AMIGA

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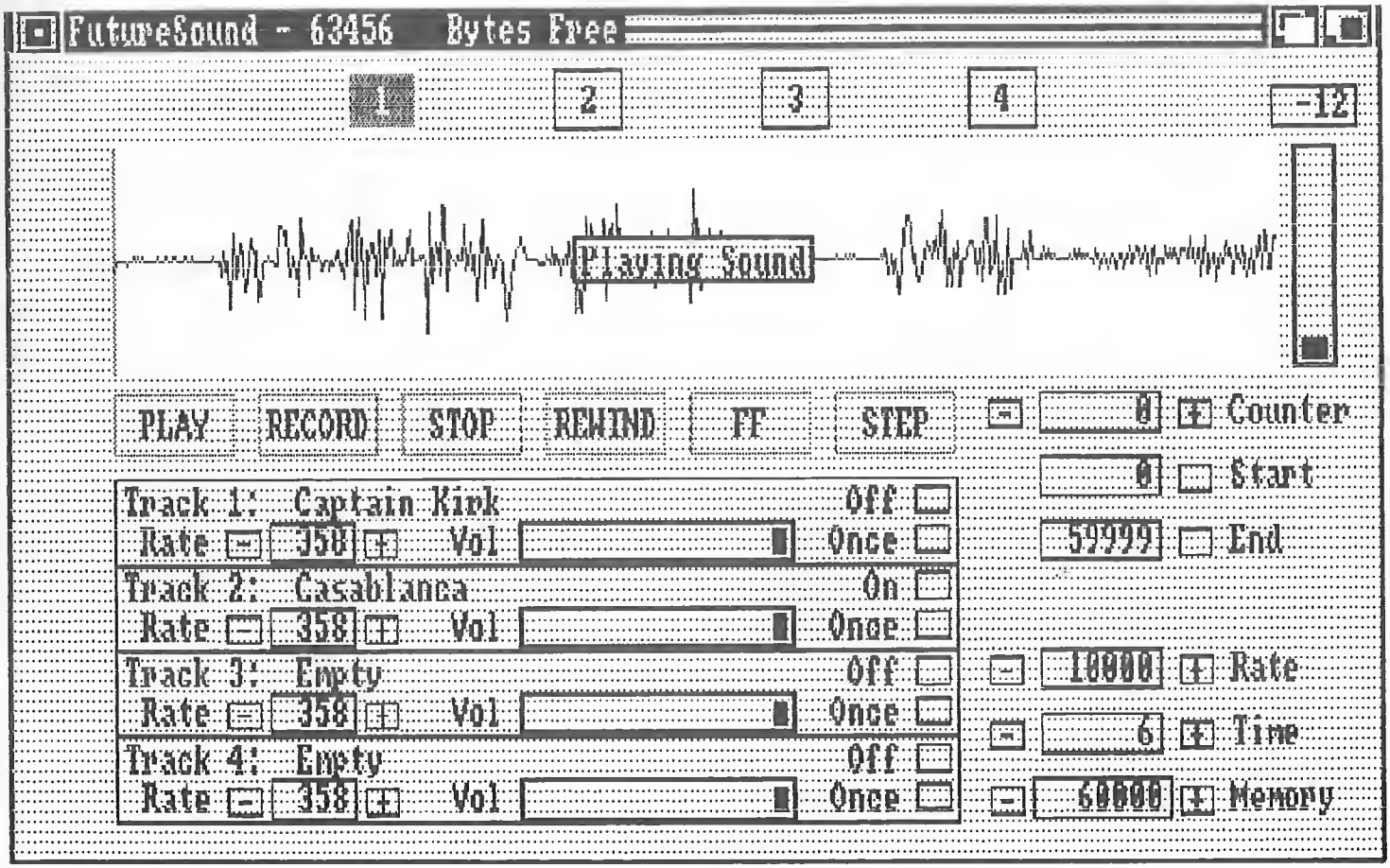

Next Meeting

Sunday, October 11th, 1987 at 2pm

AUG meetings are held at Victoria College, Burwood Campus
in Lecture Theatre 1 Melways map 61 reference B5

Amiga Users Group Inc, PO Box 48, Boronia, 3155, Victoria, Australia

Australia's Largest Independent Association of Amiga Owners
The *Amiga Users Group Inc* has no affiliation with Commodore
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Who Are We?

The Amiga Users Group is a non-profit association of people interested in the Amiga computer and related topics. With over 700 members, we are the largest independent association of Amiga users in Australia.

Club Meetings

Club meetings are held at 2pm on the second Sunday of each month at Victoria College, Burwood Campus, in Lecture Theatre 1. Details on how to get there are on the back cover of this newsletter. The dates of the next few meetings are:

Sunday, October 11th at 2pm
Sunday, November 8th at 2pm

Production Credits

This month's newsletter was edited by Peter Jetson. Equipment and software used was: TurboDOS S-100 computer, Brother HR-40 printer, Gemini 10x printer, Wordstar, Fancy Font and Grabbit.

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Contributions

Articles, papers, letters, drawings and cartoons are actively sought for publication in Amiga Workbench. Please submit your contributions on disk, since that means they don't have to be re-typed! All disks will be returned! Please save your article in **text-only** format (If it can be loaded by ED, it is text-only). Absolute deadline for articles is 16 days before the meeting date. Contributions can be sent to: The Editor, AUG, PO Box 48, Boronia, 3155.

Membership and Subscriptions

Membership of the Amiga Users Group is available for an annual fee of $20. To become a member of AUG, fill in the membership form in this issue (or a photocopy of it), and send it with a cheque for $20 to:

Amiga Users Group, PO Box 48, Boronia, 3155

Public Domain Software

Disks from our public domain library are available on quality 3.5" disks for $8 each including postage on AUG supplied disks, or $2 each on your own disks. The group currently holds over 132 volumes, mostly sourced from the USA, with more on the way each month. Details of latest releases are printed in this newsletter, and a catalog disk is available.

Member's Discounts

The **Amiga Users Group** negotiates discounts for its members on hardware, software and books.

Currently, **Technical Books** in Swanston Street in the city offers **AUG** members a 10% discount on computer related books, as does **McGills** in Elizabeth Street. Just show your membership card. Although we have no formal arrangements with other companies yet, most seem willing to offer a discount to AUG members. It always pays to ask!

Back Issues of Newsletter

All back issues of Amiga Workbench are now available, for $2 each including postage. Back Issues will also be available at meetings.

AmigaLink - Our Bulletin Board System

The Amiga Users Group operates a bulletin board system devoted to the Amiga, using the Opus message and conferencing system. AmigaLink is available 24 hours a day on (03) 792 3918, and can be accessed at V21 (300bps), V22 (1200bps) or V23 (1200/75bps), using 8 data bits, 1 stop bit and no parity.

AmigaLink is part of the world-wide Fido/Opus network of bulletin boards, and we participate in the national and international Amiga conferences. AmigaLink has selected Public Domain software available for downloading, and encourages the uploading of useful public domain programs from its users. AmigaLink is FidoNet node number 631/324.

