s mounted). DHO: is the bootable partition.
   c) Insert the Extras disk and type: COPY EXTRAS3.0:? DHO: All Clone Quiet
   d) Insert the Fonts disk and type: MAKEDIR DHO:Fonts COPY Fonts:? DHO:Fonts All Clone Quiet
   e) Insert the Locale disk and type: MAKEDIR DHO:Locale COPY Locale:? DHO:Locale All Clone Quiet
   f) The Storage disk contains extra drivers and may be installed later. Not all the files are required but copy the files via Workbench if they are needed.
3. Remove any disks and reboot the Amiga. It should now boot using the files stored on the Hard Disk.
4. Run each of the Preferences programs to configure the keyboard, mouse screen and printer as you see fit. Some files may need to copied to DEVS drawer first for Printer, Keyboard and Monitor drivers from the Storage disk.

Contacting me (about anything):
Email: P.J.Hutchison@hud.ac.uk
Fidonet: 2:250/366.24
Web site: http://www.blizzard.u-net.com/
Unsquish

Unsquish is a program that provides a small intuition interface for the XFD library. Using this program, you can easily unpack almost any compressed file you like, as long as they are not data files. Unfortunately, Unsquish is limited to unpacking only executable files such as those compressed by PowerPacker or Implocker. (Perhaps future versions of the program could have support for normal compressed files).

Using Unsquish is easy. Select the file you wish to unpack via the ASL requester and Unsquish will automatically start to unpack the file. If you don't want to use the GUI, it is possible to run Unsquish using the shell.

Unsquish can be installed wherever you like simply by dragging the icon to your desired destination. There is no Amiga Guide file included with the program, however, there is a small readme file which describes the use of the program adequately. To summon up, Unsquish will make decrunching any of your executable compressed files easier.

Programer: Stephen Williams
Requirements: Workbench 2.0+

Disksalv V2

Sooner or later everybody who uses computers will lose some files, either through accidental deletion of them or otherwise that they have become corrupt because of a faulty or corrupt storage device. If this has happened to you, don't despair, because it is possible to recover those deleted files or repair that bad device using Disksalv. The purpose of Disksalv is to analyses your storage devices for any deleted data that can be recovered or any bad devices that can be repaired.

Disksalv has several useful features which basically conform to two types of operations. The two major operations of Disksalv are Recover by Copy which attempts to restore any files and directories from a damaged AmigaDOS file system device to a good one, and Fix in Place, which attempts to find faulty disk objects and remove them from the disk's directory/file hierarchy so that the disk's FileSystem will validate it.

Amongst the other features available in Disksalv is the Unformat feature, which will unformat your hard drive in the event of it being accidentally formatted. This feature will only work on the assumption that the disk root is invalid or that you haven't yet placed data back onto it. The Validate feature is a simple Fix-in-Place function, which will attempt to repair a device that hasn't been severely damaged. If this action fails you can try the The repair option extends extends the Fix in Place capabilities by being able to scan for more files, and repair devices with greater damage.

The most common feature that will be used with Disksalv is Undelete, which will search a specified partition for any recoverable deleted file. The best thing about this feature is that it will list all the files that can be undeleted and let you pick which ones you wish to recover. The set filter option is quite handy for those with large storage devices. Basically this feature lets you set a area for partial scans of a storage device. This will save time when searching or performing most operations.

Despite Disksalv's age, it is still an exceptional package and unsurpassed to this date by any other public domain package of this kind. Disksalv is easy to use, and the inclusion of a simple help file which works by moving the mouse over a function and pressing the help to bring up a short description of...
that feature makes the program even easier. Although DiskSav


can't guarantee to retrieve lost files or repair faulty devices all the time, it can still be helpful in attempting to recover lost files in the event of them being accidentally deleted.

Programer: David Hayne
Requirements: WB2.0+

Daywatch

Daywatch is an extensive calendar program for the Amiga which lets you enter tasks and schedules into a diary like interface. The main focus of the program is to provide the user with a simple method of entering data for a event that you wish to be reminded of, and then have that event executed when it is scheduled to execute.

