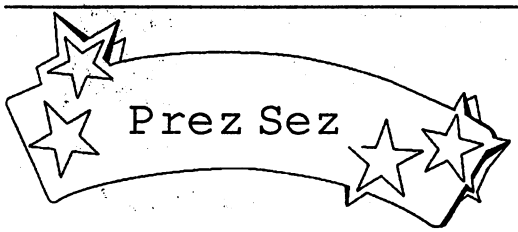
atalina ommodore omputer lub, Inc

Volume 10 , Number 11

C64/128 Amiga MS-DOS

November 1992



Pat Jenkins, our Vice President, is mounting a membership drive. Do you have ideas to attract new members or to promote our club? Contact Pat at 578-2972.

The C64/128 group is talking about changes in the Saturday meeting format. Talk to Robert Holdcraft and Tom D'Angelo with your ideas on these changes. Reach Robert at 747-3163 and Tom at 296-5076.

The MS-DOS group is getting more attendance. Bring your questions with software to Ron Gray. Reach him at 881-6821.

The Amiga group will have Amigas with Workbench 2.04 at meetings in the future. I'll bring in a 3000 that has 6 megs of memory and has the 1950 multi-scan monitor. This Amiga can also boot into Workbench 1.3 if a software demo needs that.

To control newsletter printing costs, the club will soon reduce or stop distributing newsletters to most computer dealers. A 3x5 pad with a map to our meeting place and times will be used.

Speaking of newsletters, the club needs someone to do the letter's mailing. The task is to get the letter's sheets from the printer, collate, staple with an automatic electric stapler, apply the mailing labels and mail. Two or three years ago several members would get together to do this as a party with pizza. That would be fine or one or two members could do it. I'll be calling around for help on this one soon. Help out by calling me, Dennis, at 292-2275 before 2 P.M. on weekdays.

Board meetings are at 9 A.M. in Madonna Hall before the regular Saturday meetings start at 10. All are welcome to attend. Anyone may also call a board member to pass along suggestions and ideas for meetings, to volunteer or to criticize. Please feel free to call me at 292-2275 before 2:00 P.M. weekdays with your comments.

See you at the meetings.

Dennis McCormick

Executive Board Meeting
September 19, 1992

The meeting was held at ST. Peter & Paul Madonna Hall at 9:08am.

In attendance were:

Dennis McCormick	-- President
Pat Jenkins	-- Vice President
Howard Wooten	-- Treasurer
John Tillema	-- Secretary
Bob Holdcraft	-- Member at large
Tom D'Angelo	-- Past President

others: Rob McConeghy, Margie Bullers

August Meeting's minutes accepted with a few modifications.

Secretary: None

Treasurer:

Trade Names for the Club were renewed (C.C.C.C. and Catalina Commodore Computer Club) with the state.

Membership:

135 : 64 Amiga
37 C-64
29 C-128
16 MS-DOS (either as a 2nd or sole computer)

New Business:

Big Blue Reader upgrade approved for C-64 SIG. ($18)

Meeting Adjourned at 9:56 am

For Meeting Info See Back

Last Minute Announcements

Rob McConeghy will be bringing the new Commodore A570 CD-ROM Drive to this coming meeting which includes the Fred Fish Library from 1-700. Disks can be copied from it for the nominal club copying fee.

A couple of meetings back an Amiga 500 box (empty) was left at the meeting. If it is not claimed, it might not make it past the trashcan. See Dennis McCormick to clain your property or call 292-2275.

COMMUNITY CORNER

The Volunteer Center coordinates volunteer services in Tucson. Each month we will be publishing a list of (somewhat) computer-related volunteer positions available. If you have time and knowledge to spare, please look through this list and call or visit the Volunteer Center, 877 S. Alvernon between 8 AM and 5 PM, Monday-Friday, 327-6207 to offer your help

SWITCHBOARD VOLUNTEER wanted for community funding agency; can also learn computer.

UPDATE OFFICE SKILLS by volunteering for community funding agency (know WordPerfect).

CHANCE TO LEARN computer: once or twice/month volunteers needed for switchboard and data entry.

CREATIVE WRITING and some computer skill wanted in volunteer to develop health organization newsletter.

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MS-DOS

Due to other commitments this month the third installment of Ron Gray's DOS For the Rest of Us will not be available untill next month.

A USER'S EXPERIENCE IN OPTIMIZING MEMORY

I've been busy trying all the combo's of good suggestions. Some worked, some didn't. I am not running windows and have a 2MB 386. For my birthday my son gave me the book "The Microsoft Guide to Managing Memory with DOS 5" (Microsoft). It tied together everything you all have been saying! I really like it.