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Quarter page	$20
Half page	$40
Full page	$70
Double page spread	$120

These rates are for full-size camera-ready copy **only**. We have no photographic or typesetting facilities. Absolute deadline for copy is 16 days before the meeting date. Send the copy and your cheque to: The Editor, AUG, PO Box 48, Boronia, 3155, Victoria.

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1351 mouse as an Amiga mouse

By P. Holmes

I recently acquired an Amiga 1000 without keyboard, monitor or mouse (quite legally) for a fairly reasonable price. Of course the CPU box alone is of little if any use without these items, so I set about obtaining them for equally reasonable prices. My microbee proved its usefulness by supplying its monitor (although the color range is quite limited) and I used the bee itself to emulate the Amiga's keyboard, but the mouse was a real problem so I resigned myself to buying a Commodore original.

After much phoning around, I found that no-one in Melbourne (or seemingly Australia) stocked the Amiga mouse. After all you get one with the machine, so who could want another one. But then I found the C128 mouse (the 1351 not the 1350) which looks like the Amiga mouse but, I was informed, is totally different inside. (Although no-one seemed to know how or why, salesmen spin some interesting yarns.) It certainly costs considerably less, so undeterred I bought one.

Now you may be surprised to hear that you actually get more for less in the 1351 mouse. The optical encoders are the same as those used in the Amiga but the electronics are more complex (don't ask me what they do because I'm afraid I didn't take any notice).

Basically the modifications I've detailed in this article involve removing all the components which convert the encoder signals to drive a dumb machine and replacing them with simple buffers to suit the Amiga.

The first thing to do is pull the mouse apart. This is fairly simple - turn it upside down, and if you see a screw, undo it. Remember the long screws come from inside the mouse.

Once inside, remove all the components except R1, R2, R6, R7, R8, R9, L1, C4, C5 and the link to ground with the ferrite bead around it. Also remove the link from the right button to the R pad on the main board and remove all the input wires from the main board except the purple white and ground. Connect the black wire on the input lead to the right button.

Now I don't know how much you know about the operation of the mouse, but basically there are two signals from the optical encoders for each axis of movement. In the vertical axis, the signals are Vertical (V) and Vertical Quadrature (VQ). The computer counts the number of pulse on the V to measure distance of movement. The VQ is almost the same as the V except that it either leads or trails in phase depending on the direction in which you move the mouse. The four signals V, VQ, H and HQ appear on the resistors R9, R8, R7 and R6 respectively and only need to be buffered to drive the Amiga. I chose a 74C906 as a buffer partly because there was one handy and also because it has open collector outputs just like the real thing (thanks to L. McC for a mouse to tear apart).

Solder the chip in, leaving pins 1, 2, 17 and 18 on the main board empty. The ground is already connected, so you only have to jumper the 5V supply to pin 14 of the '906. The table below shows how I connected the '906, its not the only way but it leaves the wiring reasonably tidy. If this is not clear enough please feel free to contact me.

74C906

Signal	Resistor	Input	Output	Output lead
V	R9	2	1	BROWN
VQ	R8	4	3	ORANGE
H	R7	10	11	RED
HQ	R6	12	13	YELLOW

Once you've put back together and plugged it in, (assuming it works), the 1351 is not seen by the Amiga as being anything other than the real thing. So if you find yourself in my position, either by good fortune or complete disaster, then I recommend the 1351 as an alternative.

PS. I'm still looking for a cheap keyboard to replace the bee.

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Reviews: Faery Tale and Barbarian

by Bob Scarfe

We keep hearing about the wonders of the Amiga and how it is a Developer's delight when creating software, and, with some of the software that has emerged over the past year it's obvious that some of them are having a lot of fun putting new ideas into practice. But are they necessarily to the betterment of the enjoyment of the user?

Take Faery Tale and Barbarian as examples. In Faery Tale we have a very sophisticated little visual story which obviously has had a lot of thought put into it. The result is a very interesting graphics package with a sort of a game carved around it. But is the game a secondary involvement to the graphics and sounds?

The story revolves around three brothers who have to find something to save the kingdom and they travel around the land finding things and getting in and out of adventures. They also get a number of lives given to them by this fat fairy who flies in like an Aussie rules runner to wave the wand over them, when they have been deaded. The graphics are very good quality 3D and cover a lot of territory including mountains, lakes, vegie gardens, swamps and castles etc. Unfortunately, there are also a lot of baddies, and they seem to come mainly in fours. They move towards you at breakneck pace and can find you no matter where you hide. You can tell when they are about to arrive cos the disk drive does a little brrp just before they get to you. They are incredibly difficult to kill, and, if by some luck you manage to knock them off, within 30 seconds there is another brrp from the disk drive and another four arrive on the scene.

To avoid the confrontation, you just try to outrun them, so most of the game is spent holding your finger on the mouse button or the direction button as you tear along through a series of inspirational graphics programs in a futile attempt

to outrun the nasties. As you go, you pass chests, keys, piles of money and other things that you can't stop for, because if you do, they catch up and kill you, and then you get taken back two miles just to start again, outrunning a new pile of baddies. Although the graphics are really terrific, there doesn't seem to be any logic in this interesting waste of time, although perhaps your mouse button finger gets a bit of exercise.

I've been told that there are a lot of interesting things such as flying birds to ride etc., but I haven't managed to stay around long enough to find any of them without running into a mountain and getting killed by my pursuers. A game that could have had great potential if it wasn't so one sided.

Barbarian, on the other hand, is much better thought out although it also has its problem. The barbarian slays, jumps and outwits his way to the treasure and back again through a series of wonderfully inspired dungeons and caves, up and down ladders and stairs and past an incredible range of monsters. The problem with this one is that it always plays the same and you always have to start the game at the beginning which is a bit irritating because, after a while, it gets very boring going through the same old dungeons and past the same old monsters, and then when you finally get to something new, it kills you in 10 seconds while you attempt to work out the secret to its fallability.

Both of these games are very interesting visually and could be really good if only a little more thought had gone into them. I realise that they have to be a bit challenging or else the users will lose interest in them and think that they aren't getting value for money, but the new games for the Amiga, while being visually exciting, have shown serious flaws in their attempts at making a new class of computer game for a new class of computer.

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Why do we need a BBS ????

by Drac

The simple answer is to allow us to keep in touch with the rest of the Amiga community worldwide. As most of you are aware I have been hounded, threatened, talked to and I have finally succumbed to sitting down and putting down a few words of wisdom for the uninitiated in the world of BBSing.

This article will not go into the nuts and bolts of how a BBS is run but rather what our BBS can do and a little backbround on why. First, here are the requirements for getting logged in:

1) A modem correctly attached to your machine and correctly plugged into the phone line.
2) You should be running a Terminal Program on your Amiga ie WTP, VT100, COMM134 etc
4) You should set this program up to these parameters:

   8 data bits, no parity and 1 stop bit

   If you have any problem understanding the above ring me, or see me at the meetings.
5) If you are using a Hayes compatible modem, please disable the scanning, that is fix the baud rate to 1200/1200 (the highest speed AmigaLink can handle at this time.)
   If you have a manual type modem use 300/300 (or 1200/75 if you are using VT100SB3).
6) Set the modem to ORIGINATE mode.
7) Dial AmigaLink on 792-3918
8) If you have a Manual type of modem, you will hear a tone as the modem answers the phone. On hearing the tone put your modem "On Line".
9) After a few seconds you will see the AmigaLink logo appear.
10) The system will then prompt you for your name.