Unlike other programs of this kind, Daywatch comes with a excellent user interface which is very clean, well-ordered, and easy to use. This is enhanced even further with the inclusion of tool tip help, which displays a simple help message when you run the mouse over a button in the program. If the help tip is not sufficient then you can gain further reference from the well written and presented AmigaGuide file which has been included in the programs archive.

The main screen interface of Daywatch shows the current date and time. There is a list box showing all the events that are currently entered into the Daywatch diary file. The main features of Daywatch allow you to add a new entry or edit, remove or test a current entry. Entering a new task is simple. You will be required to specify the date and time that you want the event to occur, a name and message for the event. There is an option which let you validate how the message will appear. This includes having the message appear just once or have it reappear at certain timed intervals. The time intervals can be in minutes, hours, days or weeks. Once you are finished with the event you can have it deleted from the file or left in place.

The most impressive feature of Daywatch is that you have the ability to enter an optional command to execute an Arexx script when the event occurs. This can be useful if you wish to have your backup program automatically execute at a certain time.

The preferences editor that will allow you to modify almost every aspect of the programs look and use.

The programs archive includes an installation script, which will painlessly place the program onto your computer. This will place a copy of the program file into your user start-up drawer, so that each time you boot your machine the program will execute and notify you if there are any events that you need to be reminded of, corresponding to the current date and time. As a note to using Daywatch, ensure that you have the correct date and time settings on your computer.

In summary the excellent MUI interface and well documented Guide file makes Daywatch easy to use. The biggest advantage with Daywatch is that unlike your old paper based diary Daywatch will let you enter events well outside your current life expectancy. Daywatch will take you one step ahead in the digital world and one step closer to throwing out your old diary.

Programed by: Alan Odgaard
Available From: Aminet and other Public Domain facilities
Requirements: Workbench 3.0 and MUI ver 3.1

Daywatch message showing me the event details, nd the option to have the message re-appear.
Welcome to Part 2 of the Jay Minor Society. This document was released by the JMS which describes how they came about and their plans for the Amiga. It includes a very interesting history of Amiga’s last two years.

3. The Industry Council.

The Industry Council (or IC for short) is designed to be the Amiga standards body.

Part of its function will be as a forum where developers can discuss, debate and plan but far more important will be its function as a dynamic researcher and specifier of interfaces, protocols and architectures. The IC will serve as the common ground and a meeting place for the various functional areas of the Amiga development community.

For instance, the browser developers may come together in the IC and form a working group to define a set of common, open interface standards which define a standard plug in. Games companies may join forces to define a standard protocol for Amiga games to communicate over closed or public networks. Hardware companies may standardise on their own architectures or they may adopt architectures that already exist in the computing world. Also, a single developer may bring its own previously proprietary standard and lobby for it to become an Industry Council standard.

The result is that, as with an object-oriented model, companies can maintain their trade secrets and copyrights, encapsulated within their own opaque bodies but they will make available public interfaces; and if everyone agrees to use and is aware of the public interfaces then development can occur at a much faster rate.

If any evidence is needed as to the power and efficacy of this strategy then one only has to look at what a boon ARexx ports have been to development and functionality.

In this mode the Industry Council will function in a similar role to the Internet Engineering Task Force (IETF). Standards will be suggested, processed within working groups and then agreed or rejected or sent back for rework.

Once agreed, the standards will be made publicly available on the Internet for dissemination much as the IETF posts Request For Comments (RFCs). The propagation of such standards will hopefully, as with the internet, cause an explosion of development and force strict adherence to standard programming practices.

All standards published by the Industry Council will be owned by the industry Council. Obviously, the standards published are not binding and anyone is free to ignore them at their leisure, but we hope that the advantages of the standards speak for themselves and will encourage adherence to them.

The Industry Council itself will be open to membership by any Amiga developer that can show that their work has been a significant contribution to the platform. This will allow both commercial and serious shareware/public domain concerns to have a voice and a vote.

Gateway as owners of the platform will obviously be eligible to join the IC but the extent of their involvement is up to them. We recognise that to succeed, the Industry Council must be seen as an independent, non partisan body and the initial structural design will encourage both dynamism, and equality of input and voice.