Significant things are: Copy the autoexec and config.sys to a bootable disc and make all changes there. Boot from there to try things and when it crashes, just reboot normally and edit the a:> files. (I never thought of that) With mem /c |more or mem /c>prn, Everything resident before the command statement may be loaded with devicehigh in the config.sys and after the command statement uses loadhigh in the autoexec.bat. (Of course excluding the things that can't or shouldn't be loaded high). Start with nothing high, and using mem /c for size in hex needed devicehigh the largest first and one at a time go to the smaller. (DAVE.Y,CAT12, TOP5,MSG:108/m615)

VGA TO TV CONVERSION

Right now, there are three approaches to the VGA to TV conversion:

1. VGA cards which produce a separate television output. 2. External adapters which capture VGA and adapt it to TV. 3. Hybrids which modify your VGA settings in software AND include an external converter.

I have an advertisement from MicroTimes in front of me with Pro Labs Video Master, a PC to TV adapter (type not disclosed) which is being sold by Aroma for $195. (408) 736-4355 Another ad by Technoland at (408) 524-9188 offers a pocket-sized VGA to TV adapter for $169. It is an external device, usable with laptops, but it doesn't say whether it requires a special driver to set the VGA timing. Considering the price, it probably does. And Central Computer Systems, (408) 241-0185, offers both the Pro Labs Video Master at $185 and the Genoa M2100 VGA2TV at $425. These devices must be getting hot right now, as I also see a full- page ad for the A I Tech ProPC Plus and ProPC/Video. No price is given, but they give a phone number, (800) 882-8184, to call for information, and list Whole Earth Access as a dealer who carries it.

(S.ELLIOTT9,CAT14,TOP4,MSG:6/m615)

Downloaded from GEnie: GEnieLamp IBM Vol 1, Issue 8 (c)Copyright November 1992 T/TalkNET OnLine Publishing, GEnie, and the GEnie Computing RoundTables.

MS-DOS LIBRARY - CCCC

BUSINESS AND PERSONAL Section:

1----- LETTERHEAD PLUS(a) Letterhead generator V2.oB
#1 for instructions. >DL.COM (for menu).
(b) Boxlabel--prints large labels. >BOXLABEL.DOC
(c) Yearcal- prints normal, fiscal, aggie or 3-digit Julian. One of several languages. >YEARCAL.DOC Be sure and read the doc's
2----- PICLABEL
>PICLABEL.EXE
>TYPE README
more (has index for ins.)
Uses Printmaster/Printshop graphics.
3----- WILL KIT Simple will
>WOW
4----- PERSONAL RECORD KEEPER V1.10
You need: dos 3+
475k OF FREE RAM CGA,EGA,VGA Monitor
A hard disk drive or a high density floppy drive 3.5" or 5.25"
config.sys file in root directory must have lines:
File=50 or more.
>TYPE README |MORE (read this file to see how to set up on a hard drive, which is strongly recommended. It can however run on a floppy drive.
>WOW (to view the manual on screen, print manual or install prk.
5------ FOR SPORTS CARD Database HOMECRAFT'S SPECIALTY for storing, organizing, sorting and retrieving specific information. Needs 2 floppy diskdrives/ Hard drive if more than 1000 items in a collection. Hard drive minimum needs to = 20M
>TYPE MANUAL.DOC|MORE
6-----TRUE BUDGETThis disk is in a specially compressed format. Put a blank disk in drive and at >DISK1 then use that disk and at >GO FOLLOW DIRECTIONS.
7------FAMILY TREE - ETCV1.10 Geneology program at >TYPE
FT-ETC.TXT|MORE (18 pages doc)
To start at >FT-ETC
8------FAMILY TREE JOURNALQuite a large program (2 disk set).

FOR SALE

Final Copy Word Processor for the Amiga Must have at least 1 Meg Memory (Ram) $25.00 Call Susie at 884-9508

THE COMPUTER HOTLINE

The CCCC is hoping to reestablish an old tradition of publishing the names, phone numbers, and areas of expertise of those members willing to make themselves available to others in need of help. If you are able to share some of your knowledge or experience with computers (hardware, software, programming, etc.), please call the Editor or one of the board members if you want to be listed in this column.
Ror help with the following areas:

C64/128

BASIC Programming: **The Write Stuff:**
System Configuration: **Superbase:**
Call Steve Martin 744-3071
Tom D'Angelo 296-5076
Disk Recovery: **Spreadsheets:**
Sequential & Relative Files:
Call David Byrum 795-2928
Tom D'Angelo 296-5076

Hardware/Hardware Hacking
Call Gary Sterling 293-5219
Tom D'Angelo 296-5076
GEOS:
Call Bud Smith 574-7519
Telecommunications:
Call Steve Martin 744-3071

AMIGA

Imagine:
Call Evan Baran, 323-7325 or 888-2824
DeskTop Publishing : **DataBases :**
Call Rob McConeghy, 624-6650
AmigaDOS 1.3:
Assembly Language Programming:
Call Dennis McCormick 292-2275
We need more names here !
Where are you smart people?!?