Opus Overview

What it Opus

Opus is an evolving computer-based conversation system that combines simplicity with configurability.

Opus provides a feature-rich electronic messaging system, wide choice of file upload and download protocols, plus access to the world's premier amateur electronic mail network.

Messages

Messages can be of three basic types, or scopes: local, Matrix and broadcast. A message's scope determines its behavior on an Opus-based system.

Local Messages

Local messages are the simplest form available, common to almost all BBS systems. Local messages are available to a predefined group of users on a single BBS -the one where they were entered.

Matrix Messages

Matrix is the Opus word for network. This was chosen because of the ambiguity associated with the word "network." The Matrix is defined as a group of bulletin boards with can exchange information via the telephone network.

Broadcast Messages

Broadcast messages are fully compatible with EchoMail, which is a means of maintaining the same message base on multiple bulletin boards. This allows conferencing, even internationally.

File Transfers

Opus supports both uploads and downloads. These facilities enable sharing of public domain or "shareware" software among users and other bulletin board systems.

Uploads

Uploading is defined as a user sending a file TO a BBS. This lets users share programs they have written or collected.

Downloads

Downloading is defined as a user receiving a file FROM a bulletin board system. This allows a single point to serve as a 'holding tank' for software that can be freely shared among users.

Extended File Transfer Protocols

Several transfer protocols are supported in Opus. These include Zmodem, Ymodem, Xmodem, Telink, SEALink, Windowed Xmodem (WXmodem), Sliding Window Kermit and MNP.

The Main Menu

The first menu to be seen on login is the main menu. This is your gateway to the various sections (or rooms) of the BBS. A description of the various options follows :-

The **Message Section** is, strangely enough, where you find messages on an Opus system. Here, you may read and enter messages. The other main section is the **Files Section**, where you may up- and down-load files and programs.

Goodbye is the command you use to disconnect from Opus, also refered to as logging off, hanging up, etc, etc. The **Statistics** command displays system statistics such as the number of times you've called, how long you've been on the system, credits, uploads and downloads, etc.

The **Bulletin** command re-displays the system bulletins, which are the first things you see when you initially connect to an Opus system. The **Yell at Sysop** causes the Sysop's computer to start beeping, provided the Sysop has enabled this feature. If the Sysop hears the beeping, he/she may come to the keyboard and type directly to you (also known as "chat" mode). The Sysop may have "yell" enabled only during specific hours.

You may change your password, terminal setup and a few other options with the **Change Setup** command, and the **Version** command displays the version of Opus currently operating.

Message Area Commands

Opus does not have a separate R)ead message menu. All the message commands are contained in one menu, making message functions much easier to manage.

Following is a brief description of Opus's message commands:

The **Area Change** command lets you select another message area. Type "A" alone to see a list of available areas. You may also type a number immediately following the "A" to move directly to another area (e.g. A1, A;2). The **List** command gives a brief summary of messages in the current message area. It shows if message are private (PVT) or have been received (REC'D). Message from or to you will show FROM: or TO: in uppercase. A more detailed summary is available with the LIST VERBOSE command. Just type "LV" instead of just "L".

Inquire allows you to scan the From:, To:, and Subject: fields of messages for a particular series of characters or words. The fewer letters you enter, the more likely you are to find what you're looking for. Inquire allows use of "wildcard" characters as follows:

? : matches ANY single character; i.e. "Th?t" finds "This" & "That"
* : matches any number of instances of the same character; i.e. "x*yz" finds "xyz","yz", and "xxyz"
+ : matches one or more instances of a single character; i.e. "x+yz" finds "xyz" and "xxyz"

To find a literal question mark, asterisk or plus sign, precede it with a backslash, i.e. "\?", "*", "\+"

You can search for messages To: or From: you using the **Scan** command. "S" alone gives a brief listing, "SV" (Scan Verbose) gives a more detailed listing. "SV*" starts checking from the last message read in that area, rather than checking all messages. The **Goodbye** command in this menu functions exactly like the one mentioned above: it allows you to orderly disconnect from the system.

You may leave the message section and return to the main menu by using the **Main Menu** command.

The **Enter** command allows you to enter messages to other people, and the **Reply** command allows you to enter a "reply" message to the last message read. The message will automatically be addressed to the correct person.

To delete a message, you can use the **Kill** command. The message must be either FROM: you or TO: you.

Next lets you read the next message forward from the last you read. The * command is identical to the **Next** command. **Prior** lets you read next message prior to the last you read. Pressing RETURN alone repeats the last P)rior or N)ext command.

The = (Read Non-Stop) command reads all messages non-stop, starting at the last message read. Opus will NOT pause between messages. This command is useful if your computer can capture text from the screen and store it on disk ("capture buffer"). You can capture all the messages available, hang up, and read them on your own time at your own pace.

After reading a "reply" message, the - command (read Original) displays the message that it is a reply to. Reply messages are chained together; this command allows you to read backwards through the chain. The **Read Reply** command allows you to read the "reply" message to the last message read, if there is one. Reply messages are linked together like a chain. This command allows you to read forward through the chain.

Using the **Upload** command, you can upload text files directly into the message section.

This is all for this month. Next month I'll look at the change menu and the files section. By the way, the word "opus" is Latin for "project."

Happy BBSing, drac();

Editor's Ramblings
(Written 27-Sep-87)

Well, we're back to the old size and shape after last month's marathon issue. While the September issue was much quicker to put together because it didn't have to be folded, it cost us about $200 extra for the envelopes and higher postage rates. That's not to mention the state of my tongue after sticking down 700 envelopes! In the interests of saving money, we'll stick to this way until we come up with something better. Oh yeah, there's another reason that this issue isn't as long as last months - you lot didn't submit enough articles again.....

Commodore Australia sent us a questionaire about the group about a week ago. They wanted to know contact names and numbers, how many members we have and things like that. According to the accompanying letter "Commodore have been thinking of ways to help User Groups around the country." and "there have been a number of schemes put forward, and we would like to get some positive things going." They go on to say "We have in mind a regular collection of information, news, views and general items about the things that may interest you."

We sincerely hope that this marks a change in direction for Commodore. I remember when we asked Tony Cuffe to speak at one of the first AUG meetings. One of the things he said was that Commodore didn't like Users Groups. It has always been difficult to get information out of Commodore, by telephone or mail - neither gets answered. I'll be looking forward to a better relationship between Commodore and the people who are keeping them in business - us.

You may have heard that Commodore US recently ran a promotional offer to try to increase A500 sales. All Users Groups registered with Commodore (about 750) were offered a package deal of an Amiga 500 computer with 512k expansion memory, colour monitor, 5.25" external drive with Transformer software and a 1200 baud modem for $1000 US. All members were eligible for this deal. The good news didn't stop there though. All members of these registered groups who purchased an Amiga 500 between mid August and October 31st are entitled to one of two software offers. Package 1 consisted of Delux Paint II, Aegis Animator, Marble Madness, Textcraft Plus, Pagesetter and an Epyx joystick for just $99 US. The second package contained Pagesetter Delux, Maxiplan 500, Superbase Personal, Word Perfect, CLImate, Diga and Delux Video all for $199 US.