The Industry Council is seen as being a pool of developers, one per company, team, or other organisation. From out of that pool, self contained, self controlled working groups will form to work on particular projects.

There will exist a smaller steering committee which will be responsible for the general development, progress, monitoring and running of the whole operation. Membership of the steering committee will be by finite rotating vote of the whole council, which means that everyone will get a chance to be
on the steering committee, and that it will be replaced a bit at a time, to encourage continuity.

We recognise as well both that the Amiga user community is technically advanced and that there are many unhelpful elements within its ranks.

We wish to provide a channel for users into the Industry Council so that good ideas, concepts and information can be made available to the IC while the flames, the spam and the slander are kept out.

The Jay Miner Society is ready to stand in this role, constructing a network of user group members who will act as a filter down to the JMS-Industry Council liaison committee, a group of technically competent members who will assess the incoming material before either sending it back or packaging it for introduction into the IC.

Financing of the Industry Council will be through membership fees, grants, possible licensing deals and maybe even some contribution from the users.

Due to the scattered nature of the developer community, the Industry Council will have to exist as a virtual structure and the Internet will be its primary medium of operation. The JMS, in pursuit of its virtual city, is keen to push the Amiga forwards in terms of applications that make virtual existence and operation a feasible mode of business. It is unlikely that the IC will be able to meet often in person so, until new alternatives come on board, the primary means of communication and debate would be email, Mailing Lists, private newsgroups and Internet Relay Chat (IRC).

So far the model we have sketched for the Industry Council is of a developer standards forum for applications. The subject of the interfaces to the operating system itself we believe would make a good target for the combined wisdom and talent of the Industry Council.

However that is up to Gateway and, until we hear otherwise, we will proceed on the basis that it is a closed avenue to us.

4. The Open Amiga.

If we look at the current Amiga situation then the following observations can be made:

The Amiga, today, is defined by the Amiga OS. The hardware is not a big factor any longer.

The 680x0 family has run out of steam. They are no longer viable processors for new desktop systems, and they will cease to be viable even for set-top boxes fairly soon.

An operating system can exist (with effort) on just about any hardware platform, whether it uses custom design, off the shelf parts, whatever.

Multiple vendors of hardware for the same software platform strengthen the platform in many important ways.

The Open Amiga is, simply put, the opening of the Amiga Operating System, in various ways, to companies other than the Amiga parent company.

This could be by way of binary licensing (that is, the hardware vendors buy complete packages of ROMs and/or disks), or by source licensing (in the same way that UNIX ports were originally all done based on source licenses), or other deals.

The Amiga parent company would benefit directly from licensing fees.

Anyone who ships Amiga OS, whether on ROM, CD, or the net, has to pay for that use. In most such models, users can buy a shrink-wrapped distribution off store shelves while OEMs buy a license to sell bundled on a per-system basis, etc. They benefit indirectly because of the stronger market for the Amiga OS, because of the hardware competition in the marketplace, and the resulting better software support for the platform.

So what's wrong with existing Amigas? Well, nothing, if you're happy with them. But they're old machines. The Amiga's high-end system architecture hasn't been updated since the Amiga 3000 project in 1989/1990. The AA chip-set is a help on the A4000 and A1200, but it's still largely based on the original chip set done at Amiga.

Modern computers can provide new graphics chips with 25-100 times better performance, including real blitter and all. Time marches on.

The same can be said of the 680x0 CPU family. It's simply run out of steam. Does that make it somehow inferior to the 80x86 family? Not at all - the 680x0 family was the right choice to make when Amiga decided on a processor.

Soon AAG will print the third and final part and this interesting organisation.
So you want to learn how to program in C, or perhaps you just read every article like me. This is the first article in a series of articles on how to program using C in general and, in particular, how to write C programs for the Amiga. I will not assume any previous programming knowledge but I will assume you know how to use your chosen C compiler.

I will begin by telling you a bit about myself. I am a full time programmer for a small company in Newcastle and attend Newcastle University part time where I study computer engineering. The company I work for doesn't have the wisdom to use Amigas, like all intelligent life in the universe, but instead they use IBM clones. Why do they use IBM clones you may ask, because they are sheep, and a sheep does what the sheep in front of it does. If they used Amigas my job would be much easier and a thousand times more enjoyable (the Amiga is a joy to use, as all intelligent creatures know).

