Price $2.

Amiga Australia

P.O. Box 389 Penrith
2750 N.S.W. Australia

The Official Magazine of the
Australian Amiga User Association Inc.

The 1st Annual AmiForum *Amiga* Computer Show
June 30th 1990 Parramatta Town Hall, N.S.W.
11am to 5pm Admission $5
See and buy all the latest Software and Hardware
See Demos on all the best Amiga Equipment

Date June 1990 Issue : 1

Registered by Australian Post Publication No NBH9174

AUSTRALIAN AMIGA USER ASSOCIATION

1st ANNUAL
AmiFORUM
AMIGA
Computer Show

WHEN : Saturday 30th June
WHERE: Parramatta Town Hall N.S.W.
TIME : 11am to 5pm
ADMISSION: $5

Children under 16 FREE accompanied by an adult

WIN AN *AMIGA* 500 and MONITOR

Amiga Hardware * *Amiga* Software
Amiga Accessories * Stage Presentations
See State Of The Art Video Graphics
Software And Hardware At The Lowest Prices!
All *AMIGA* Public Domain Software for sale

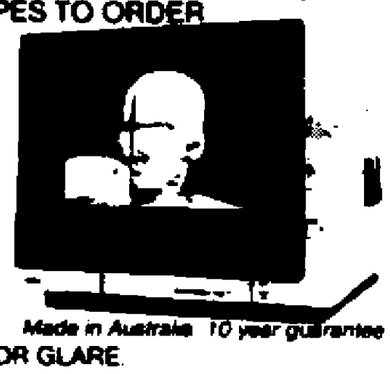
brought to you by
The AUSTRALIAN *AMIGA*
USER ASSOCIATION
P.O. Box 389 Penrith, NSW 2750

Pactronics
"The user friendly company"

M.A.S.T. TECHNICAL EXCELLENCE
[illegible] SPARKS NV 89431 TEL (702) 359-0444 FAX (702) 359-0831
[illegible] (07) 208-1234 AUSTRALIA TEL (02) 281-7411 W GERMANY CALL

HI-TEK MONITOR FILTER
COMMODORE 1081: 1084: PHILIPS 8833: 8854:
ALL OTHER TYPES TO ORDER

Our high quality filters are made from optical quality 3mm Acrylic specially tinted. It's unique filtering qualities have been extensively tested and approved by Amiga user groups, doctors and government offices.



$39.95 inc P & P

- TOTALLY ELIMINATES MONITOR GLARE.
- RESOLVES LONG EXPOSURE ADVERSE EFFECTS.
- PROTECTS FROM R.S.I. EYE STRAIN
- ENHANCES ON SCREEN COLOURS.
- INCREASES IMAGE SHARPNESS.
- MAKES INTERLACE MODE VIABLE.

HARRIS HI-TEK PTY. LTD.
P.O. Box 112 Erina N.S.W. 2250
Tel: 02 671-1856 or Fax: 043 85-2051

THE HARD DISK CAFE (THDC)
Shop 9-15 Bungan St
(entrance Akuna Lane)
Mona Vale NSW 2103

AMIGA 500 - AMIGA 2000
COMMODORE COLT - PC 10
SOFTWARE - HARDWARE
COMPUTER ACCESSORIES

AMIGA VIDEO TUTORIAL FOR BEGINNERS
FEEL AT HOME WITH YOUR NEW AMIGA
COST $29.95
HINTS & TIPS
LEARN HOW TO BACK-UP
COPY - FORMAT DISKS - SAVE - LOAD

THE HARD DISK CAFE (THDC)
(02) 99 4441

AMIGA AUSTRALIA

Australian *AMIGA* User Association

Magazine June 90

P.O. Box 389 Penrith 2750 N.S.W.Australia

Copyright Notice

Articles herein that are copyrighted by individual authors or otherwise explicitly marked as having restricted reproduction rights, may not be reprinted or copied without written permission of the Australian Amiga User Association Inc. or the Authors. All other articles may be reproduced for and non commercial purpose if accompanied by a credit line including the original author's name and the words "Reprinted from the Magazine of the Australian Amiga User Association Inc." For commercial use of any article in this magazine, please contact the secretary, re conditions of use.

TRADEMARKS

AMIGA is a Registered Trademark of Commodore-Amiga Inc.
AmiForum is a Registered Trademark of the A.A.U.A. Inc.

DISCLAIMER

Opinions expressed in reviews and the opinions of the reviewers are not necessarily those of the A.A.U.A. While every effort is made to check items published for errors we cannot be held responsible for any errors that do occur

---

THE MAGAZINE

Amiga Australia Magazine is 100% Amiga desktop publishing using an AMIGA 500 with 1meg of chip and 2meg of fast memory and Gold Disk Professional Page v1.3, Compugraphic fonts Citizen GSX 140 Printer. We also use .Digi-view, Deluxe Paint 3 and Superbase.

Committee

President
Gary Colligan Ph.628 8922

Secretary :
Bob Bliss Ph.670 5659

Treasurer :
Kerry Bliss Ph.670 5659

Membership Secretary:
Colin Barnsley Ph.047 741115

Disk Librarian :
John Goodwin Ph.670 4382

Asisstant Disk Librarian
Paddy McArdle Ph. 047 323356

Magazine Librarian :
Grae Mye-Gleaves

Editor :
Ray Wilson Ph.047 514143

Advertising :
Darryl'Sheather Ph.670 6828

Special Projects :
Harry Scruton Ph.673 4157
Dave Strachan Ph.628 2235

Magazine Articles

Articles, Pictures, Hints & Tips that are sent into the Magazine remain the propriety of the Australian Amiga User Association. Send Articles in an generic ASCII Text format only, pictures in hi-res on disk. Hint & Tips printed on white paper, Any Member who sends in an article on disk will get two disk back Members who send in Hints & Tips please include PD No and Address as the best one printed will ***win a free PD Disk*** ———

CONTENTS

President Report.....Page 2

AmiForum.....Page 3

Review of the
citzen printer.....Page 4

Jokes.....Page 5

The Amiga 3000.....Page 6

Member 600
Terry Nichols Jnr.....Page 8

Warradale Cell Group.....Page 9

Fitting the New
1meg Fat Agnus.....Page 10

Ami Hints & Tips.....Page 12

Drive Eject Button
Syndrone.....Page 13

Video, Animation, Graphics
and Multimedia.....Page 14

For Sale..... .....Page 15

Penrith Cell Group.....Page 16

Librarians Choice .....Page 17

Latest Fish.....Page 18

Software Purchases .....Page 20

SOFTWARE PIRACY

THE AUSTRALIAN AMIGA USER ASSOCIATION IS AGAINST SOFTWARE PIRACY NO COPYING AT CLUB MEETINGS

President Report

I would like to introduce myself my name is Gary Colligan, I have been a member in the A.A.U.A. for over 2 years, with the last 12 months on the committee as Special Projects Officer, I would also like to thank Geoffrey Lambert for his contribution to the A.A.U.A during his Presidency and hope Jeff will continue the good work for the A.A.U.A.

A bit about my self, well my first computer was one of the first Vic 20 with 3K cost me about $399 plus Data Cassette, I learnt how to Program Basic on, it as I was not green with Basic having used PetBasic and Tandy Basic on there machines it came easy. I then got interested in a C64 But My Wife and I opened a Video Library and we got an IBM it was the only one that did Video hires. (Wish I had an Amiga to do the video hires, then I would not have to wait for reports each day I could have done them in the back ground as I was hiring out tapes.. Multitasking who needs it) Well I leaned MsDos and IBM Basic. Then I got MY AMIGA (GREAT) with 1meg, ex drive & 1084 and sold my IBM with the video shop. I now have a video movie wholesale business.

I had my AMIGA for 3 years when someone came and borrowed it & my new stereo and damage the front door getting in to get it. I hope to have my new AMIGA 2000 very soon (will glue it to the bench this time) well that's me, If I can be of any help to you feel free to ring me.

In this Newletter you will find all the Committee Members and there Phone no:, If you want any information or help then call them .....
they are a good bunch and will give you all the help they can.

Ray the Editor needs lots of articles to put in the Newletters would you like blank pages or lots of reading, so help Ray and send them in on a disk in an ascii file, we will then send you a disk back... If you think you can't write anything why dont you and a mate write an article together, we all play games sometime so do an article on the ones you play.....Utilities you use. Programs the good & the bad ones, WorkBench & CLI hints & tips tell us the ones you use. PD Software what the best.. Send in your Pic. too.....
Let's all get in and help to make our A.A.U.A. Newletter the best one of the users groups.

I hope by now you all know about our AMIGA SHOW in June. it is now call AmiForum (A.A.U.A. Amiga Computer Show) It will be the biggest Show we have ever put on, with lots and lots to see and buy. I hope to see you there.

The date for AmiFORUM is SAT 30th JUNE
Place PARRAMATTA TOWN HALL.
.....Time 11AM TO 5PM.....Cost $5.....

WE NEED YOU!!!!!.....
We need help with the show, can you help say 1/2 day or all day on the Sat PLEASE LET US KNOW NOW WITH THE TIMES YOU CAN HELP and if you can bring your AMIGA let us know NOW. all members that help get in free!!.....
Phone Me on 6288922 or Bob on 6705659 or Ray on (047) 514143 with the times you can help...

Lets get behind the AmiFORUM and make it Australia's premier Amiga show....

The A.A.U.A. Amigaman BBS is now finished I thank Ron Carruthers for all his work on the board and hope he will continue the good work for the A.A.U.A.

The NEW board will be set up very soon with a new bigger Harddrive and the lastest BBS Sofeware running on an AMIGA 500.....
.It will have a new name

The AmiOZ BBS
(The Official BBS of the
Australian Amiga User Association)

The cost will be FREE to Members of the A.A.U.A. and have lots of good stuff on it...there will be a Special BBS Disk with a Manual, Comm Program and Utilities all set up to go. cost $3.....

We now offer Payment of PD, Blank Disks and renewals by Bandcard and Mastercard ring Bob for details

Well that's for now
SEE YOU AT
AmiForum

GARY

AmiForum *AMIGA* Computer Show

Well our AmiFourm Amiga Computer Show is not far away, by the time you read this it should be in a about 2 or 3 days.
The date is Saturday 30th June. The time we let the public in is 11 am The cost to get in is $5 to all, MEMBERS WHO HELP WITH THE SHOW WILL GET IN FREE We need lots of help.....Let me or Bob know if you can help we need members to look after the people that will come in and man the door, sell tickets, set up the tables and lot a other things.