How about **that**? If you tried to buy those packages off the shelf in Australia, you'd have to outlay 5 to 10 times that amount! Unfortunately, it seems there are no plans to offer deals like this in Australia. At least not that they're telling anyone about.

Having mentioned Word Perfect, I have a request. I'd like to play around with it to see if it is suitable for producing this newsletter. If one of our readers who lives within a comfortable distance from Boronia has the package and is familiar enough with it to show me what it can do, I'd be grateful. I really need to get something better than WordStar, which is what I use now. Moving production of the newsletter onto an Amiga would be great!

Book Review - "C The Complete Reference"
By Eric Salter

At a Glance:

Title:	"C The Complete Reference"
Author:	Herbert Schildt
Publisher:	Osborne McGraw-Hill Berkeley, CA, 1987
Format:	Paperback 773 pages with index.
Price:	$55 less 10% with membership card at Technical Books.

This wholey pretentious title introduces the reader to what must be considered one of the best, if not the best, reference book currently available on the programming language `C'. Well presented and mostly accurate, this latest venture by Herbert Schildt into the difficult world of computer literature will be the benchmark by which other books of this ilk will be compared. Surprisingly, this excellent book is published by Osborne McGraw-Hill, who's efforts in the past such as "Introduction to dBASE - Lan Barnes" and "Using Microsoft Basic - M.L. Lesser" should be singled out as studies in gratuitous literary violence against a reader.

The book is designed to be a reference book on C. It covers the basic language definition, giving an excellent overview of the 'C' language in the early chapters. It defines clearly and in succinct language, the terms and concepts used to describe elements of a computer language such as identifiers, variables, constants, scope, storage class, operators and so on, translating the High Abyssinian Greek of language gurus into concepts that the reader can then grasp and use as they explore the world of 'C'. Some logical, as well as syntactical errors were evident in some of the example code.

Chapters two to four cover the language basics, looking at how the language is put together, promoting from the outset good principles of 'C' programming with timely comments such as "In well-written C code, main() contains what is, in essence, an outline of what the program does." Unfortunately not a principle practiced by enough 'C' programmers. To Schildt's credit, the first chapters are not a comparison with other languages. When other languages are mentioned, it is to help clarify a concept of 'C' rather than a direct comparison. In particular, the BASIC language is not mentioned. While I do not mind BASIC, it has no place in a book on 'C', mainly because BASIC is fundamentally at odds with the principles on which the 'C' language is based. I have seen books which teach 'C' as if it is BASIC but with new syntax, a concept that is totally abhorrent.

The next three chapters deal with the data structure features of 'C' - arrays, pointers and structures. Arrays are covered initially and while this is done well, it is one of the weakest chapters in the book because it is misplaced. Pointers should have been covered first as it would have introduced concepts that make arrays and later structures easier to understand. As it is, the chapter on pointers which follows is the worst. Pointers are conceptually the most difficult aspect of 'C' but arguably its most powerful feature. Unfortunately, this book goes the way of most. Poor coverage of pointers, and in particular their relationship to

arrays which is given only cursory attention, degrades an otherwise well set out and useful book. The only book that adequately covers pointers and arrays is the original Kernighan and Ritchie tome which is unfortunately in High Abyssinian Greek. Structures are covered adequately and the chapter deals with the proposed ANSI standard 'C' extension of being able to pass and return structures and unions from functions. However, once again, the relationship between pointers and structures is not fully explored, leaving out concepts such as linked lists of structures. This is not an oversight, as an entire chapter in the latter part of the book is devoted to the use of structures in stacks, queues and linked lists, but at least pointing out this use early on would serve to sow the seeds of imagination. Other aspects of 'C' covered here are bit fields, unions, enumeration variables and user defined types.

One of the best written chapters is chapter eight, dealing with input, output and files. Conceptually, I/O in 'C' has traditionally been seen in terms of UNIX's two level buffered and unbuffered file systems and the host of functions used to support them. Schildt has adequately covered this most difficult area of 'C' and introduced the proposed ANSI changes to the UNIX file system, without an overemphasis on UNIX or a need to be familiar with it. Most of the essential file related functions are there, with their useage explained with examples but the more system dependent routines are not. This is not a problem as people delving into 'C' at this level would be well equiped by the chapter.

The strength of this book is its coverage of the ANSI (and UNIX) standard library functions, including I/O, string and character, and mathematical functions. System dependent functions are covered with PC-DOS in mind. This is not a problem for others who do not use PC/MS-DOS; the chapter is small and is educational none the less. It is impossible to cover this system dependent area adequately; tomes have been written about the operating system function of UNIX and other DOSes.

Part three of the book consists of five chapters of general concepts covering algorithms for sorting and searching, queues, stacks, linked lists, and trees, sparse arrays, expression parsing and evaluation and an introduction to artificial intelligence based problem solving. The last two chapters of this section look at using system resources and graphics. Unfortunately, these are once again system dependent and once again those dreadful segmented architecture machines are used as examples.

The last chapters look at interfacing 'C' functions to assembly language routines covering calling conventions of Microsoft and Aztec C with the 80?8 family of processors and good chapters on software engineering, portability and debugging of 'C' code. I find it amusing that people believe the 80xxx family of machines are the only ones people use. In fact, writing a 'C' compiler for segmented architecture is a nightmare come to life. Real processors use linear address space, and this is not just my bias, this is truth. Ah well, we can only wait for the revolution...

BY COMMODORE®
AMIGA™
SMART KEY

SmartKey, the original keyboard macro program, is now available for the Amiga.

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The concluding chapters introduce the next generation or dare I say, evolution of 'C' into an object oriented language i.e. C++ (pronounced: C incremented). I think this is out of place in a 'C' reference book because C++ is not 'C' although it shares the same syntax and keywords. If people want to learn C++ one of these days, someone will write a book on it. Until then let's stick to 'C'.

In summary, the book is worth the money. You get a good C reference manual in easy to understand language. It falls down mainly in its coverage of pointers but deals well with I/O, the features of UNIX, the proposed ANSI standard and programming techniques. It spends too much time with PC-DOS interfacing and system dependent functions. A good index and table of contents.

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Starting SIGs

(Special Interest Groups)

At the last meeting, attempts were made to set up some Special Interest Groups (SIGs) without a lot of success. I think that this is the direction we need to go, because it's obvious that most of our members attend meetings because they want to know more about the great computer they have recently bought and want to explore its potential.

There is no limit to the number of SIGs we can have but they will not start by themselves and this is where you come in.

There are many potential SIGs which can fit under the umbrella of AUG. They don't have to meet at the time or the day of the meeting. For instance, Area SIGs could be set up, which by definition, are best located in the area that they represent. The inducement for holding SIG meetings on the main meeting day at our normal meeting site is the numbers that are together at the one place. As we'll soon have extra rooms, it is important that the committee be notified when a SIG is starting up so we can advertise to members where and when it will be held, so we can avoid clashes with other events.