I don't claim to be an expert on programming the Amiga, or on C for that matter, but I do have a good grasp of C programming and a reasonable understanding of the Amiga's operating system.

As this is the first article I have written, I am open for suggestions as to which direction you wish the series to go. Do you want to:

1. Just learn C, without too many Amiga specific topics (a bit on the dull side, you might as well use a clone, YUK).
2. Learn recursive programming, a little confusing at first, but a god send once you understand it.
3. Learn how to program graphics, 2D and 3D. 3D is quite difficult if you're not up to the mathematics but the results can be impressive. I have only done a small amount of 3D stuff myself, but hey, if you can do it I can too!
4. Learn how to program intuition. Intuition is what is responsible for the Amiga's interface, you know windows, gadgets requesters and the like. The list goes on and on, maybe I should list some more, after all I am being paid by the word, by the word.

If I receive feed back I will direct the series in that direction. It is not much of a series if I don't teach you what you want to know, is it?

Enough with the chit chat, let's begin. Why would you want to write computer programs anyway? The two main reasons for wanting to write a computer program are a) you wish to make an existing manual task easier, cheaper and/or faster or b) it just isn't possible any other way.

Why would we wish to learn C, when there are languages which are simpler to use and quicker to write programs with? There are a number of reasons you would want to learn C, the main being if you know how to program in C you know a lot about how a computer actually works! Other more specific reasons for writing in C are, C gives you a lot of control over the computer, you can do nearly anything you want in C and the Amiga's operating system is written in C, making it easier to program using the features that the operating system gives you e.g. Intuition and the graphics libraries.

Program design
All programs begin with an idea, hopefully a good one. The job of the programmer is to turn this idea into a reality. An idea is turned into a program in two main steps, program design and program coding.

After you have your idea for a program it is time to design it. If you are writing a program in which there is going to be more than a few hundred lines of code then it is very important to design your program before you start.

What do I mean by design? A design can come in a number of different forms. It can be in your head, a bit risky as you tend to forget things, but quick for small programs; it can be written on paper; or you can use a computer-assisted software engineering (CASE) tool. There are a number of different design stages and a number of different design techniques for each stage.

I'm only going to give an introduction of how you can design computer programs as anything more than an introduction would require hundreds of pages and
probably bore you to tears. I know I've missed more than one lecture on Systems Analysis and Design at uni.

The main steps in designing and coding a program are:

1. Break the program into large logical blocks or units.
2. Break these units into sub units.
3. Keep breaking these sub units down until each one is at an elementary stage - we call these elementary units functions or procedures.
4. Writing the pseudo code for these functions.
5. Writing the code (program) from the pseudo code.

I will relate the above procedure to a real life example. Suppose that we wish to take some money out of an automatic teller machine. How can we relate this to the steps outlined above?

1. Break the program into large logical blocks or units. What are the main steps in using an automatic teller machine?
   1. Get your card.
   2. Place your card in the machine.
   3. Perform your transaction.
   4. Retrieve your card.
   5. Take your cash (very important).
   6. Go buy this month’s copy of AAG.

The above steps are quite broad and there aren’t very many of them. This is the way it normally is at this stage. The first stage of the design will normally only have between 3 and 9 logical blocks. You may be saying but what if my program is really complex? It doesn’t really matter how complex your program is, it will still be able to be broken into about 3 to 9 logical blocks. What does vary with the size and complexity of the program is the number of times these blocks are broken down into smaller units.

2. Break these units into sub units. I am not going to break all of the above steps down, only the third one, perform your transaction. This block can be broken down as follows:
   1. Enter your pin number.
   2. Choose your account.
   3. Choose the transaction type.
   4. Enter the amount.
   Once again the number of units is between 3 and 9.

3. Keep breaking these sub units down until each one is at an elementary stage. I will choose, 1 enter your pin number, to illustrate this step.
   1. Press the numeric keys until you have entered all the digits of your pin number.
   2. If you make a mistake press the CLEAR button and start again.
   3. Press the OK button.
   4. If the machine responds with "invalid pin" return to step 1, or else, continue.
   5. Finished.