The Association will be giving away a AMIGA 500 and Monitor as a prize, you must have a ticket to win We have Software from Ozisoft Sharp is giving up a prize to give away, and lot's of other prizes from other companies to give away
The cost in stagging this event has been great with lot's of things to get as well as LOT'S AND LOT'S OF TIME FROM YOUR COMMITTEE TO GET THE EVENT GOING.
As of this time, you will see a list of the Software and Hardware people and the other things that will be at the show

We hope you like our NEW CLUB MAGAZINE

We now use Professional Page V1.31 using Compugraphic fonts. All set up is done on a Amiga 500 with the new 1meg Fat Agnus chip and 2megs of fast memory. At this time we use a Citizen GSX-140 Printer The next Magazine will be sent to a Postscript laser printer....
If you have any ideas to help the magazine please let us know..
Soon we hope to have Color in it to make it the best one.....Gary.

A Guide to the Exhibitors at AMIFORUM

1. ARTSCAPE STUDIOS -
Lots of tutorial disks, graphic demo's running.
2. COMPUTER DISCOUNTS (M.A.S.T.) -
Third party hardware suppliers. See the latest expansion units, Hard disks and floppy drives.
3. GAINRUN -
Authorised Commodore Repair Centre.
4. HARD DISK CAFE -
See the latest Software from Pactronics, Questor Mindscape. Demo's of music and Genlocks and Sharp Scanners.
Sharp has generously donated a $2000.00 Scanner as a give away.
5. HARRIS HI-TEK -
Sick of screen flickers, one of their screens will virtually eliminate this.
6. LOGICO -
Retail supplier of all major software companies.
7. ROMAL COMPUTERS -
Re-inking machines for printer ribbons, heat transfer ribbons for printing onto t-shirts.
8. STRATEGIC STUDIES GROUP -
Strategy games, major supplier of games worldwide.
9. UNIVERSITY of WESTERN SYDNEY -
Peter Shoruck showing the AMIGA's animation abilities using Sculpt 4D.
10. PELC WIESLAW -
Developer of third party hardware for the AMIGA.

We will have a large video screen with video and audio. an Amiga will be set up to show Animation and Graphics on the big screen
See equipment like floppy drives, hard disks, modems, printers, genlocks, digitisers, memory expansion plus lots of other things.
See 3D animation made see Sharp color scanners going . the new O.C.R.(Optical Character Recongnition) scanner from Pactronics
Hi-Tek Monitor Filters will be selling at the show for only $30
Educational Software Music software Mast with ther new Harddrive
The Infenity Machine, The new Canon still video cameras, kurta graphic tablets, colour splitters, Viditek Genlock, Vide-Amiga frame Grabbers and lots more.....*SO*

SEE YOU AT THE AmiForum SAT 30th JUNE

We have heard on the grapevine that Commodore will be at the AmiForum with lots of new hardware May be a *Amiga* 3000....

REVIEW OF THE CITIZEN GSX-140 PRINTER

by

John Goodwin.

The Citizen GSX-140 is a really "Up-Market" Personal Printer.

Having 24 pins and colour is very desirable, but what makes the GSX-140 a top printer is the host of features it possesses.

For a start, there is not a single "DIP Switch" to be seen. All functions and settings (of which there are about 75 or so), are easily programmed by means of an LCD Display Screen, and six key switches on top of the console.

Paper parking is a standard feature, enabling continuous or single sheet paper to be used, change over being accomplished by means of an easily accessed lever. A single sheet inserted is automatically pulled in, and set to top-of-form, which may be temporarily or permanently adjusted in small increments, as desired. Cut sheet may have a different top-of-form to continuous paper, at the same time. Of course this is easily changed as required.

The rotation knob for manually adjusting the paper, is very seldom required, due to the excellent control available automatically, or by the programming of the printer, or the console keys, or the application program in use at the time. By use of the console keys, the paper may be parked, ejected, form-fed, aligned to the "tear-off bar" or moved up one line at a time.

Continuous paper is normally fed by a "pusher" tractor, rather than the usual pin-feed, with the resultant accurate feeding and alignment. Normally continuous paper is fed in from the rear, and when printed, is fed over the top of the incoming paper to form a stack behind the printer.

However, the GSX-140 has the facility to move the tractor feed mechanism to the "pull" position. This allows thick stationery or labels to be fed from a special opening below the printer, thus preventing preventing labels from peeling off, when they go around the platen, and jamming. There is a small "optional extra" stand available to allow the paper to be put underneath the printer to allow this vertical feed mode, but failing this, you would probably have to cut a slot in the table supporting the printer, to allow paper entry!

The Citizen GSX-140 is a really "Up-Market" Personal Printer. Having 24 pins and colour is very desirable, but what makes the GSX-140 a top printer is the host of features it possesses.

The single sheet feed guide is made to be laid down and used as a separator to prevent the possibility of printed continuous paper feeding back into the printer, and causing a paper jam. This guide is also marked for "Legal" or "A4" paper, ensuring correct centring of the print, when used as a single sheet guide.

Access to the print ribbon is by lift-up cover, and replacement is simple enough to make it worthwhile to change from colour to black ribbons, to save the expensive ($40 each) colour ribbon, when printing in black and white. Both black and colour ribbons are supplied with the printer at the time of purchase.

In operation, error messages will be displayed on the LCD screen, in English, whenever just about any event occurs. Just about every contingency is covered. Even the paper lever being in the wrong position for the type of paper in use, is noted!

Overheating of the print-head displays a message, and stops printing until cool enough, then starts printing again, all without any intervention.

Citizen appears to have thought of everything.

One interesting feature is that the percent of the remaining print buffer is displayed while the printer is "on-line".

As the standard buffer is 8K, this gives a guide as to how long printing will take. Note that in the "graphics mode", only data for one line is sent to the buffer until each line is printed, so the percent display is not really useful in this mode. For big, continuous printing jobs, an optional 32K buffer extension is available. However, with the Amiga, a print spooling program is more desirable, as this achieves the same objective, with greater flexibility.

The use of four "Macros" is available. These macros are simply a convenient way of setting or programming to your own requirements, and when set up and stored in permanent memory, are available as soon as the printer is turned on. Any particular one of the macros may be

made to load and run automatically at power-on, but any other may be selected as required. All four macros are set to a "standard" setting when the GSX-140 is received. and may be reset to "standard" using one of the menu options supplied. Changes may be made only to those settings requiring changes, as other settings will remain unchanged. Consequently, most macro changes are quick and simple. For example, Macro-1 may be set to Roman font. This may be changed to "Prestige", "Courier", "Sans, Serif" or "Draft", as you require, without having to change any other information.

One point to note is that the "colour option" is not fitted to the printer when purchased, and comes in a separate package. A change in the macros is needed before the colour will work.

If you wish to change any other parameters, such as "Starting Column" or "Ending Column", this may be done at the same time. Saving the macro makes the change remain when the printer is powered off. Not saving allows the changes to be used only temporarily. For temporary changes, such as font or colour, a "Quick Menu" is provided which allows immediate change, available only until the power is switched off.

One point to note is that the "colour option" is not fitted to the printer when purchased, and comes in a separate package. A change in the macros is needed before the colour will work. If the colour is not "installed" in the macros, the only colour selectable is black! The Manual is clear on how to do this, but it is not obvious that colour has to be "installed" to make it work. Also, make sure that the WorkBench Printer Preferences have "Graphic-1 "set to "Color".

Although the GSX-140 has a dot capability of 360 x 360 dpi, the Epson-Q driver supplied with Kick-Start Rel 1.3 will only go to 180 x 180 dpi (in mode 3). This will certainly be corrected in Release 1.4, and together with the "Compu-Graphic" system, will produce output as good or better than the normal 300 x 300 dpi laser printers.

Well indexed, beautifully printed and edited, the spiral bound Manual is informative and easy to read, containing more than adequate information, suitably illustrated. For example, in the section on programming macros, each example shows the LCD screen for each step. With this approach, it is hard to make a mistake.

Although it may seem difficult at first, the learning curve is only a couple of hours, and after this time, reference to the manual will be rare.

For quick reference, heavy cardboard "Quick Reference Guide" is provided. This ten page foldout seems to have everything you need to know to get the job done.

For those suffering under IBM, a program disk is provided, with which all printer settings may be changed from the computer. All these software functions are available on the printer itself, so the unavailability of the Amiga version is inconsequent. A section of the manual specifies the setting up for a few popular IBM programs, for anyone really interested.

With four good looking letter quality fonts, colour, colour on demand and a powerful operating system, together with excellent constructional quality, the GSX-140 is incredible value at under $800.

Citizen, with a two year guarantee on parts and labour, apparently think so too.a

Jokes, ha ha ha ha

What's black and hops around?
Skippy in a bushfire.

Why have ducks got flat feet?
To stamp out burning kangaroos.

How do you know when an Irishman has been using a computer ??
When you find liquid-paper over the screen !!!

After the micro-surgeons conference in New York, the leading surgeons were in the bar and, being drunk, they began to reminisce over their greatet feats. First the English surgeon said "We had a chap caught in some machinery at British Leyland last month and all that was left of him was his little finger. I constructed a new hand built that onto a new arm engineered a new body and ultimately he was so efficient he put 5 men out of work."
"That's nothing" said the American surgeon. "We had a worker trapped inside a nuclear reactor and all that was left of him was 1 hair from his head. I had to construct a new skull, a new torso and new limbs. Now, he is so efficient he has put 50 men out of work."
"I can top that!" said the Australian surgeon. "I was walking down the street when I caught a fart. I wrapped an arsehole around it, built a body to match, and it turned into Paul Keating. He has put the whole bloody country out of work!"

A reporter walked up to Stevie Wonder and asked him how it felt to be born blind, Stevie replied:"It could be worse. I could have been born black

Mick has formed a dance band and they were working their first gig at the local hall. Mick was very excited about it all and said to the trombone player. "Paddy.. go outside and listen to what it sounds like." The trombonist went out and after a while came back ecstatic. "It's great!!" he exclaimed, "you should hear it." So the whole band went ouside to listen...

Q.How many Irishmen does it take to change a lightbulb?

A.Ten. One to hold and nine to turn the ladder.

Send in your Jokes to us the best one will win a free disk

The Amiga 3000

Reprinted from BYTE Magazine May 1990

By

Bob Ryan

Commodore Sets Course for Multimedia With the *Amiga* 3000

Imagine the ideal multimedia platform. It would have impressive graphics and sound. be easy to use. and work transparently with sophisticated video equipment. Throw in a low-overhead multitasking operating system, and you'd have all the pieces you need to run sophisticated multimedia applications. You'd also have a Commodor-Amiga.

See power and price article in this issue. Ed.

Realizing this, Commodore has finally defined a focus for the Amiga line and staked its claim to the emerging multimedia market. The centerpiece of Commodore's strategy is the new 68030 based computer the Amiga 3000.