It is also fairly important, if you wish to retain the interests of SIG members, that the meetings be fairly rigidly set up. This means that you introduce yourself to any new members of the SIG and introduce them to the others that attend regularly; that you have some sort of agenda or meeting schedule so that fellow SIGers have an understanding of what will happen at the next meeting or maybe beyond; and that you have an organised group that is prepared to take responsibility for the SIG. So, it would be a good idea to elect some sort of committee, although there is no need to have any actual positions, just a couple of people to be the organisers will do. If the group has no structure, the SIGers may become disgruntled and the group could flounder, which would be a great pity as it was deemed important enough to be set up in the first place.

A few SIGs have been suggested so far. These are:

Graphics

Geoff Wood, one of our Magazine Librarians (and brother of the other, Joan), is keen to start up a Graphics SIG. His telephone number is listed in the Workbench if you wish to contact him, although he is not keen to become the Organiser. He has said that he is prepared to act as a Co-ordinator until it gets up and running.

Music

Roland Seidel has already started a Music SIG, which has been meeting at his house an hour or so before our main meeting for the last few months. The Music SIG has a few problems with meeting at our normal place, due to the amount of equipment which can be required to do anything of value at the meetings. Some members have mentioned that they have difficulty getting to Roland's house as well as to the main meeting; perhaps he will be prepared to have general meetings at the main meeting site, and follow up with tutorials later at his house or something similar, but I guess this is up to the SIG to work out.

Communications

Bohdan Ferens (Orac) is keen to start up a Comunications SIG which will be centred around the Bulletin Board and he already has some good ideas about what the SIG could be involved in doing.

Apart from these well known people, there are a number of others who have approached me to start SIGs, but of whom I know little. Perhaps they will show themselves at the next meeting, or ring me.

Oevelopers

Chris Tremelling is interested in starting a Oevelopers SIG and I have had a few enquiries from others as well about this.

Oesktop Publishing

A guy by the name of Oean approached me at the last meeting about starting a Oesktop Publishing SIG and acted as a rally point for quite a few others who were interested in this.

Oean also expressed interest in starting a CAO SIG.

Here are a few other possibilities:

- Accountancy or Home Finance SIG
- Games SIG
- Basic SIG
- C language SIG
- Geelong Area SIG
- CLI SIG

You can only try. Speak up at the next meeting. Maybe there are 30 others who are interested in whatever group you are thinking of setting up. You'll never know if you don't try.

Bob Scarfe, AUG Coordinator

Notice of intent to start a Special Interest Group (COMSIG)

I wish to make it known that I will be holding a meeting AFTER the main meeting this month to discuss with any interested people the possibility of setting up the **Special Interest Group for Communications (COMSIG).**

At the first meeting, I hope to bring all interested parties together to decide on the direction of the SIG, discuss any ideas and choose a place and time for "between meeting" meetings.

It is hoped that this SIG will be able to allow users of the Amiga to link their machines together in a standard manner and to act as a base for any other SIGs that require inter-machine communications to build upon.

So, come to the initial meeting after the October main meeting.

-- drac();

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Public Domain Thoughts

by Oavid Peel

Some time ago, there was a public domain program which enabled the user to convert the pictures which they had drawn on their Commodore64 with "Doodle" or "PrintShop" (Amicus Oisk #11). It was implied that there was no way to get the pictures from the C64 to the Amiga. That is now no longer so thanks to the helpful advice of a number of people and the existence of some very nice terminal software for the C64.

The two computers were directly connected to each other using a three wire cable. At the Amiga end, I used that wonderful Vt100 program which is on Fish Oisk #41. The X-Modem protocol was used and the pictures transferred to the Amiga very quickly and easily. Then the acid test, to run the convert program. It was so quick and so easy I thought (doubting Thomas that I am) that it hadn't worked. Well, it had! So, I now have access to the neat little pictures that are on my C64 "PrintShop Oisk" for use in "Page Setter". I want to say that the whole exercise has been one of learning that public domain software is above all, people. People of good will, curiosity and generosity. I would like to acknowledge the help of Peter Jetson, Greg Hudson from Oown Under Software) and Julian from "The Commodore64 Users Group".

I am getting very excited about PO software. I am also keen to begin putting back into the pool. At present I am contributing in a small way to the development of a program which will enable Ministers or Priests who Preach from "The Lectionary" to find the appropriate readings set down for the Oay or Feast for which they are preparing.

"The Lectionary" is a set of readings from the Bible which works on a three year cycle. A year for each of the first three Gospels, Matthew, Mark and Luke. If I was to choose the easiest path I would simply load all the data into "Superbase Personal" and forget about it. This course would limit the usefulness to The Amiga. There are however a number of Ministers or Priests who regrettably only have access to IBM PC's. As a consequence, a conscious decision was made to develop the program in Basic. This has meant finding out about Shell-Metzner string sort routines as well as having to make fundamental decisions about whether to sort in memory or to use disk based routines. At this point we are keen to keep it in memory as this will make the whole project more easily portable. Perhaps there are others in AUG who are progrmming in AmigaBasic as we feel that at the moment we have had to re-invent the wheel and fire as well!

It may surprise some of you that one of the best Public Oomain sources is this very magazine which you are reading. It would be good to see some little AmigaBasic Routines published for those of us (hard to believe, but true) without Modems, and with only one disk drive.

I have included the "Shell-Metzner Sort" for those who may need it. To use generate a file with names or whatever you want sorted, call the file whatever you like but make sure you change the filename for access. I have set it up for a maximum of 20 strings but you can use any number you like provided you have enough memory. You'll get an error message if you try to read in more strings that you have set the OIM SHAREO b$(20) statement to.

```
OIM SHAREO b$(20) ' Large enough for all your items

OPEN "I", #1, "df0:filename"
I = 1
WHILE NOT EOF(1)
     INPUT #1, b$(I)
     PRINT b$(I)
     I = I + 1
WENO
it = i - 1
PRINT

PRINT".....SORTEO LIST....."
PRINT
gap = 2^(INT(LOG(it - 1) / LOG(2)) + 1)
10020 :
gap = gap / 2
c = it - gap - 1 : b = 0 : IF gap < 1 THEN GOTO spit

REM We go to "spit" when the sort is complete

10040 :
a = b
10050 :
d = a + gap : IF b$(a) > b$(d) THEN GOTO 10080
10060 :
b = b + 1 : IF b > c THEN GOTO 10020
10070 :
GOTO 10040
10080 :
t$ = b$(a)
10090 :
b$(a) = b$(d)
10100 :
b$(d) = t$
a = a - gap : IF a < 0 THEN 10060
10120 :
GOTO 10050
```

```
spit:
FOR I = 1 TO it ' Oisplay your sorted list
    PRINT b$(I)
NEXT I

ENO
```

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Purchasing Report

As most people are aware, the user group holds a modest stock of consumables. These are available to members at prices substantually lower than recomended retail.

At the moment, we stock the following:-

Nashua Oisks

3.5 Inch SSOO $35.00 per box of ten
3.5 Inch OSOO $45.00 per box of ten

5.25 Inch SSOO will be stocked if there is demand
5.25 Inch OSOO will be stocked if there is demand

Amiga 1000 full dust covers $20.00

Note that **ALL** disks we sell have full warranty and we are at all the meetings.

There have been people asking about modems, we can now supply:-

Nice Modem 2 1200/1200,1200/75,300/300 at $600.00

This modem will be upgradable to 2400/2400 in the near future and is the same type of modem we use on the AmigaLink BBS. We're happy with ours.