4. Writing the pseudo code for these functions.
   Choosing 1 Press the numeric keys until you have entered all the digits of your pin number as an example.
   
   Keep pressing a key until all digits are entered
   if a * comes onto the screen
   press the next digit in your pin number
   else
   press the same digit again
   end if
   repeat

   The above is the pseudo code (English like commands) required to enter your pin number.

5. Writing the code (program) from the pseudo code.

Enough with the boring stuff let's get on with it! What makes C different to the other programming languages that you may or may not have used in the past, like basic or Pascal? The main difference is its relative small number of reserved words. It only has about 30, whereas Basic and Pascal have hundreds.

A reserved word is a token (command) that you use to write your program. An example from basic is PRINT, which prints whatever follows it on the screen.

Here you say "If C only has 30 different commands how do you write complex programs?". The answer lies in library functions. A library is a collection of procedures and functions (the difference of which will be discussed in another article) which perform more complex tasks than the reserved words do.

OK but what do I need? Before you start you are going to need 3 programs. An editor, this is simply for typing in your programs; a compiler, this turns your source code (that's the stuff you typed in the editor) into what's called object code; and finally a linker, which surprisingly enough, links your program together. i.e. it collects all the relevant object code (this comes from the compiler) and links them together to form machine code. It's this machine code that the computer runs - more about this in a later article.

There are a number of C compilers available. I personally use SAS C; some others include Storm C,
DICE and GNUs GCC. The SAS C compiler has been around since the dawn of time and is up to version 6.5, but don't expect any more versions, as SAS have stopped support and development of the product. It includes a whole host of programs to make the job of writing C programs easier, including an editor and debugger. I have seen it advertised recently for about $120 which is a real bargain as it original retailed for about $350. Storm C, from all accounts, seems to be one of the best programming environments available. The DICE compiler up until recently was a shareware product, but as of version 3 it has gone commercial. GNUs GCC is a freeware compiler which I have used myself. It is quite powerful but not very user friendly.

Sample program
By now you are probably saying "GET ON WITH IT". So lets go! We will start with your typical first program, and that is the "Hello World" program (see listing 1).

What does each line of the program do?
Line 1 is what is called a preprocessor directive. This particular preprocessor directive includes all the functions from the file 'stdio.h'. The file 'stdio.h' is what is known as a header file and it contains the required information to allow your program to access functions which have already been written and stored in this file.
Line 3 "void main()" is the main procedure of our program, and for any C program for that matter. It is the procedure that is run first when our program starts.

Line 4 "{". The brackets "{" and "}" mark the start and end of a block of code (program).
Line 5 "printf("Hello World")", is what actually prints the words on the screen. At first glance it may seem the same as the basic command PRINT, but as you will see later it is much more powerful.

Line 6 "}" marks the end of our block of code and our program.

Type the program in exactly as it is displayed in listing 1 and save it as "HelloWorld.c" without the quotes. When you become more experienced with C you can start altering the way the programs are typed, but for now just type them exactly as they appear.

Now Compile, Link and Run you program. You will have to consult the documentation that came with your chosen C compiler for instructions on how to do this.

After you run your program you will see the words "Hello World" printed.

Well like I said it's not much but its our first C program and a start. Next month I will discuss the way a computer decides which instructions to execute i.e. program decisions, branching and looping.

C ya next time.

---

**Listing 1 "HelloWorld.c"**

```c
#include <stdio.h>
void main()
{
    printf("Hello World");
}
```

---

**Glossary**

**Compiler:** A computer program which turns source code into object code.

**Data flow diagram:** Diagrams which show how data flows in a computer program or system. They are very useful at design time.

**Libraries:** A collection of related functions and procedures.

**Linker:** A linker links multiple object code files together to form machine code.

**Machine code:** Machine code comes from object code and it is the instructions that the computer actually executes.

**Object code:** Object code comes from compiled source code. It is almost ready to be run by the computer but it's still missing a few bits.

**Operating system:** A collection of programs which decide how a computer works internally and how it is presented to the user.