Bits and Pieces

The Amiga 3000 comes in two models. 3000/16, 68030/68881 based machine running at 16 Mhz. and the 3000/25. a 68030/68882 machinc that runs at 25 Mhz. Except for clocks and coprocessors (68881.68882) the models are identical.

The Amiga 3000 is the first Amiga with a native 32-bit architecture. With the exception of the graphics system which uses a 16-bit bus running at 7.14 Mhz, all the internal pathways in the A3000 are 32 bits wide and use the processor's clock. Commodore has also managed to make the external I/O bus capable of 32-bit transfers (Zorro 3) without losing compatibility with 16-bit (Zorro 2) cards.

Goodbye, Flicker

The heart of the A3000 is the new enhanced version of the custom chips. The enhanced Denise chip can output 1280 horizontal pixels in four colours. and it sports a new 640 by 480 pixel resolution productivity mode. (Unlike the other high resolution modes, the productivity mode is non interlaced) Being programmable, Denise lets you mix different horizontal and vertical resolution and also provides overscan. The new Agnus chip doubles the amount of chip ram to 2 megabytes. The only chip not upgraded is Paula, which provides the Amiga's four voice sound.

New to the graphics system is a de-interlacing/scan doubling capability (inbuilt flicker fixer). which takes interlaced high resolution screens and outputs them without flicker to a 31.5 kHz VGA monitor. As a result the A3000 produces a rock steady high resolution display. Unlike earlier Amiga's, which had a 640 by 200 Workbench screen the A3000 can effectively use high resolution 640 by 400 without additional hardware.

Motherboard Tour

The A3000 motherboard reflects a high degree of intergration. In addition to the enhanced chipset, the motherboard contains eight other proprietary chips. These include a bus controller, a RAM controller, and a DMA controller. The DMA controller works in conjunction with a SCSI (Small Computer Systems Interchange) controller chip to provide 32-bit DMA for SCSI I/O devices such as hard disk drives. The A3000 uses 512k of ROM to hold the multitasking exec, system libraries, and disk operating system. Commodore also plans to upgrade the A500 and 2000's ROMS to 512k.

The RAM controller dubbed Ramsey manages access to Fast RAM on the motherboard. The A3000 comes with 2 MB of RAM, 1 MB of Chip RAM and 1 MB of Fast RAM. It also comes with sockets that can hold up to 4 MB of Fast RAM using 4x256k-bit chips, or 16 MB using 4x1 megabit ZIPS. There is also empty sockets to take another 1 MB of Chip RAM to bring it up to 2 MB.

The A3000 doesn't use a large external cache to speed memory access by the 68030. It does, however, handle both burst-mode and page-mode access to Fast RAM. A standard memory access to Fast RAM involves two wait states, while burst-mode can result effectively in zero-wait-state performance. Under ideal circumstances, the page-mode can reach transfer rates of over 33 MB per second. The Ramsey chip determines which mode is appropriate for any particular memory access.

The A3000 comes with a standard Amiga 3 1/2-inch 880k-byte floppy drive and an internal 3 1/2-inch 50 MB 17-ms SCSI hard drive. There is also room for another 3 1/2 disk drive, floppy or hard.

Expanding Your System

The expansion backplane on the A3000 attaches to two sockets on the motherboard. The backplane supplies four Zorro 3 slots. In addition, the backplane has two AT-compatible slots inline with two of the Zorro slots, and a video slot in line with a third. You can use the AT slots in conjunction with the BridgeBoard

card, which provides the Amiga with XT and AT compatibility. The video slot can be used with video effects generators and genlocks.

The keyboard and two mouse ports are located on the right hand side of the machine. On the back are a parallel port, a serial port, a floppy drive port, a SCSI port, two audio ports (left and right channel), a standard Amiga RGB port, and a 31.5 kHz VGA video port. The VGA port is connected to the new deinterlace/scan doubling hardware. You can disable this hardware or adjust its output with two controls on the back of the machine.

The most significant expansion connector in the A3000 is a 200-pin CPU slot. Although its incompatible with the 86-pin CPU slot on the 2000, it serves the same function. It permits you to upgrade the 3000 with the next generation processor, in this case the 68040 (Food for thought: The 68040 comes in a 179-pin package.) and its descendants.

Cleaning Up Workbench

The A3000 comes with version 2.0 of the Amiga operating system (1.4 with a new name). With this version, Commodore has reworked both the look and feel of the Workbench interface by upgrading or rewriting most of the underlying system.

Among the improvements in Workbench are Preferences tools for setting your system configuration, new Workbench menus, alternate window views, Adobe fonts, bit-map font scaling (Compu-graphics), horizontal & vertical scrolling of the Workbench screen, a new front to back gadget, a new window selection procedure, the ability to view files that lack .info files, the ability to execute AmigaDOS commands without using the Shell, the ability to start an application by "dropping" a data file into it, and many new and improved utilities. In addition, Commodore has integrated ARexx into the operating system. ARexx is a macro language that lets you share data between two or more programs equipped with ARexx message ports. ARexx allows you to create "mega-applications" using standalone Amiga programs.

Amiga OS 2.0 also has a lot of new goodies for programmers. First, Commodore is at last including standard file and font requesters with the Amiga. There is also a gadget toolkit. This lets you integrate custom gadgets into the Intuition windowing system. It also provides an object-oriented interface to gadget programming. Finally, 2.0 provides a "hotlink" service that notifies your program about events of interest to it. This is particularly useful when you change a Preference setting that your program must be aware of.

Commodore designed 2.0 to be compatible with software written for earlier versions of the operating system. According to Commodore, programs that abide by the rules will run under 2.0. However, Commodore knows that everybody didn't follow all the rules, and Commodore is working with developers to fix software that may break under 2.0.

The good news for Amiga 500 and 2000 owners is that they can be upgraded with the enhanced chip set too, and run OS 2.0 programs written for the 3000.

The good news for *Amiga* 500 and 2000 owners is that they can be upgraded with the enhanced chip set too, and run OS 2.0 programs written for the 3000.

A New Beginning?

The A3000 is an impressive machine, and Commodore is supplying it with strong support. in addition to the 3000, Commodore is preparing well over a dozen new hardware and software products designed to position the machine in a few key markets. The first of these is business, where Commodore hopes the Amiga's multimedia capabilities will provide the kind of entry that desktop publishing gave to the Macintosh. Central to the Commodore's business push is AmigaVision, an icon-based authoring system that lets anyone create interactive multimedia applications.

Also, Commodore is finally acknowledging the importance of networking by providing software and hardware solutions, either directly or through third parties. For the short term, this means Ethernet and third party X Window System server software (X/11 from Gfx-Base). By the middle of this year, it will mean TCP/IP-NFS and NetWare client software. Beyond that, Commodore has plans to support ARCnet and FlashTalk hardware and assorted etwork operating systems. Commodore also hopes that, by increasing its penetration into businesses through networking and multimedia, it will attract more mainstream developers to the system.

Commodore is also actively pursuing the higher education and government markets, in large part by providing Unix in addition to the new networking products. It is actively porting Unix System V.4 to the Amiga. Even with the additional cost of the operating system, the A3000 will make an inexpensive, yet powerful, Unix workstation.

With a primary focus in multimedia and secondary pushes in education, government, and productivity, Commodore has at last outlined a strategy that takes advantage of the Amiga's strengths. With the A3000, it has produced the most capable multimedia platform you can get in a single box. If the machine were the only criterion, I'd already call Commodore's strategy a success.

MEMBER # 600

PO BOX 228
PANNAWONICA WA 6716

By

Terry Nichols Jnr

In this article I make a claim to be A.A.U.A.'s most isolated member and would wish any challengers to write an article to disprove my claim.

As your most isolated member, to find me, you would have to use a map a Australia (it always helps if you use a map of Australia as you have trouble following directions on anything but.), run up the east coast to Mackay and go due west. You will find me nestled into the western side of the Hamersly Ranges. Where the IRON MEN of the NORTHWEST mine the all important iron ore.

The town has a population of 900 including women children and dogs (of course this census does not include the blow-in's. 1 billion flies 2 million snakes and 1 hundred thousand cockroaches. scorpions and other miscellaneous insects.). I Know, some of you will be saying that you have less people in your town. but I've only just started, so give me a chance. All the food (meat, vegetables, beer, etc.) has to be imported from Perth (1500km approx) and to do any more than the most basic shopping we have to drive over 200km to the next nearest town (beat that) . It takes approximately 1 3/4 hours (not bad for an old bomb), we don't have any Freeways. just drive 50km to the highway turn right, follow it and take the first turn to the left and your there. If you see 3 other cars on the trip then you can be sure that it is peak hour.

The song say's that it NEVER RAINS ON THE DUSTY DIAMANTINA, but I tell you that I've seen more rain there than I ever have here. The sun shines 360 days a year, my daughter [3yrs] who was born in Sydney and came over here at only four weeks old, screams and refuses to go outside when it does eventually decide to rain.

And then, as in all deserts, the wonderful gold and red landscape is transformed. The spinifex blooms and to look across the desert plains you would think that you were looking across the Western Plains of NSW. (SORRY I ALMOST SHORTED THE KEYBOARD OUT....BRRRrrrrr.just blowing my nose and wiping the tears out of my eyes). Of cause you are soon brought back to reality if you try to walk into this sea of grass, as spinifex for all you people who have never experienced the deserts of Australia, is comprised of sharp needle like spines that can cut an unprotected leg to pulp in a very short time (who said that the only thing you can learn about in this newsletter is computing. I'll give you a nature lesson as well).

The temperature ranges from a freezing 20 Deg.C in the winter (BRRRrrrr....SORRY..had to blow my nose again) . to a brain frying 50 Deg.C in mid summer. No, you don't have to break an egg onto a rock to cook it, just leave it outside for 3 minutes and eat it boiled. I prefer boiled to fried as the little pieces of dirt tends to stick in my teeth. Enough is enough, it's starting to turn into a script for a nature documentary. Ted Egan eat your heart out.

The towns only other claim to fame is that it was hit by the strongest cyclone ever to cross the coast of Australia. Cyclone ORSON (ORSON by name and Awesome by nature), YES, for all you unknowing it was more destructive, in power, than cyclone Tracy (a REAL blast and it almost brought the house down), some of my neighbours were not so lucky, But as all good country Australians we pulled through.

We have a choice of 2 television and 2 radio stations, thank god for satellites and my AMIGA. During the summer months you have a choice of watching cricket or cricket and during the winter you have a choice of football or football. Actually it is not my AMIGA, I have to share it with my children, wifes orders.

The temperature ranges from a freezing 20 Deg.C in the winter (BRRRrrrr....SORRY..had to blow my nose again) , to a brain frying 50 Deg.C in mid summer.