As of the September meeting we will be carrying at least one modem in stock during the month for the people who cannot make it to the meetings.

If you have any queries or maybe suggestions on what other items we could carry, please do not hesitate in contacting me either at home or at the meetings.

-- drac();

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Karate Kid Part II Review

by Nigel Harwood

This game is naturally of the karate genre, which means basically that you, as the good guy, are required to beat the living daylights out of the bad guys one by one.

You get a single disc which will boot up under AmigaDOS version 1.2, after which you type in "kk" to begin the game.

Yet again Marauder II with brain file 3.00 has let me down, and I was unable to backup KKII, hence the original disc must remain in the drive all the time I play the game.

The Game

This game is based very loosely on the movie of the same name, and you are required to face the major encounters that Oaniel (the star) faced in the movie.

Each encounter has a different fairly detailed backdrop (ie by the waterfront, etc) in front of which you tackle your foe, either computer or human.

Each successful blow by either combatant reduces the other's survival level by an amount dependant on the difficulty of the blow, ie a round house kick will score better than a high punch.

After you have defeated your opponent, you receive a score based on how long you took.

After certain fighting screens you will face a bonus screen where it is possible to pick up a lot of points. One bonus screen involves you in attempting to shatter up to six sheets of ice with your bare hands. The other I found to be impossible, it requires you to catch a fly with a pair of chop sticks, (I would like to meet the person out there who can do it #@$?).

There are a total of eleven screens, which I managed to get through on about the fifth attempt. Now I am not what you would call a great computer game player so this really means that good players would probably find this game lacking in challenge.

Graphics/Animations

The graphics and very smooth animation are the best feature of this game, the kicks and somersaults are excellent.

As a comparison the graphic detail of BARBARIAN are a bit better than KKII, but in KKII the smooth animation makes BARBARIAN's seem pale, given a choice I would take the fast smooth animation any day.

Music/Sound

The music and sound are quite good, but not spectacular.

Game Control

There are a total of 16 possible actions your character can perform using joystick control, including jumps, punches, kicks, somersaults and ducks.

The other game controls are a RESTART key and a screen ABORT key. The ABORT key will allow you to bypass some of the bonus screens ie catching the fly, (very thoughful). Incredibly, there is no pause key.

My Conclusion

I think that this is a very well put together game, perhaps it lacks a little in the interest stakes, but overall I think it was worth the money, $74. (I'll always like it because it's the first Amiga game I've ever been able to finish).

SMAUG Report

(AUG's Music SIG)

Well, I haven't managed to get a report in for a while. I seem to have serious trouble working out when the due dates are for articles. [See the inside front page of the newsletter -ed] My music room is finally finished now (even new carpet!), so I just might have a champagne music group meeting this time. Oon't expect much champagne though because there isn't much cash left after the carpet.

I understand that we will have access to some of the E building rooms after the main meeting so I see a good plan as this: turn up at my place (32 Monash St. Box Hill Sth.) any time after 12:00 noon on the day of the main meeting (11th October) and/or someplace on the Burwood campus after the main meeting (place to be announced at the meeting).

This way we can accommodate people who can't make it before 2:00 and the opportunity exists to exercise some goal orientated organising at a more formal meeting at Burwood. While the casual nature of the group has suited an informal exchange of ideas and skills, it would be good to see some definite projects organised.

One that I am prepared to do is collecting demonstration files for any of the music programs so that we can put together a local disk of demos. If you have such a file you may care to bring it along to the meeting and we'll start gathering them.

Probably of greater interest to the general learner are any helpful tips you have picked up along the way. While the documentation for any program is fine if you enjoy slogging through wads of waffle, most people learn much quicker from some poor sod who has already trodden the path and found the pitfalls. So please write something about how you learnt to use OMCS or how you finally figured out to play the John Farnham demo in Sonix and we'll disk them too.

I hope to be able to provide a list of who's doing what in the group at the meeting also. Probably in this format:

Gerry Coret (Opera singer) OMCS scripting/printing Hawaii 50

The phone number on the end is a bit of a joke because as you read this Gerry is probably sunning himself on the sands of Hawaii and won't be back for a couple of weeks. The list should make it easier for people to find someone close who may be working on the same sort of stuff and share some ideas.

To finish off, I'll spread a rumour that I got from one of the dealers that Aegis is bringing out a utility that will enable exchanging sound samples between different programs; Soundscape/ Futuresound/ Perfectsound.... It seems like a smart idea and may be a cheap way into sampling if you are handy with a soldering iron and have the circuit from last month's Workbench.

See you at the meeting....

-- Roland

Nelson's Column

by Bob Scarfe

Sadly, the only queries or suggestions that I've received since the last column have been one call regarding how to get the printer to work on OMCS, which I covered in the last Workbench, and a spurious statement that there is a similarly named article regularly featured in the AWESOME Newsletter. So, it seems that the person who put forward the idea at the meeting before last that people would respond to a 'Hints' type column is, like me, terribly wrong.

It's obvious that, unlike me, nobody else has any nagging problems with their computer or software, and never have any comments or solutions that they would like to pass on to others through this column. So, if nothing is heard on my telephone over the next few weeks of interest to any others, this is the last time that you will be reading this column.

If you have any questions, or hints and/or information that you could pass onto other AUG users, give me a call on (03) 376 4143 and I will put them into further editions of this column, otherwise, as they say in the classics, Sayonara.

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Public Domain Library News

Hi from the people who run the software library. This is a brief report on the goings on in our little corner of the Amiga Users Group. This is going to be very boring stuff about how many disks have been copied since the last meeting, but you're stuck with it because you haven't written enough articles to fill a newsletter. So, members of the committee (like us) get roped into writing something.

As you are probably aware, Margaret and I have moved house recently (hopefully Peter will have our new phone number in the list), so copying of disks has taken longer than usual, sorry about that. In our absence Joe has been doing a stirling job of helping you part with your money.

The total number of disks ordered during and since the last meeting was 196 disks, in a total of 37 orders. The most popular disks, as always, were the latest disks: Fish Oisks #89 and #90. There was also a large demand for Amicus Oisks #18, #19 and #20. So if you don't have them, what are you missing out on! There were also a few orders for the older disks (there are always new members) even 2 for Fish Oisk #1.

Now a gripe. When you order disks please include your full address with POST COOE, this will ensure that you receive your disks as soon as possible.

That's all concerning the actual disk library, now for a general comment. If you have always wanted to do something for the club, but didn't know what to do, how about a monthly article for the newsletter called "The meeting that was AUG". Well, maybe it could use a better title, but the general idea is to write a few words about what happened at the meeting. I for one would appreciate it as I don't usually get into the actual meeting as I am copying disks. Also

the club has quite a few country and interstate members who often wonder what it is we do at these meetings. I don't mean for this to be actual minutes of the meeting, just a general chat about what was said, seen and done at the meeting.

We also have our very first club disk. It's a DX7 voice filer program. Don't look at me, I figure if you want it you know what it does. It comes from Lex Eremin, and the club is much appreciative of his efforts. It can be ordered as AUG disk #1. He's got the ball rolling, please you imaginative hackers out there put fingers to keys and CREATE!!!!!!