The GEOS Page

GRAPHIC OPERATING SYSTEMS

By: Wayne Waters, CCCUG

It is not unusual to find articles in periodicals that proclaim GEOS as the hottest program for the C= 64/128. GEOS is a program that replaces the regular Commodore DOS with a graphic operating system. GEOS is an acronym for Graphic Environmental Operating System. A graphic operating system allows the programming of each pixel or dot on a monitor screen or printer.

There is much software and hardware available that enhances the basic GEOS programs. Graphic operating systems tend to require considerable memory, so with a C64 or 128, the system is very disk intensive (has to get the desired information from a disk because there is not enough room in memory). Frequently it is necessary to exchange disks when using a single drive. To reduce the disk changing, a second drive is almost a necessity. A third drive or a Ram Expansion Unit helps the system a great deal.

In the other computer world, there is Apple's Macintosh; a computer with a **native** graphic operating system. IBM computers and clones, known as MS-DOS computers, require special graphic systems much the same as C= machines. Microsoft produced a graphics operating system called Windows. GEOWorks produced Ensemble. Apple accused Microsoft of appropriating some of its proprietary designs, but lost the case. Now IBM does not like thieir machines to be tied to someone else's operating system, so they designed their own OS-1 & OS-2 systems, which didn't do too well on the market. So back to the drawing board! Recently a completely new OS-2 system hit the market. It's tailored to compete directly with Microsoft's Windows.

An article in the Wall Street Journal described the system, which first requires a lot of memory; 5 megabytes at least; and a hard drive with about 80 megabytes capacity! When tested on a 386SX, a state of the art machine, it was quite slow! The program comes on 21 high density disks and takes plenty of time to install.

Oh well, back to the C=64 or 128..... **So what if it takes a few extra disks to run GEOS!**

IS GEOS FOR YOU?

Excerpted from Rebick's Ramblings, HACG

If you are serious about your C= 64/128, then GEOS is for you! There seems to be no limit on what you can do with this system.

Let me state right now, it is slow in printing, because everything is printed in the graphics mode on your printer. Using a laser matrix printer driver, it can take as much as 30 minutes to print a page, but the printing is beautiful with a 24 pin printer!

GeoWrite and GeoPaint are the work horses of GEOS, but they are by no means the only applications.

GeoPaint is a full featured graphics editor, allowing you to create high resolution graphics. It can also be used to create forms which can't be done with a regular desktop publisher.

GeoWrite is a full function word processor, and can do anything any stand alone word processor can do. Can you insert graphics with your word processor? With ***GeoWrite*** you can!

And now, GEOS has invaded MS-DOS. With GEOS 2.0 you have literally thousands of different fonts. The PC version is limited to about 20..

Then there is **GeoPublish**, the desktop publisher that is part of the system. It gives you a newspaper format, including the importing of graphics.

You want a database? There is **GeoFile**, an application that handles records with ease.

Could I interest you in a spreadsheet? **GeoCalc** is about as good as any I have come across. It isn't any Lotus, but what do you expect from an 8 bit computer?

Need an index file? There's **GeoDex.**

The 8 bit computer may be on it's last legs, but there are still a lot of "heavy weight" programmers out there, still grinding out applications, desk accessories, fonts, and a myriad of other things for GEOS. There is a music composer, terminal program, and heaven knows what else!

Make no mistake about it. GEOS is complicated, and takes hours at the keyboard to master it. The results are well worth the effort. And there is always something to learn.

Editor's Note: We'll have GEOS up and running at future CCCC meetings for all you people having questions about it. Make sure you talk to Bud Smith or Bruce Morrison. If Bud or I can't answer your questions, we'll make a point of finding out for you. But to quote Bud: "If there's a mistake to be made in GEOS, I've made it!" So if we learn from our mistakes, this gives him vast experience to draw from! See you at the meetings!

C-64 Basic Doodles II

By: Paul Machula, CCCC

I hope you enjoyed the program "Henon" in the last article. It was actually quite a lot of fun to write. It is really amazing to me that such an odd mathematical thing even exists. To see it actually plotted out on the C-64 screen is fascinating. But, remember, the techniques I developed in this series can be quite easily adapted to your OWN wishes. You can even plot Mandelbrot curves if you desire!