**Preprocessor directive:** Commands that the compiler performs before it turns your source code into object code.

**Pseudo code:** English like instructions from which computer programs can be directly written.

**Source Code:** The program that you type in. It can be in one of many languages including C, Pascal and Basic to name a few.
ACROSS
1 Paint and animate with this software
4 A term often used to describe Amiga lovers
6 The only Australian Amiga monthly magazine
7 Amiga International office is located in this German city
9 The term used for an Amiga enthusiast
11 Amiga International’s official Australian representative
12 The name of a piece of Internet software
14 One of Amiga’s word processing programs
16 A SCSI controller card with sharp teeth
20 State what the “P” in “GVP” stand for
22 The Amiga’s new parents
24 No more of these jokes please
25 The new name of Carl’s “Lava” software
27 His image appeared on packaging for the early Amigas
28 Multimedia presentation software
29 We had one at the Sydney Showground
30 An Australian made 24 bit graphics card

DOWN
1 She solves your emotional computer problems
2 Cute guys with suicidal tendencies
3 AAG is produced using this excellent program
5 You need one of these cards to run a 12 spin CD rom
8 A worthwhile Amiga meeting to be involved with
10 The CD collection with tons of great PD programs
13 Your computer does not want to catch one
15 Amiga’s user friendly operating system
16 The chip that controls the chip ram (an obese woman)
17 The Amiga (correct) term for “Plug & Play”
18 The location of the next Australian Amiga Gathering
19 The brand of CPU which the Amiga uses
21 Web site building language
23 Our favourite computer
26 A mouse which is not coloured as such
Hello and welcome to the -- yes you guessed it, the AMIGA and VIDEO part of the magazine and the third and final instalment on Music in Video. In order to get the AMIGA to make music, you need software. The music software that is available for the AMIGA is quite extensive and ranges from the very simple to the very complex. Most of the software lets you compose and play music back through the computer but some of the more advanced music packages are mainly for manipulating MIDI devices (Musical instrument digital interface) or for using a sound sampler, (a hardware device for getting sounds into the computer). A sound sampler works in a very similar manner to an image digitizer- you feed the sound or music into the computer via the sound sampler and store it on your hard drive or to disk for later retrieval and playback through the software. Unless you are serious about music composition and live performance you will probably be more interested in the less sophisticated music software.

There are a few music programs for the AMIGA that are considered "serious" enough that can be ideal for desktop video. They let you put music together quickly and easily, even if you are tone deaf. In a way these are song generating programs. You select the music, the tempo and the instruments that you want to use, the program then lets you use the mouse or keyboard to play along with pre-set rhythms. The nice thing about these programs is that they are idiot proof. In other words, you couldn't play a sour note even if you wanted to. As soon as you select one of the pre-sets all the wrong notes are disabled. While you may not be able to compose award winning musical scores with one of these programs, they are great for the musically illiterate.

There are a thousand things to learn about music and sound, with most of them you can pick-up from books. But for the most part you will end up learning more from your own trial and error. Here are just a few of the more obvious tips.

Pre-record as much as you can. It is easier to work with recorded sound and music when you start mixing it with video. Video editing is tricky enough, you don't have to complicate things more by worrying about assembling the music at the same time.

Try to understand the audio cliches and use them. To the viewer tense music means that something is going to happen. Soft romantic music probably

Australian Amiga Gazette August 97
won't work during a car chase scene. Match the music with the mood of the scene. Don't have spooky music during a love scene unless you have a good reason for it. It confuses the viewer when the music doesn't match.

Use the music to set the mood. You can, however, turn a scene into something else with the right music and sound effects. You can change that same love scene into a date with Dracula with the same spooky music. With the right music you can turn almost any scene into something else but you have to make sure that it makes sense to the viewer sooner or later.

Never let the music or sound effects drown out the actors voice. Even if you do it on purpose it can be very annoying to the viewers. If possible try not to have the music or sound cut at the same spot. If you edit the sound first and then the picture maybe a second or two later or vice versa, your audience won't notice the edit point as much.

You must try to keep the level of the music and sound the same, throughout the production. You can have changes in the volume but not too much.