What do I do with my AMIGA, of which I have only had for a couple of months (I upgraded from a C-64 which I had for 5 Yrs.). The initial burst of game playing is over and I have now settled down to the business end of things, studying files, exploring start-up sequences and the general way in which programs are built and executed. I can assure you this is much easier than with the old 64. I use a collection of public domain and shareware programs in this procedure. The most useful being Dutills II by Mike (Tup) Hansell, who happens to live in Sydney. I will hopefully be doing a review on his programs in the near future, I am at the moment waiting for the delivery of the latest upgrades of his shareware products.

Continued on page 9.

Warradale Cell Group

Warradale Cell Group Meets every 4th wed 7PM

A Fistfull of Firsts.....

First of all, if I am able to achieve what I've set out to do here, then; that will be a first!

This is my first attempt ever, at writing to the AAUA Newsletter, using Kindwords for the first time and if I am able save this to disk in ASCII format when I've finished, that will be another 1st Then; if I can print it out, that will be yet one more first.

BUT.....
FIRST things FIRST

The first meeting of the newly formed Warradale Cell Group was held on the third Wednesday (which is not a first) in May, at the Warragamba Neighbourhood Centre Cottage, Warragamba.

About half a dozen keen Amiga users turned up. and the attendance of AAUA Committee members Colin Barnsley & Ray Wilson was appreciated. It is most probable that future meetings of the Warradale Cell Group will be held on the 4TH Wednesday of each month, which should pave the way for intra-club activities and input from those AAUA members who are particularly skilled in the various aspects of the Amazing Amiga.

Eg. CLI, Wordprocessors, DPaint, Databases, Utilities etc.

I have no idea what the deadline is for scribings to reach the Magazine, (With in 4 weeks after the last Magazine come's out Ed.) but what with my typing speed (another area that I have yet to brush up on) and my own thought processing skills I'm already beginning to wonder if I will ever get to finish what I started.

If I don't let it get the better of me, it could very well turn out to be yet.....another first.

By the way, I have it on good authority (from an associate who had his fingers burnt by the experience) that it is essential that you "SPECIFY" all items of COMPUTER EQUIPMENT in your Home Contents Insurance Policy to enable you to receive the full benefit, should you by some misfortune, happen to lose your beloved, pet AMIGA. A quick phone call to your Insurance Company should provide you with the necessary details required to cover such a loss. SO.....for the sake of your AMIGA, don't put it off.....ACT NOW!

Hopefully, the attendance figures may increase by the time the next Warradale Cell Group meeting rolls around, as I am aware of other interested AMIGA users in our area. Club Membership forms were distributed at our first (there's that word again) gathering and impending, or dare I say, intending members were informed of the gains to be acquired by attending the Club organisedAmiForm at the venue....

Parramatta Town Hall,
Saturday 30TH JUNE 1990.

After the show is over and all the shouting has died down AND.....provided that "membership" of the Warradale Cell Group warrants it, maybe just maybe, John Goodwin could pay us a visit at our venue; in the idyllic surrounds of Silverdale and Warragamba. Provided, of course, he comes equipped with the right "Fish'n" tackle and accessories, as I am sure he would do. That would be the 4TH Wednesday in JULY, at the Warragamba Neighbourhood Centre Cottage and all visitors would be most welcome. A donation of $1-00 per person will provide all with coffee, tea & biscuits. Start time is 7PM, so how about it John? So that numbers of interested persons can be gauged, contact:
Tom Bourke on 047-742122.

From Page 8

Just a short note on shareware, Do not begrudge authors of shareware programs the fee, as many of these products are better than commercial programs costing many dollars more, and the more support these authors receive the harder they will try to give the AMIGA community more programs to use.

I am also awaiting the delivery of some manuals on AMIGA machine language programming (occasionally the mail takes a trip around the state before eventually finding it's way to the post office), as I am keen to begin writing a few programs I have ideas for. Having decided that although C-language may be an easier programming alternative, machine language allows more compact and cheaper method of producing code. Any help and suggestions would be appreciated.

I still claim to be the most isolated member and I'm sure that the editor will have kittens when he reads this article anyway so don't forget. This is your newsletter help everybody to a better understanding of the AMIGA. Some of us do not have any other way of communicating with fellow "AMIGARIANS" (It's a new word I just made up). Write an article or just write in and let others know what you are doing with your AMIGA, lets turn it into the premier discussion newsletter in the AMIGA world.

Terry Nichols Jnr

THE DESERT WA.

Like the New Magazine Now . Ed.

FITTING THE NEW 1MEG FAT AGNUS

By

By Gary Colligan

Well, I have just put in the new 1meg Fat Agnus in a AMIGA 500, it only takes about 30mins to do the change then you power up. As I have only done this modification in the last 2 days I have not tested all my software to see if they work!!!!.

My son tested most of his games, I told him to put the one's that did not work in a box, well when I came back to see how he was going he had 6 games that did not work. I checked some of my software for compatibility

DELUXE PAINT III did not work fully the paint program worked but NO ANIMATION, I called Commodore they said I need fast ram for some animation program to run.

NOW IF YOU DO FIT THIS CHIP YOU WILL NEED SOME FAST RAM TO RUN SOME PROGRAMS (Animation package need fast ram) YOU WILL HAVE TO BUY MORE RAM!!!

I THING 2MEG WILL DO, as ram chips are going down in price you can get 2meg at good prices (ring stores for there price) This setup will get you 1meg Chip and 2meg Fast (a good AMIGA setup). To get back to the Fat Agnus chip some of my programs worked some don't, what do you do, pull it back out or buy another Amiga, I looked at the modification again. By putting in a switch it is possible to have compatibilty with evey program, so now all works fine even games play allright (my son's happy now)

Now for the modification.....

STOP STOP STOP STOP...
WARNING.....!!!!!!!!
THIS SHOULD ONLY BE DONE BY A COMPETENT PERSON IF YOU DON'T THINK YOU ARE!! STOP AND GET A TECHNICIAN TO DO IT, IF YOU BLOW THE CHIP, THAT'S ONE THING, BUT BLOW YOUR AMIGA THAT'S ANOTHER.....
THINGS TO KNOW, CHIPS DON'T LIKE STATIC FROM YOU OR HEAT FROM AN IRON, REMOVAL OF THE FAT AGNUS CHIP FROM ITS SOCKET IS HAZARDOUS YOU COULD BREAK IT GETTING IT OUT SO THERE IS NO GOING BACK WHEN YOU START.

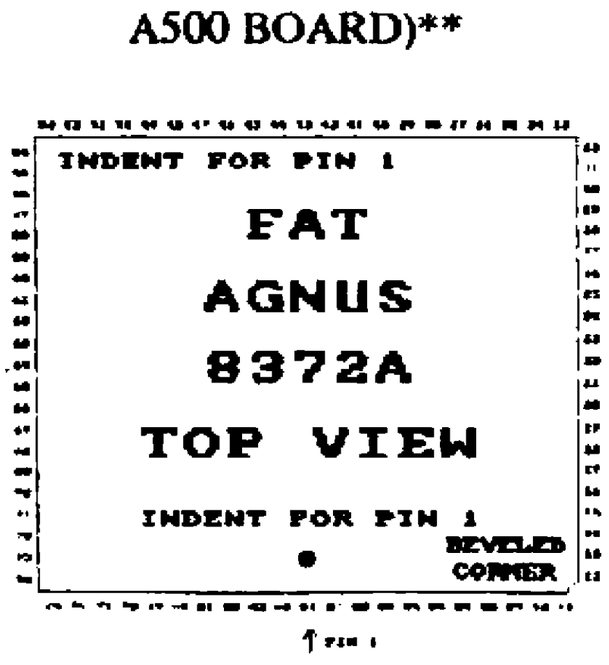
ALL MODIFICATION LISTED HAVE BEEN DONE BY ME AND THEY WORK WELL...

I worked on CB radios for over 5 years but am new to computers so it was just like putting in more channnels.....

ALL MODIFCATIONS ARE DONE ENTIRELY AT YOUR OWN RISK

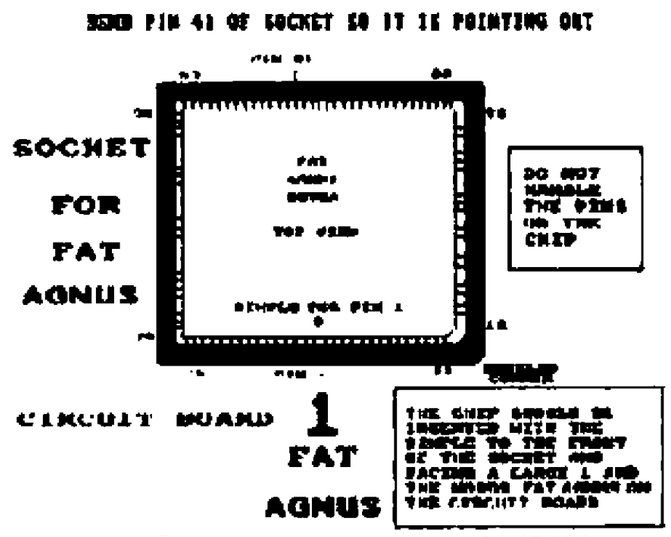
PARTS YOU WILL NEED
NEW FAT AGNUS CHIP 8372A
1m SMALL 5 COLOR WIRE (we will say black, white, red, green, yellow.
1 DPDT MICRO MINIATURE TOGGLE SWITCH
(Tandy part no 275x626)

This mod is for the REV5 A500 Board *(NOT THE NEW REV6A A500 BOARD)**



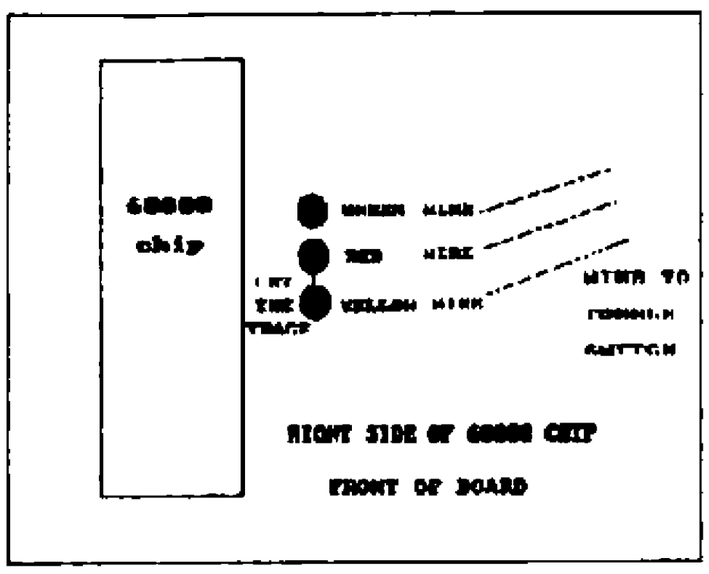
1. Remove the Fat Angus 8371 from its socket.
Removal of this chip use two small screwdrivers at each end or a chip tool.