Well that's my two cents worth (over priced), so long and keep those disk orders coming. We'll leave you with a listing of the newest additions to our library.

-- Margaret and Geoff

Fish Disk #91

This disk contains a distribution of ADL (Adventure Definition Language). ADL is a superset of an older language named DDL, by Michael Urban, Chris Kostanick, Michael Stein, Bruce Adler, and Warren Usui. ADL enhancements were made by Ross Cunniff, who submitted this material for inclusion in the library.

Included here are the sources to the ADL compiler, interpreter, and debugger. The binaries were compiled by Ross with the Lattice 3.03 compiler. Ross noted in his letter that currently ADL is a CLI environment program only, but that he hopes to offer a more Amiga'ized version in the future. Also, the stack size should be set to at least 10000 before attempting to run ADL.

Fish Disk #92

As65D2	Contains a portable 65D2 assembler, including source in C.
Bawk	Text processor inspired by the Unix awk utility. This is an update to the copy released on disk 65. Bawk searches files for specific patterns and performs actions for every occurance of these patterns. The patterns can be regular expressions. The actions are expressed using a subset of the C language. Includes source in C.
HunkPad	HunkPad pads an object file out to where it is exactly a multiple of 128 bytes, thus making it immune to having garbage appended on to the end of it by xmodem type file transfer protocols. Version 2, includes source. Update to version released on disk 84.
Less	Like Unix "more", only better, with forward and backward scrolling, searching and positioning by percent of file and line number, etc. Very useful! This is Amiga version 1.2, an update to the version on disk number 74. Includes source.
Ndir	Library that implements the 4BSD unix directory access routines (opendir, closedir, readdir, etc). Includes source in C.
Parse	A recursive descent expression parser that parses expressions, computes the expression value, and prints it. Includes support for some built in transcendental functions. Includes source in C.
Shar	Two programs to pack and unpack shell archives on the Amiga. Shell archives are the traditional Usenet method of bundling multiple text files for posting as a unit or for sending via electronic mail. Includes source in C.
SmallLib	A replacement for amiga.lib that is about 8 times smaller. Binary only.
UUencode	Programs to encode/decode binary files for transmittal via mail or other text-only methods. The binary file is expanded by approximately 35% for transmittal. This release is an update to the version on disk number 53, and includes a simple line-by-line checksum technique that can read and write files compatible with the older uuencode/uudecode, plus a file size test modification that is transparent to older uudecodes.

Fish Disk #93

Dme	Version 1.27 of Matt's text editor. Dme is a simple WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, fast scrolling, title-line statistics multiple windows, and ability to iconify windows. Update to version on disk number 87 (which was binary only). This release also includes source.
MicroEmacs	Version 3.8i of Daniel Lawrence's variant of Dave Conroy's microemacs. This is an update to the version released on disk 61. Includes source.

Fish Disk #94

AudioTools	Demo programs from Rob Peck's article in the July/August issue of Amiga World on accessing the audio device. This is version 2, an update to the release on disk number 84. Includes source.
ClickUpFront	ClickUpFront is another program, similar in function to the ClickToFront program from disk 86, that allows you to bring any window to the front simply by double-clicking in any part of it. Version 1.0, includes source.
HeliosMouse	Another "sunmouse" type program. Automatically activates a window simply by moving the mouse pointer into the window. Version 1.0, includes source.
Iff2Ps	A program to convert any IFF file to postscript for printing or viewing on a postscript compatible device. Version 1.2, binary only.

ModulaTools	Various useful routines for those programming in Modula on the Amiga. Binary only.
Terrain3d	Program which demonstrates generation of good looking pseudo-random scenery. This version is a derivative of "sc" distributed on disk 87, but now displays terrain in 3d relief. Includes source.

Fish Disk #95

Cmd	Cmd redirects the serial.device or parallel.device output to a file. Useful for capturing print jobs for debugging or "offline" printing. Version 4, includes source.
CygnusEdDemo	Demo version of CygnusEd, an editor from CygnusSoft Software. CygnusEd supports simultaneous editing of multiple files, multiple views of the same file, very fast display, margins, word-wrap, status-lines, insert/overstike mode, online help, soft scroll borders, screen overscan, adjustable tab size, macros, text formatting options, block/line/word cut/copy, and more. Also includes demo 3.0 version of MandFXP. Binary only.
Gomf	Gomf stands for "Get Outa My Face", a phrase many a programmer has mumbled when a Guru alert appears unexpectedly. This interesting little program can generally make the Guru go away and allow you to clean up and shutdown more cleanly. Version 1.0, binary only.
Journal	Journal is a program that records a sequence of mouse and keyboard events as they occur and stores them in a file. The file can be played back with another program, also supplied, which causes the same sequence of events to occur again. Very useful for creating demonstrations of programs or documenting repeatable bugs. Version 1.0, binary only.
MergeMem	Program which attempts to merge the MemList entries of sequentially configured ram boards. When successful, allows allocating a section of memory which spans board boundries. This is version 2, an update to the version released on disk 56. Includes source.
PrinterStealer	A program similar in function to "Cmd" that allows diversion of output destined for the printer to a file for future output or debugging purposes. Binary only, source available from authors.
Record-Replay	A program, similar in function to "Journal", that records and plays back mouse and keyboard events. Binary only, source available from authors.

Fish Disk #96

AnimPlayer	An animation reader and displayer that is the result of a consortium of animation software developers, which includes the authors of Videoscape, Sculpt3D, Silver, Forms-In-Flight, and Animator:Apprentice. Includes source.
Chess	A port of a chess game posted to Usenet. Still uses a "curses" type interface, so needs to be Amiga'ized. According to Bob, plays a better game than some of the commercial Amiga chess games. Version 1.0, includes source.
HackBench	HackBench provides the source for a WorkBench-like program, for experimentation and validation of new interface ideas. It is not intended to be an actual WorkBench replacement.
Label	Simple program to print labels with arbitrary text. Version 1.3, binary only, but source available from author.
LineDrawer	Makes a line drawing based on drawing commands stored in a text file. Includes a demo that draws an outline map of the USA and state borders. Version 1.0, includes source.
PopUpMenu	Example code implementing pop-up menus that are reasonably compatible with Intuition menus. Includes source.
Tek4695	A Tektronix 4695/4696 printer driver. Includes source.
TimeRam	A program to test the access speeds of Fast and Chip ram. Binary only.
WarpText	Fast text rendering routines, to be linked with application programs. Reported to be able to display text as fast, or faster than, "blitz". This is an update to the version released on disk 87. Version 2.0, includes source.

Fish Disk #97

This disk replaces disk number 57, which was pulled from circulation because of questions about the redistribution status of material in the "Dgre" subdirectory (replaced with "shm"). If you encounter a disk number 57 in circulation, please advise all parties concerned that the disk should be erased immediately.

Note that AUG will be supplying **this** disk for all orders placed for disk 57.