Timing is important, time everything down to the second and then put together the audio. It is usually easier to get the music or sound effect to a certain length rather than to go out and shoot more video footage. One of the handy things with a music program is that you can alter the speed of the playback if you need to fit a certain piece into a certain time.

Keep it simple. You won't need Music and sound effects in every scene and sometimes a simple soft tune can be very effective. Watch and listen to movies on the television. You can learn a lot more from the professional's work and it costs you nothing.
Dear Dianna

As regular readers would know, a part of my trapped at home with the kids weekend includes watching a video from that now infamous video library with the bullying computer.

This week’s light entertainment came courtesy of the “A Fish Called Wanda” team. Their new offering is called “Fierce Creatures”. The show was a little shallow and a bit flat for my taste, however it did remind me of the Amiga situation in Australia.

You see, in the movie, a rather ordinary zoo had to start making a 20% return for its new owners. The strategy, therefore, enlisted by the zoo director (actor John Cleese) was to make every animal attraction a “fierce creature” – thus attracting more tourists. As well as this new feature of the zoo, gaudy corporate advertising banners and such were employed, much to the disgust of the zoo employees.

So I pose the question, does the Amiga platform need to become a “fierce creature” in order to compete in the vicious computer market place where only the fittest survive? You see, it seems, it is just not enough to be a great computer. The computer has to be marketed.... and marketed mean! Marketing is all about perceptions, not reality. That is why the biggest selling supermarket item is Coca-Cola, not bread.

That is also why men boast about the speed of their computers without really understanding what it means.

Cars, for instance, can do 200km. Who on earth drives that fast? The fact that you CAN do 200km makes the car attractive to people (well, men really). It is a well-known fact that women are most concerned about the colour of the car. Go on, call me sexist, but check first with the advertising agencies, because they know it is true.

Well, how can we make our beloved Amiga a hit item? Colour it red and include a 20 speed CD ROM as standard? Or perhaps included as standard educational software for the kiddies (akin to the safety features included in the new cars). Whatever happens - it has to happen soon or the Amiga will become an extinct creature in Australia.

It seems Mr Microsoft has taken an interest (a rather large non-voting interest) in Amiga’s brother-in-arms, Apple. Will Apple become meatier in its marketing? Let’s hope so. In the meantime, Amiga is still there, waiting in the wings for someone with the vision and confidence (and money) to sing its praises to the Australian public. We can all do our part by using the “bush telegraph” to spread the word that there is an alternative to the PC/Mac platforms.

Now to a little ditty of a PD demo game for your young ones - “Kidstop”. This game is not fully functional, however it contains enough to keep a toddler to preschooler busy for a while. Your young one can simply push any button on the keyboard or use the mouse (usually both!) to activate various outcomes. An eye-catching main menu with groovy music allows your young one to choose an area (e.g. art gallery) and then proceed with an activity from that area. A very small child will still achieve results simply by pushing any keyboard button. My two year old simply loved “colouring in” the monster truck picture. To get back to the main menu, the child simply clicks on the yellow bus. I highly recommend this program as it is a program which an older child and a younger child can participate in TOGETHER (yes at the same time). If you haven’t got access to Aminet, then you should ask your favourite Amiga Dealer nicely and s/he should be able to acquire it for you from the internet.

Please address letters to
“Dear Dianna”
CO Australian Amiga Gazette
42 Manning Street
Kingswood NSW 2747

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Helping Hands

If you live in the local area and would like to be involved in preparing AAG please contact Michael on (02) 4736-8055. No experience is required, just some spare time and a sense of humour.

Our Thanks To

Michael Gruber
Darren Robertson
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Daniel Hajduk
Stewart Menday
Paul Graham

Writers Wanted

If you are interested in contributing to Australian Amiga Gazette we would like to hear from you. Until our circulation builds up we can't offer any incentive other than our gratitude and that of our readers. Articles should be submitted as plain text files. Graphics as iff or gif format. Please do not send your originals just a copy.

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How to contact us

Australian Amiga Gazette
42 Manning street
Kingswood NSW 2747

Phone: (02) 4736-8055

Email: Mother@pnc.com.au

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