2. Bend the 41 contact on the socket so it is pointing out.(SEE PIC 1 & 2)
*Pin 41 of the Agnus socket which is earthed on all REV5 boards controls whether the A500 starts up in NTSC (not the same color) or PAL.When it is earthed it is in NTSC Mode so we have to unearth it.

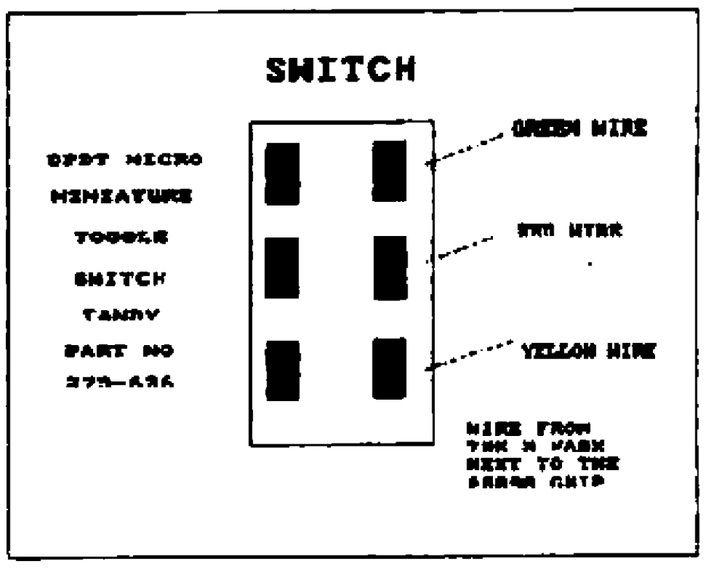


3. Insert the NEW AGNUS 8372A into the socket pay attention to the layout, Pin 1 is located clockwise from the beveled corner and is marked by a small dimple. (SEE PIC 2) The chip should be inserted with the dimple to the front of the socket and facing a large 1 and the words FAT AGNUS on the circuit board.

4. Locate the jumper JP2 on the circuit board to the right of the 68000 chip. Now cut the trace between the centre and lower pads carefully with a sharp blade, solder a 1m lenth of RED wire to the centre pad YELLOW wire to the lower pad, GREEN wire to the upper pad run the 3 lenth's of wire to the toggle switch (SEE PIC 3)you will have to make a hole at the back of the 500 to put the switch the best place is next to the mouse socket *The switch will allow changing from one memory location to other. the new Agnus needs contiguous memory to give 1meg block of chip ram C00000H TO 080000H

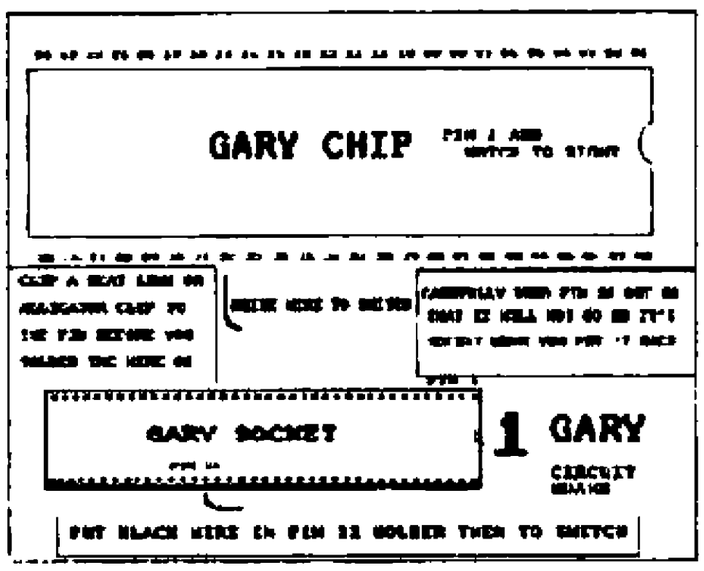


PIC 3 JUMPER PADS

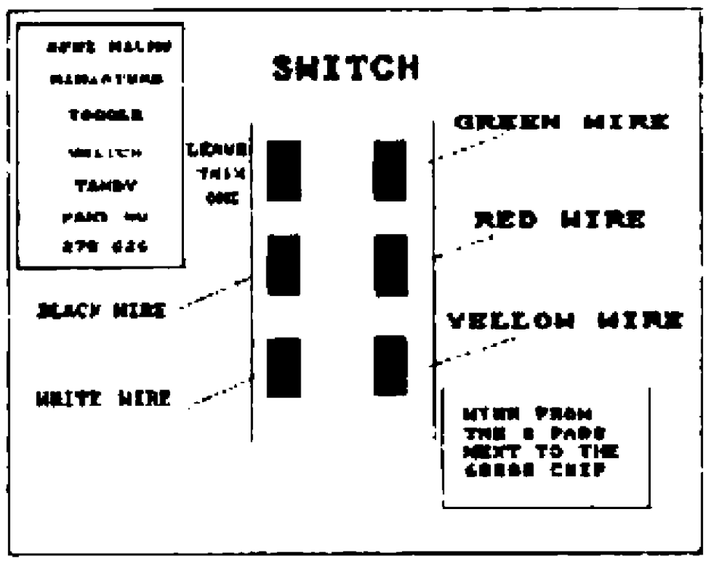


PIC 4 SWITCH

5. Solder the RED wire from the centre pad to the middle pin of the switch then solder the YELLOW wire to left pin, GREEN wire to the right pin ON THE SAME ROW (SEE PIC4)



PIC 5 GARY CHIP



PIC SWITCH

6. Pin 32 of the GARY (NO PUN) Chip located above right of the Agnus chip must be open circuit. This pin is the earth to the A501 board. Remove the GARY chip from socket, (you will have to remove the drive to get to the chip better) and locate pin 32 and CAREFULLY BEND IT OUT SO THAT IT WILL NOT GO IN IT'S SOCKET WHEN YOU PUT IT BACK DON'T BREAK THE PIN

7 PUT BLACK wire in the socket where the 32 pin of the GARY chip used to go, put GARY back making sure that pin 1 and notch face to the right., next you have to solder the WHITE wire to the 32 pin of the GARY chip you bent out.*(clip a heat sink to the pin before you solder the wire, a small alligator clip will do..)* Run the two wires BLACK and WHITE to the switch. (SEE PIC 5)

8. ****SEE PIC6 ON HOW TO WIRE THE SWITCH****

9. CHECK ALL WORK AGAIN AND IF EVERYTHING IS CORRECT PUT THE AMIGA TOGETHER AND POWER UP..
YOU CAN CHECK THE CHIP MEMORY WITH YOUR WORKBENCH DISK WHEN IN THE CLI TYPE AVAIL YOU WILL SEE CHIP MEMORY MAXIMUM 1040152 'FAST 0 OR IF YOU HAVE MORE THEN 1MEG MEMORY = FAST lots and lots

SWITCH YOUR AMIGA TO 1MEG CHIP RAM AND RUN YOUR PROGRAMS, IF ONE DOES NOT WORK TURN THE POWER OFF AT THE POWER-PACK SWITCH THE SWITCH TO 1/2MEG CHIP RAM 1/2 FAST POWER UP AND USE IT...

PS.. IF YOU HAVE MORE MEMORY THEN 1MEG YOU MAY NOT NEED THE SWITCH JUST DO ALL ABOVE BUT PUT A JUMP BETEEN JP2 CENTER AND UPPER PAD AND LEAVE OUT THE WIRE....

IF YOU HAVE A 2000 AMIGA AND WANT TO FIT THE NEW 1 MEG AGNUS LET ME KNOW AND I WILL SEND YOU THE LAYOUT FOR FITTING IT TO AN 2000.....

.

IF YOU HAVE A 1000 AMIGA THE ONLY WAY I SEE FITTING 1MEG AGNUS IS TO TRADEUP TO AN AMIGA 3000 AND BE ON TOP AGAIN

AGAIN I SAY ONLY DO THIS MOD IF YOU THINK YOU CAN DO IT IF NOT TAKE IT TO AN TECHNICIAN WITH THIS ARTICLE

ALL MODIFICATIONS ARE DONE ENTIRELY AT OWN RISK

AMI HINTS and TIPS

Send in your Hints and Tips printed on paper and the best one printed will get a FREE PD disk (include PD No and Address incase you get picked)

SILKWORM

When the game starts, hold down the HELP key to start infinite jeeps and choppers.

ELIMINATOR

Here are some level passwords

Amoeba - Bloop - Cheeki
Doinok - Enigma Flipme
Gee Gee - Handel - icicle

ARKANOID REVENGE OF DOH

Hold down the left mouse button while the game is loading to reveal the title sceen of ROBOCOP!

SPACE ACE

Scene 1: Borf flies in on his anti-gravity platform with guns dancing. When he shoots the wall on Dexter's left, go RIGHT behind the rock then go LEFT into the open space again and then go DOWN to duck back behind the rock to safety.

FALCON

Pressing CTRL and X together gives you 500 extra cannon rounds and nine sidewinders

---

EMPIRE STRIKES BACK

On the title screen, hold down the HELP key and type in XIFARGROTKEV. Now by pressing L, C or D during the game you can make Luke, C3PO or Darth Vader appear. Also, the number keys will now produce sound effects.

IT CAME FROM THE DESERT

Don't ask Biff for the red sample, Fires are very hard to put out.....
Don't get romanticall involved with Jackie. If you do you'll end up in hospital suffering from exhaustion.

SIM CITY

Hold space bar down and type FUND and you will have $10,000 more save your city after every time you do it...

BOOT-UP SIGNALS

About the colours when you do a cold boot dark grey means the microprocessor is running find. Light Grey that the ROMs passed a checksum test. White that RAM is tested, not found wanting, and the system start up.
All the above is what should normally happen. if a glitch occurs, you'll probably see: Red for ROM error. Green for an error in chip RAM (NB.if the SCA virus is in memory and you hold down the left mouse button while rebooting you'll see Green). Blue for an error in the custom chips. Yellow for an error before the error-trapping routines (which land you with a Gure) are operation.

The keyboard also has a self test routine, and if it fails, the CAPS LOCK light blinks.
one blinks - a check of keyboard ROM failed two blinks - keyboard ram is not good. three blinks - the keyboard internal timer isn't scanning the keyboard, four blinks - short circuit in the keyboard.