CutAndPaste	Public domain implementations of the Unix cut and paste commands. Includes source.
GraphIt	A program to plot most simple functions in 2 or 3 dimensions, as well as 2d parametric equations in term of t. Includes source.
Juggler	Stunning animation of a robot juggler with ray traced reflective spheres. Uses HAM mode display and sound effects to boot! This is version 1.2 and apparently fixes some bugs in the original version released on disk number 47. Binary only.
MouseReader	Shareware program, submitted by the author, to read text files and view iff files using only the mouse. Binary only.

Shm — A simple graphics demo which approximately simulates the motion of two interacting pendulums. Includes source.

Splines — Program to demonstrate various curve fitting and rendering techniques. Also includes something unique for the Amiga world, pop-up menus. Includes source.

Fish Disk #98

Access — A 16 color terminal program based on Comm version 1.34. Includes new macro window, custom gadgets, colorized menus, etc. Version Beta 0.18, binary only.

Backup — A simple backup program that writes normal AmigaDOS disks as the backup destination. To recover files, you just copy from the backup disk. Requires manual decisions about what subdirectories to backup to what disks to make everything fit. Includes source.

DCDemo — A demo version of DiskCat 2.3, a disk catalog program. Demo is limited to cataloging 100 files at a time. Binary only.

HdDriver — A complete driver for a WD-1002-05 hard disk controller card. This card can handle 3 hard disks and 4 floppies, but the driver currently only handles one hard disk. Includes source.

QBase — Quick-Base is a "MailBase Management utility", that lets you define and maintain records of your family, friends, and other associates. Currently a maximum of 200 records per file. Binary only.

Thai — A simple Thai quiz program developed by the author while he was learning the Thai language. It loads complete Thai sentences and words from a supplied file. If you click on the sentence or word gadget the program will pick a random sentence/word. You then click on the Thai/Speak/Phonetic/English gadget to display that version (or speak it). Includes source.

Fish Disk #99

This disk contains A-Render, which is a system for creating shaded 3-D images on an Amiga computer. It uses an image (picture) creation technique called 'Ray-Tracing'. A-Render is not a paint type of program. However, a HAM paint program could be used to enhance generated images.

Ray-tracing is the most realistic method of generating computer images. It is also one of the most complex. It can generate shadows, reflections and refractions. Since hundreds of thousands of calculations must be performed, ray-tracing pictures can take from 10 minutes to 50 or more hours to generate, depending on the complexity and resolution. Most hi-res images will take at least an evening (8 hours) to render. Once calculated, the hi-res HAM image is saved to disk.

Fish Disk #100

Berserk — This animation, unveiled at the September 87 meeting of the First Amiga Users Group, got Leo a standing ovation. It is a "must see" for every Amiga user, and ranks up there with "Juggler" as a premier demo for the Amiga. Note: this program requires expansion memory.

Conman — Extremely useful replacement for the standard console handler, that provides line editing and command line histories completely transparent to any application program that uses CON: windows. This program is shareware, and well worth a donation to the author. Version 1.0, binary only.

WBLander — Another interesting Workbench display hack. This one is really a game in disguise. Previously released on disk number 85 as "Rocket", this one has been upgraded to have sound effects. Binary only.

Fish Disk #101

CirPlane — A circular plane generator for VideoScape 3D. Generates a clockwise circular polygon with the specified number of vertices. Used, for example, to cap a cylinder or to generate surface detail. Version 1.0, includes source.

IconAssembler — This program loads existing WorkBench icon files and allows you to change either the primary or alternate images to another image loaded from an IFF-brush file. Binary only.

MicroSPELL — MicroSPELL is a standalone spelling checker which scans text files and reports on misspelled words. It has a 1000 word "common word" list, a 43,000 word main dictionary, and supports multiple user dictionaries. Also interfaces quite nicely with MicroEMACS 3.9, with an emacs macro to step through the source file, stopping at each suspect word and allowing the user to dispose of it in different ways. Version 1.0, includes source.

Midi — A midi library and utilities set. This looks like a very complete package, though I have no way of testing anything since I have no midi hardware. The midi utilities include a midi monitor to display incoming midi messages to the console, a routing utility, a midi library status utility, and more. Also includes source.

PsIntrp — A postscript interpreter that reads postscript files and previews them on an Amiga screen. Interactive input and output takes place in a small window. The page to be show is composed behind the window in an interlaced screen with 16 colors. Can also take input from a file. Includes source in assembler.

StartUps — Three replacements for the standard C startup files, Astartup.obj and LStartup.obj. The options include (1) BothStartup.obj, for WorkBench programs or CLI programs with or without command line parameters, (2) WBStartup.obj, for WorkBench programs or CLI programs that require no command line parameters, and (3) CLIStartup.obj, for CLI programs that require command line parameters but do not need to be able to be runnable from WorkBench. Includes source.

Fish Disk #102

Obug — Machine independent macro based C debugging package. Provides function trace, selective printing of internal state information, and more. This is an update to the version released on disk 41, and now includes a machine independent profiling mechanism. Includes source.

Match_stuff — Heavy duty text pattern matching stuff. The pattern syntax is an extension of standard AmigaDOS filename matching. Also includes some simply matched text replacement capability. Includes source.

Sectoram — A program designed to help Amiga users recover lost or damaged data from floppy or hard drives, or to repair a damaged volume. The author wrote this out of frustration with existing tools when he had multiple hard disk drive failures over the course of several months. Binary only.

SiliCon — A smart input line interpreter that provides a separate command window with full editing and recall of previous commands. Actual name is "Sili(Con:)". This is an update to the version first released on disk number 50. Binary only.

Xicon — Xicon lets you use icons to call up scripts containing CLI commands. This is version 2.00, an update to the version first released on disk 31, and includes close gadgets, window size specification, text display capability, plus more. Binary only.

SOFTWARE ORDER FORM

Disk numbers :								

Disks supplied by Amiga User Group @ $10	$
Disks supplied by member @ $2	$
Club Use Only Receipt #: Mailed on: / /	Total $
Mail to: Amiga Users Group, PO Box 48, Boronia, 3155, Victoria.	
Member's Name:	
Address:	

Application for membership of The Amiga Users Group Inc

Membership is $20 per year. Send your cheque to: **Amiga Users Group Inc, PO Box 48, Boronia, 3155**

Details on this side are optional

Surname: _____

First name: _____ (no initials) Year of birth: _____ Do you own an Amiga: _____

Address: _____ Occupation: _____

_____ Postcode: _____ Interests: _____

Phone Number: _____ STO Code: _____

What services would you like AUG to provide: _____

_____ Dealer's Name: _____

_____ Dealer's Address: _____

Signed: _____ Date: _____ _____ Postcode: _____

In the event of my admission as a member, I agree to abide by the rules of the Association for the time being in force.

Club Use Only	Date	Paid	Rcpt #	Memb #	Card Sent

Where is Victoria College Burwood Campus?

New members and visitors sometimes have trouble locating our meeting place the first time. Victoria College is on the North side of Burwood Highway, Burwood, just East of Elgar Road. Coming from the City, turn left at the first set of traffic lights after Elgar Road. Follow the road around past the football oval, over three or four traffic bumps to the car parking areas near the netball courts. Further up the road, to the left, you'll find Lecture Theatre 2.

If you have a Melways, try Map 61 B5.

October 1987 Amiga Workbench

AMIGA™ Users Group

P.O. Box 48, Boronia, 3155, Victoria, Australia

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