DIR TO PRINTER: V1.3

As you may know, issuing the "DIR ALL" CLI command list all of the current device's directories, subdirectories and files to the screen. Unfortunately, the command syntax needed to send this information to the printer is largely unknown, and relies on the › symbol. Rather the following the standard "DIR ALL to PRT:" pattern, a "› PRT:" must precede the "ALL" parameters, as follows: **DIR › PRT: ALL**
Further expanding on the command, the following creates a disk file named "file" containing all the same directory information:

DIR › file ALL
You can even write the current drive's directories and files to a file on another disk drive, as follows:
DIR › DF1:files: all
As an alternative to using : "DATE to PRT:" for printing the day, date and time to the printer, use the following command:
DATE › PRT:
Experiment with the › symbol and you'll discover its many other uses.

COPY C: RAM:

If you copy c: commands to Ram in your startup-sequence you know it take time, try this way. say you want in ram: ARC / DIR / CD / LIST / NEWCLI / ENDCLI / DELETE you will have to add arc and delete for it work. Arc the files together name it CRAM, now in your startup-sequence add the following:
MAKEDIR RAM:C:
COPY CRAM RAM:C
CD RAM:C
ARC X CRAM
ASSIGN C: RAM:C
DELETE ARC
DELETE CRAM
CD SYS:
It will unarc your file in ram fast then you will have them there

---

D-PAINT ABORT FILL:

When using the fill, solid or dithered, and you discover right away that it is not what you want, press the space bar. This will stop and erase the fill while it is still in progress, instead of waiting until it's finished and hoping that you can use Undo. Press the space bar to stop all most ever think...

FONTS

To use fonts from another disk, name the disk FONTS and put the fonts in the root dir, then put it in DF1: before you put a program disk in to start.
It will read the Fonts off DF1:

Drive Eject Button Syndrome.

By

Colin Barnsely

Well members this is my first letter that I have written for our newsletters and I hope it is of some interest to all those who have suffered from the broken disk eject button syndrome.

I feel it is very important to tell you if you are heavy handed then you had better think twice before you attack your computer as it is very easy to do damage to your equiment if you rush in like the old bull..TAKE IT EASY and you will be rewarded with the pleasure of knowing that you can do these minor repairs without having to pay big repair bills...TAKE IT EASY AND THINK A LITTLE.

To those of you who are prepared to give it a go, first get a nice clean area to work on (kitchen table..if your game) put a soft blanket down so you do not damage the computer, (What about the Table Ed.) put your computer face down on the blanket.

Now the only tools that you will need is as follows:

1 #6 Philips screwdriver
1 #4 Philips screwdriver
1 #2mm Allen Key Driver
1 5/64 Drill Bit
Elect Drill
1 1/8 Poprivet
Small quanity of 5min
Adhesive Glue
Bull Nose Pliers
Long Nose Pliers

Note above screwdrivers are available from Tandy Cat 64-1961

Remove the silver seal on the EDGE of the computer if it is still there (doing this repair I would say your waranty is history anyhow) so don't worry about it.Then remove the six Allen head type screws found along the front and back of the computer, then turrn the computer up the correct way and with your fingernails pushed into the joining lip around the edge of the upper and lower half of the cases gently lever them apart.

You will now see a harness of coloured wires that goes into the metal case grab the harness of wires close to the metal case and gently pull upwards to release them from the mother board via a 8 pin plug

(NOTE THE BLACK DOT ON THE SOCKET WHICH IS ON YOUR LEFT)

Now looking at the metal case you will see 4 (four) lugs that are bent over. by using a flat screwdriver you can prize them up and get then straight.

There are now 4 (four) Allen type self tapping screws you can now remove two in the front and two on the left.You can now remove the top cover of the metal case.Now you can see what you have paid for. Looking at the disk drive you will see 4(four) wires (one red two black one brown) which is also pluged into the mother board, now looking at the plug you will see there is a white locking tab by using your fingernail again you can pull back on this while you are pulling on the plug.

Now by lifting up the grey ribbon a little so you can get hold of the plug on the end of the ribbon you can now also remove it from the board, you will find this plug a little harder to pull on to remove it.

Turn the computer over again and now remove the three(3) Philips head screws, giving the disk drive a helping hand by holding it until you turn the computer over again, now loosen the last philips head screw on the side of the disk drive you can now remove the drive. Now that was not so bad after all was it.....

Removing the small black Philips head screw on top of the disk drive and also the two side screws. (self tapping type) you will now be able to remove it from the steel case.

Every thing now put aside you now can work on the drive, at this stage you must be very carefull not to be heavy handed. Put the drive on the table with the Black Plastic side down on the table, as this is the best way to handle it with no damage to the unit.

There is two or three ways you now can do the repairs but I choose this way, Drill a 5/64 hole in the metal plate where the eject button goes and be very carefull as not to let the drill go and slide up the printed board and do damage to it.

Take the Poprivet and remove the shank from the rivet, this shank will have to be cut to length so as to enter the hole from theprinted board out once this is done you can bend the shank into a square to fit up into the button.

Once all this done you can mix up a batch of glue, fill the button with glue not quite to the top, now you can push the button completly home making SURE it is in the correct place before the glue sets (5 Min). When the glue has turned you can then put some glue around the head side of the rivet to make sure it does not come off again. Now the easy part, do all the above in reverse and that's it. Hope this is of some help to you to effect some necessary repairs and to cut costs..

Video, Animation, Graphics and Multimedia

By

Gary Colligan

The big names in computers, (IBM and Macintoch), are now starting to do big things in this new media so they say, you think IBM and Mac invented all this when you see all the newspapers, the word Multimedia is in the papers all the time. Years ago IBM thought graphics were only for games and not for serious work, boy have things changed, and Mac now see the world in color, not only b/w, but at a price. I was in Kmart when a man asked for a joystick for his IBM the salegirl got out the only one they had to fit it, and said, have you got a joystick card, the man said what! Oh you need a card so you can plug it into. Said the girl. What I'am trying to say is if companies can't give you a socket to plug your joystick in what else do you have to buy to run this new media

The Amiga has had Video, Animation, Graphics and Multimedia from the start (and don't forget true multitasking) even the kid down the street who plays games on his Amiga500 can draw a stick man color it and animate it on DPaint III. The Amiga got an early edge in these markets because it happened to have the most sophisticated technology in the business for driving graphics and animation at a good price. The Mac has the same 68000 processor as the Amiga but in the Amiga there are three custom chips designed to enhance graphics, sound, and video performance. These chips explain why the Amiga is snappy when processing graphics, while the IBM PC and Macintoch tend to be a bit sluggish. Another big advantage is the Amiga's HAM (Hold and Modify), graphic mode, and it ability to genlock to video easy.

I have been using DPaint for some time now with it animation, and have just brought Deluxe Video III with these two programs I can do multmedia presentations combining music, sound, pictures, and animation, with out buying any more hardware can IBM and Mac say that, read the article reprinted from Amiga World and you will see why the Amiga is the Machine of

today.....

POWER & PRICE:

Amiga vs. Mac and IBM

reprinted from Amiga World

WHEN WE DECIDED to do a price comparison of Amiga video and animation systems versus Apple's Macintosh and the IBM PS/2, we knew who would win.

Thet's why we did it. The Amiga is, quite frankly, the bargain of the century and the only PC that is truly appropriat technically for sophisticated video and animation applications.

Price is just one advantage of the Amiga. Specialized graphics chips is another. Other pluses include the ability to use large amounts of RAM (the IBM PC is still largely restricted to 640K). true multitasking, and NTSC compatibility.

(PAL TOO ed.)

The Amiga has had these features from the start, while competitors work to cobble together more expensiv systems. The Amiga, by virtue of its four year history in these areas, has an impressive array of products. There are literall hundreds of software titles that can be used for video and animation, with most price under $100 (American price. in Australia $200 ed.) There are also dozens of hardware products--digitizers, genlocks, and frame buffers at prices far lower then those of similar products in the IBM-PC or Macintosh markets.

We calculated how much it would cost to create a system capable of both video and animation. (American Prices, Australian prices would be higher.ed). The prices listed are retail prices, so you should expect to pay far less, and the products chosen are all mainstream offerings.

A quick surver of IBM-PC related products confirmed our initial suspicions. This stuff is expensive. Devices that allow PC-generated images to be put on vodeotape start at about $495.(American). On the Amiga this generall comes standard with the genlock. (The Australian Neriki genlock is one of the biggest sellers in America).

Genlocking is also more expensive on the PC. US Video, for example, sells a $799 system for putting PC images on videotape. To genlock, you need that board plus the $399 Genlock Overlay Module. Total price is $1,198.

The IBM and Apple machines themselves are also more expensive. Many animators and video people can get away with using an Amiga 500. witch starts at well under $1,000. After talking with professionals who have also used IBM and Macintosh computers it's clear that only their fastest and most expensive machines can do the job. For IBM, that means the Intel 80386 based PS/2 Model 70. For Apple, it means the 68020 and 68030 family of Macintosh IIs.

The Macintosh in particular has long had a reputation as a pricey box. For animation, you need a color system, witch on the Macintosh means one of their most expensive models...

(All prices in this articles are American)

reprinted from Amiga World

AMIGA
Amiga 500, $799
or
Amiga 2000, $2199
A501 (512k memory upgrade), $199
Commodore 1084 Monitor, $400
Software (Animation): DeluxePaint III (Electronic Arts), $149
Titling: Video Titler (Sparta), $149
Genlock that also dumps images to video: SuperGen 2000s (Digital Creations),$749
TOTAL COST: A500 = $2446.
A2000 = $3846

IBM
IBM PS/2 Model 70, $5495
VGA Monitor, $750
Putting images on video: VGA NTSC Recordable board*(US Video), $799
Genlock: genlock Overlay Module (US Video), $799**
Software (Animation): Autodesk Animator, $300
Titling: Video Titler (Entrophy Engineering) (VGA), $795
TOTAL: $8538
Includes VGA; outputs NTSC broadcast quality
***Requires the VGA NTSC Recordable board.**

MACINTOSH
Macintosh II, $6,298*
Apple color monitor, $999
Apple color graphics card $648
Genlock that dumps images to video: Personal Vision board (Orange Micro Inc.) $2599
Software (Animation): Super 3D 2.0 (silicon Beach Software), $495
Titling: unable to locate
TOTAL COST: $11,039
***Apple is apparently phasing out the cheapest of the Mac color systems.**

FOR SALE

This is a NEW section for all our Members to use if you have anything for sale advertise it here anything you want to sell be it an Amiga, Harddisk. or TV, let other Members know
(if you want something let us know,
Have something to swap...
I thing you get the pic.
As of this time we only have one thing to sell
So send in details of the things you want to sell

For Sale:
Amiga 500 with joystick and games A1 cond
Price $500
Ring Col on
047 741115

Blank Disks
No Name Box 10
$14
Sony Disks
$2.40 ea
PD. Disks
$4 ea or
3 for $10
We NOW can take Bankcard & Mastercard for all your orders ring bob for details

Penrith Cell Group

Penrith Cell Group meetings on the second Wednesdays of each month.

From Paddy.

At the Committee meeting on the first Wed in April, we decided to hold our Penrith Cell Group meetings on the second Wednesdays of each month, the reason as I put it to the Committee, we are a bunch of unknowing amateurs.led by the ungodly, unwilling and untrained, to do as much with so little that there's very little left over, when you had nothing to start with. So the team are coming to visit us from the Committee from time to time.

Gross vadanya Tvarich. Which loosely translated means sorry maties. Isn't it nice when you've got the pen and can have a little fun. Seriously though Penrith have had ten new members signed in three days this month, one all the way from, Pannawonica. W.A. Welcome Terry Nicols, drop us a line when you read this and let us know what's it like over there in your part of the World. Oh yes and you might tell us what you do with your Amiga. when your at it.

Two points of interest this month from the pages of the: Commodore Amiga Review.

Page 9. Center column. HDA 506: IBM Hard Drive Adaptor for Amiga. looks interesting, has anyone got any old spare IBM Hard Drives???.

Page 12. I really hate it when people accuse and point the finger and can't even give their name. There may be Piracy going on, but please be sure there's one Amiga Cell group in Penrith that just wont wear it, are the ones suggested from the AAUA, or does he mean some informal group, don't get me wrong Andrew, I agree with you. Hear Hear. I wonder if the writer has perhaps just one little bitty disk slightly sus ???.

A Brian Pettitt was to come and see us at Penrith, alas he has a little visit to the Hospital, over Easter, get well soon Brian. Brian is a games person of mature age, well he must be mature hs has been working in the same job for over forty years. He studies games until he gets every little piece of info he can get.

Well now there's this bloke who runs this little, "Amiga for Beginners Course" not for much gain mind you, more for the Public relations Departments of, Grace Bros;, Computerspot, and Commodore, It all started before Christmas you see, when David from Computerspot asked me to help, oh slips, ok so it's me, well I was doin it for nothin' and he got hoppin mad about it. I meant you to charge for the assistance, "he said".

Ed Note
Paddy does this Beginners Course on his own, and in no way is the A.A.U.A. connected
The A.A.U.A. is there to help our members on the AMIGA
When you join the A.A.U.A. you get all the help we can offer to you free, that is why we have a Amiga Club
It is your Club use it
If on the other hand you would like to have a private Course then by all means see Paddy or any one else

Well I have and since then things have been happening. This nice lady took one of these afore mentioned courses, and was returning some borrowed notes in a white plastic carry bag, which she gave to ny wife. Well blow me down with the papers, "A Pair of Panties". It took three phone calls to determine who they belonged to, and when this nice lady came to retreive the lost property, I suggested they might be her daughters, you see, to save any embarrasment. "Oh NO their mine", she voiced rather proudly. I really beleive I was the more embarrased.

A Pair of Panties".
It took three phone calls to determine who they belonged to,

Then on another occasion I was in Super K with the same loving wife, and this other nice lady, says, "Hello Paddy, you havn't called lately, I do love it when you talk dirty on the phone, well its more the heavy breathin". Then still in the same breath, "Hello Pat didnt see you there" all with the most beautiful cheeky grin. I ask you what more could go wrong.

I have contacted Chris Dunbar from Commodore and he will be arranging a night during July, and will bring the support team for a talk.

See you at

AmiForum

Paddy....

LIBRARIANS' CHOICE.

A selection of public domain programs

By

John Goodwin.

This column describes a selection of programs which have special appeal, perhaps because of their "polish", perhaps they represent the best of their type, (or perhaps I just like them).

This particular collection is only from the latest Fish Disks.

This month, "Program of the Month" is "ShowDisk" from Fish 269.

I like this program because of its "cuteness". Not really terribly useful, "ShowDisk" will graphically show the physical position of any file on a floppy disk, together with its control files .Selection of a file is made by the usual scrolling directory list. I found this program interesting to check the file fragmentation before and after using the disk optimiser program, "B.A.D". Actually, it showed that "B.A.D" really did work as it was claimed.
"ShowDisk" is a very smoothly operating program, and very cute. The only "bug" I could find was that the first file in the list was often hard to select. Apart from this, a really fine program.

"Mackie" Version 1.3 from Fish 267

is a very interesting program. This is utility which can initiate key macros, but it also has a really interesting screen blanking facility. This works when no input happens to the computer for a period of time. Instead of simply making the screen go black or dimmed, "Mackie" generates sets of patterns. The usefulness of a screen blanking is that a fixed display will eventually become permanently visible on a screen, even when it is turned off. Even if you don't use a screen blanking program, it is a good idea to turn the picture off or very dark when not using the computer for a time.

Note that to use "Mackie" in the Startup Sequence, it is necessary to use the program "RunBack", otherwise the Startup Sequence will not complete. "RunBack" is available on Fish 240.

"Calendar" from Fish 269

is a nice little calendar printing program. With an excellent WorkBench interface, this actually a useful program, and is very well presented. A good help facility is provided.

"PowerPacker" Version 2.3b from Fish 253

is data compression utility. "PowerPacker" has an excellent WorkBench interface, and is well presented. The major purpose of "PowerPacker" is save space on disks, thus allowing more files per disk. Files, once packed, are automatically unpacked when used. This program is compatible with several other major packing programs. Documentation is complete, and reasonably understandable. A packing factor of 60% is typical, allowing more than twice as much data to be put on a disk.

"DiskSpeed" Version 1.0 from Fish 251

is a performance checking program for disk drives. It seems to work fairly well, and can be used to check the relative speed of different drives, including hard drives. Note that this kind of program may interfere with the disk driving program itself, so results should be taken as relative rather than absolute. As well as this, care should be taken to have no other programs running at the same time, as I feel that this may result in an apparent, though false, performance degradation. This is, however, the best of this type of program I have seen so far.

Lastly, also on Fish 251 is the latest version of "DiskSalve", that essential utility for recovering disks with errors. This is Version 1.42.

My next offering will probably be from farther back in the almost forgotten Fish disks, as there were many, many really good programs as I recall.

Public Domain Disks Prices
$4 each or
3 Disks for $10
send order to Box No.
or ring any
Committee Member
to order
Public Domain Disks
The A.A.U.A.
NOW TAKE
BANKCARD
AND
MASTERCARD
ON DISK SALES
MINIMUM SALE $10

LATEST DISKS

FISH 341 to 350

Number: 341
Function: Programming/Pascal
Author: Multi
Name: P2C

P2C is a tool for translating Pascal programs into C. It handles the following Pascal dialects: HP Pascal, Turbo/UCSD Pascal, DEC VAX Pascal, Oregon Software Pascal/2, Macintosh Programmer's Workshop Pascal, Sun/Berkeley Pascal. Modula-2 syntax is also supported. Most reasonable Pascal programs are converted into fully functional C which will compile and run with no further modifications. This is version 1.13 and includes source.
Author: Dave Gillespie, Amiga port by G. R. (Fred) Walter

Number: 342
Function: Icon/Editor
Author: Peter Kiem
Name: IE

This is an icon editor which can create and modify icons up to 640x200 pixels in size (also dual render). It can set stack size, position of icon (also free-floating), default tool, 10 tool types and control over opened window. It can also generate the C source code behind the icon for program inclusion .
Version 1.0, binary only, source available from author.

Function: Shell
Author: Steve Koren
Name: SKsh

A ksh-like shell for the Amiga. Some of its features include command substitution, shell functions with parameters, aliases, local variables, local functions, local aliases, powerful control structures and tests, emacs style line editing and history functions, I/O redirection, pipes, large variety of built-in commands, Unix style wildcards, Unix style filename conventions, filename completion, and coexistence with scripts from other shells. Very well documented. Version 1.4, an update to version 1.3 on disk 309. New features include a "tiny" version, a working case construct, support for resident commands, smaller and faster external commands, and more. Binary only.

Function: Printer/HP Laserjet
Author: Thomas Lynch
Name: Softfont

Converts portrait soft fonts for HP LaserJet compatible laser printers to landscape format. This is an update to the version included on disk 327. Includes source.

Number: 343
Function: Game
Author: Michael Sinz
Name: SnakePit

A simple, yet addictive game in which you must get the snake (you) off of the screen. There are, however, some rough spots and some obstacles that may need to be overcome. An excellent example of a game that is as system friendly as possible. Includes source.

Function: BBS Application
Author: Mark Wolfskehl
Name: SoftSpan

Soft Span BBS program. Intuitive, command-line based menu system with message bases, up/down loads, file credit system, extensive help system, etc. This is shareware version 1.0, binary only, lattice C source code available from the author.

Function: Shares/Application
Author: Michael Hanelt
Name: StockBroker

A program that helps you follow the recent table of exchange from one (or more) share(s). But of course you must tell the Amiga the recent table of exchange every day. Requires AmigaBASIC. Binary only.

Number: 344
Function: Keyboard
Author: Multi
Name: Keyboard

Functions to translate RAWKEY Intuition messages into usable keycodes. Translation into Modula-2 of C source (by Fabbian G. Dufoe, III) on disk 291. Version 1.0. Includes source. Author: Fabbian G. Dufoe III, Peter Graham Evans

---

Function: Documentation
Author: Commodore Business Machines, Inc.
Name: RKMCompanion

two disk set of material created by Commodore for use with the 1.3 revison of the Amiga ROM Kernel Reference Manual, Libraries and Devices, published by Addison-Wesley. Almost 300 files, including C source code examples and executables, have been packed into two lharc archives, one for each disk of the two disk set. These examples are not public domain, but may be used and distributed under the conditions specified in the copyrights.

Number: 345
Function: Game/Strategy
Author: Multi
Name: CRobots

A game based on computer programming. Unlike arcade type games which require human input controlling some object, all strategy in CRobots is condensed into a C language program that you design and write, to control a robot whose mission is to seek out, track, and destroy other robots, each running different programs. All robots are equally equipped, and up to four may compete at once. This is version 2.3w, an update to version 2.2w on disk 331. Binary only, source available from author.
Author: Tom Poindexter, Amiga version by David Wright

Function: Disk/Print
Author: Multi
Name: Du

Prints number of disc blocks used in selected files or directories. Modified from original version on disk 48 to make output more readable, and handle ^C exit. Includes source. Author: Joe Mueller, enhancements by Gary Duncan

---

Function: Graphics/Utility
Author: Multi
Name: GetImage

An enhanced version of "gi" from disk 14. It now looks for the GRAB marker, in the brush file, instead of assuming that it is at a specific place, sets up the PlanePick value in the Image structure, and deletes any unused bitplanes to save memory and disk space. Includes source. Author: Mike Ferren, enhancements by Chuck Brand

---

Function: Utility/System
Author: Multi
Name: MemFrag

Displays number of memory chunks/sizes to show memory fragmentation. Chunks are displayed as 2**N bytes which is a rough guide but still useful. This is an enhanced version of "Frags" from disk 69. Includes source. Author: Mike Meyer, enhancements by Gary Duncan

---

Function: Graphic/Mathematics
Author: Carmen Artino
Name: Roses

A program that draws sine roses. Implements an algorithm given in the article "A Rose is a Rose ..." by Peter M. Maurer in American Mathematical Monthly, Vol 94, No. 7, 1987, p 631. A sine rose is a graph of the polar equation "r = sin(n*d)" for various values of n and d.

Function: Unpack/Unix
Author: Eddy Carroll
Name: Unshar

This program extracts files from Unix shar archives. It scores over similar programs by being small and fast, handling extraction of subdirectories, recognising a wide variety of 'sed' and 'cat' shar formats, and handling large files spread across several shar files. This is version 1.3, an update to the version on disk 287. Includes C source.

Function: Music/Synth
Author: Chuck Brand
Name: VcEd

A Voice (Tone) Editor for the Yamaha 4 Operator series synthesizers.Binary only, source

available from author.

Function: Conversion
Author: Gary Duncan.
Name: X2X

Cross converts between Motorola/Intel/Tektronix ASCII-hex files. These files are typically used for down-line-loading into EPROMS, or for transmission where binary files cause chaos. Handles S1, S2, S3, INTEL (inc USBA records), Tektronix (inc extended). Source included.

Number: 346
Function: Text/Editor
Author: Jean-Michel Forgeas
Name: Az

A nice little text editor that is fast, simple to use, and very Amiga'ized. This is version 1.50, an update to version 1.40 on disk 228, with lots of new features, bug fixes, and other improvements. Binary only.

Function: Print/Labels
Author: Thorsten Ludwig
Name: CassEti

Cassette tape label printer. Includes source in GFA Basic.

Function: System/Fix
Author: Holger Lubitz
Name: FME

Patch to AllocMem() to allow badly designed programs which request fast mem without necessity to be run on 512k machines. Includes source in assembler.

Function: System/Cli
Author: Oliver Wagner
Name: GoWB

Very small (296 bytes) and effective replacement for the well known "LoadWB" and "EndCLI" command pair. This release fixes a severe bug in the first version which used to guru if run out of a script. Includes source in C.

Function: C Programming
Author: Oliver Wagner
Name: PacketSupport

A link library, for use with Lattice C, providing a few functions to handle DOS packet postage. Includes source.

Function: Utility/System
Author: Oliver Wagner
Name: PatchNTSC

OS fix to allow the growing number of PAL display programs to be run on NTSC machines. Will patch the Intuition OpenScreen() function to assure screens with PAL height to be opened in interlace mode. Includes source in assembler.

Function: ANSI/Text
Author: Oliver Wagner
Name: TextPaint

Second major release of the Ansi editor. All major bugs have been fixed, and a bunch of new options have been added, e.g. possibility to reload ansi files or CLI modules, 4 color option, optimized keyboard layout, new drawing modes, right mouse button support (like DeluxePaint) and much more. Binary only, shareware.

Function: C Programming
Author: Oliver Wagner
Name: Timetest

Working example to show the time() and gmtime() functions of the Lattice C support library. Includes source in C.

Function: WorkBench/Utility
Author: Oliver Wagner
Name: WBD

Possibly the smallest utility to set the workbench screen to any depth. Includes source in C.

Number: 347
Function: Basic/Compiler
Author: Jurgen Forster
Name: Cursor

A 3-pass BASIC Compiler for BASIC programs written in AmigaBASIC, does not yet support all of the BASIC commands but is able to compile itself. This is version 1.0, includes source.

Function: Arcade Game
Author: Art Skiles
Name: Drip

Drip is an arcade style game with 15 floors (levels). You must move along the pipes of each floor and rust them to advance to the next level. Every 3 floors completed will entitle you to a bonus round where extra drips can be won. An extra drip will also be awarded for every 10,000 points. Binary only.

Number: 348
Function: C Programming
Author: Dissidents Software
Name: ColorReq

Describes the update to the color.library and has an example program, with source, that demonstrates its use.

Function: Editor Demo
Author: Dissidents Software
Name: DisEditor

This is a demo of the dissidents shareware text editor. Version 1.1, binary only.

Function: DataBase
Author: Dissidents Software
Name: DisSecretary

Function: Programming
Author: Dissidents Software
Name: FileIO

Contains updated files for version 1.6 of the dissidents requester library. There is a bug fix to the library as well as a new function. See disk 257 for the complete documentation, and examples.

Function: Programming
Author: Dissidents Software
Name: ILBMLib

Contains updated files for the dissidents ilbm.library on disk 237, with new lib features and a new library. Also included is a much improved (better organized) doc file, and new C examples that show how to use the library for any kind of IFF file. See disk 237 for other examples.

Function: Utility
Author: Dissidents Software
Name: InstallLibs

A program to copy files to the LIBS: dir of a boot disk. Can be used to create a handy installation program (hard disks especially) for programs that need disk-based libraries. Includes source.

Function: Programming/Music
Author: Dissidents Software
Name: SAMP

An IFF sampled sound format designed for professional music use. It can be used for 16-bit samples, multiple waveforms, etc. Includes a SAMP reader/writer shared library, interface routines, and programming examples. Also includes a program to convert 8SVX to SAMP.

Number: 349
Function: Music Editor
Author: Teijo Kinnunen
Name: MED

A music editor much like SoundTracker. A song consists of up to 50 blocks of music, which can be played in any order. Editing features include cut/paste/copy tracks or blocks, changing the vibrato, tempo, crescendo, and note volume. Other features include switching of the low-pass-filter on or off on a per song basis, and a cute little animated pointer of a guy doing "jumping jacks" in time to the music! This is version 2.00, an update to version 1.12 on disk 255. Now includes full source.

Number: 350
Function: Icons
Author: Bradley W. Schenck
Name: Icons

A large variety of icons for many uses, of practically every description. Most are animated.

Function: WorkBench Utility
Author: Howard Hull
Name: MemMometer

A program that opens a narrow window and graphically displays your memory usage like a gauge. Based on WFrags, by Tomas Rokicki. Version 2.10, includes source.

Cont Page 20.

Software purchases

By

by Darryl Sheather

So you've had your Amiga for a while now, played some games and learnt a little about the operation of your new toy.The time has now come you say to get a little bit serious about things.

We came to this conclusion a while back and decided to get our business accounts Amigatised.Simple we figured,we'll just trot down to our local computer shop and buy an accounting program.Spend a couple of weekends setting it up and instant computer accounts.We made a short list of what we required from a system and started ringing computer shops.

After a few phone calls it soon became apparent that either;

a. Nobody made accounting software for the Amiga

b. If it wasn't a game it wasn't worth selling

c. Sales people are totally stupid

d. All of the above

After ringing nearly every computer shop in Sydney we thought a phone call to Commodore was in order.A simple question was asked of customer enquiries about what accounting package they recommended for an Amiga. The answer, "You should have really have bought an I.B.M. compatable. Great we thought we have bought a dud. Back to the shops, the words BEST and EASYLEDGERS kept coming up in conversation. althought no-one could show us a demo or tell us any more than was written on the back of the packet [we'll have to open the package to tell you anymore] after all the program only costs around the $600.00 mark.Which opens up another question, how can a price differ by up to $150.00 over 3 shops

SHAME,SHAME,SHAME.

A glimmer of hope finally arose

After a call to Hard Disk Cafe, here was someone who could not only tell us about a package but could show us a demo and were even running their business on an Amiga.

The package turned out to be EASYLEDGERS the people at hard disk were knowledgable and helpful and their price was the lowest encounted.

After ringing nearly every computer shop in Sydney we thought a phone call to Commodore was in order. A simple question was asked of customer enquiries about what accounting package they recommended for an Amiga. The answer, "You should have really have bought an I.B.M. compatable.

Easyledgers seems to be quite a good package for the Amiga it's mouse driven with pre-printed forms available it seems to be just what the small business requires we're still setting it up at the time of writing but its rather easy although time consuming setting up our customer database. I'll write a full road test in a future issue.

In the meantime no wonder Amiga's are not entering proffesional uses on mass. With the poor retail showing that we received no wonder. Could you imagine this happening with a Mac. or I.B.M. I think not. Until the dealers get their act together and you are in the market for software a phone call to Hard Disk wouldn't go astray.

I cant wait until we set up our desk top publishing for the business,can you imagine trying to buy a scanner and postcript laser ever seen that set up in a shop? What a journey awaits us [I'll keep you posted.]

From page 19

Function: Sewing Application
Author: Bradley W. Schenck
Name: Stitchery

This shareware program loads in IFF images and creates charted patterns from them for use in counted cross-stitch and other forms of needlework. It requires one megabyte of memory to run, and works best with a good high-resolution printer for printing the patterns. The Stitchery was written with The Director and the Projector is included. Version 1.21.

Function: Disk Utility
Author: Eddy Carroll
Name: TrackUtils

Two utilities that deal with disk tracks. TCopy copies one or more tracks from one disk to another, and is useful for copying part of a floppy disk into RAD: during bootup. TFile creates a dummy file which "marks" a specified range of tracks, preventing AmigaDOS from using them and allowing them to be used for raw trackdisk data. Includes C source.

AmiForum
PARRAMATTA
TOWN HALL
30th
JUNE
11am to 5pm
BE THERE

Marrickville Metro
Shopping Centre
Shop 3A / 36 Victoria Rd.
Marrickville NSW 2204
Telephone: (02) 519 5323

FREE
postage
anywhere in
Australia

LOGICO
s·o·f·t·w·a·r·e

WARNING

THIS DISK WILL GIVE YOU HOURS OF FUN

THIS DISK COULD GIVE YOU 6 MONTHS IN PRISON

If you Pirate Software you are a thief. Thieves will be prosecuted.

PIRACY IS THEFT

ELSPA
European Leisure Software Publishers Association

Federation Against Software Theft
U.K.

COMPUTERMATE

Any information on software piracy should be passed on to Computermate Australia
Phone (02) 457 8118 Fax: (02) 457 8739

dataflow

Bringing You The Best In
Amiga Software

A wide selection from respected name developers, including:

PUBLISHERS' CHOICE

Software, Service and Support you can count on from Dataflow

STRATEGIC SIMULATIONS INC.