There were some very fundamental concepts that we developed in this series. Among them were: filling arrays, sorting arrays; finding maxima and mimima, averages, standard deviations, slopes, trend lines, and even standard errors of estimates. We also learned how to turn on the C-64 hires screen, and how to plot points, and lines. Among the lines we learned to plot were the statistical lines mentioned above (trends and standard errors of estimate).

We then learned that we could plot other mathematical lines on our screens; including quadratic functions (lines, parabolas, ellipses, etc.), and even "strange attractors" from the new science of chaos. I would say that that is a pretty fair accomplishment for the series, but I have to say that I now need a rest for awhile now. Sometime back I wrote my first serie of articles and then took a break of about a year, and would like to do so again. After all, this is all volunteer work for me, and like anyone else in volunteer work, an occasional rest is warranted. I must I say I admire the many other volunteers of CCCC for the work they do, and I wish them the best of luck. Keep up the good work!

Now, before I finish, I would like to suggest some ways you may wish to improve on the programs we have developed. User-friendliness is one obvious improvement. Eliciting user response could be implemented in many areas. In fact, you could use some of the techniques of my previous series (database concepts) to get input from users and store it effectively (using arrays and disk storage).

Another way to improve the programs would be to add some method to print out the graphics that we developed. Wouldn't it be nice to print out the Henon attractor? There are a couple of ways of doing it. One way is to learn how your printer prints hires. Nearly all printers nowadays have such capabilities. But understanding how they do it takes some real work. Actually, the quickest way to print out plots is to find a hires "screen dump" routine somewhere. The "dump" basically prints the screen out on the printer. Incorporate it in the programs, and you will have a quick solution.

Now, it's been a long time since I have looked at the CCCC library of public domain programs, but it's quite likely that there exists a public domain hi-res dump in it somewhere. You may wish to find it. I am also aware of another excellent for a screen-dump source, if you ever subscribed to the old Compute!'s Gazette for the C-64. The December 1986 issue has an excellent little routine. It was written by Robert F. Mills, and is called "Fast Hi-Res Screen Dump," page 70. It's short, versatile, and quite effective--not hard to use at all.

Another area of improvement I am sure you must have been aware of all along. WHY ARE THESE PROGRAMS SO SLOW! Well, they ARE slow indeed. It's all because we did everything in BASIC. Since BASIC is an interpreted language, we have little choice. There IS a way, however, to remove this obvious irritation. We could COMPILE our programs. When this is done, the programs do not have to go through the interpretive BASIC routines. Compilation more-or-less turns the routines into machine-language, with all its advantages of speed. One way to compile the programs is by use of PETSPEED. I am sure someone in CCCC could assist you with that, if you desire. Personally, I use BLITZ, and am quite pleased with the results. Let me tell you, complilation makes a HUGE difference!

Well, that's it for awhile. I hope you enjoyed this series and have found it beneficial. Perhaps I will return in the future with still more programming ideas. Labas! (Lithuanian for "so long!")

What's a Hard Drive?

By: Wayne Waters, CCCUG

A hard drive is an electro-mechanical device (hardware) that has much greater storage capacity than ordinary diskettes. For example: a 5-1/4" diskette has a capacity of 170K (170,000) bytes or .17Mb (megabytes or million bytes); a 3 1/2" diskette has a capacity of 810K (810,000) bytes or .81Mb. The smallest hard drive available for a C64/128 has a capacity of 20Mb or the equivalent of 117 5-1/4" diskettes, or the equivalent of 24 3-1/2" diskettes.

Creative Micro Designs, Inc. has hard drives available with capacities up to 200Mb or the equivalent of 1250 5-1/4" diskettes. The advantage of a hard drive is that the information stored thereon is immediately available as if it were on a diskette in a drive. There is no need to look for the disk that has the desired information. It's all in one place ready to go. Convenient but expensive.

October's Meeting

By: Bruce Morrison

At October's meeting, the members present talked briefly about whether we should stick to a 4 hour meeting or change to a 2 hour meeting. Most agreed that a shorter meeting would be best. We also talked briefly about structured vs. unstructured meetings. No definite decisions were made except for agreeing that the disk library would only be open in the future for the first 2 hours of the meeting. A good suggestion put forward by some members was that for the first 2 hours, we could have a structured meeting with demos, speakers, etc. Then if business or fun permitted, we could have the meeting another 2 hours for the full 4 hours.

Vice-President and cartoonist extraordinaire Pat Jenkins and member Nancy Dippold of the Amiga Sig stopped by and made annoucements to the C64/128 and the MS-DOS Sigs. They mentioned we were welcome anytime to the Amiga meetings, and if we were interested in the Amiga demos that we were also welcome to attend. The biggest problem noted was that we all hold our meetings at the same time, so how could the Amiga Sig go about announcing the Amiga demos, etc. without disrupting the MS-DOS and C64/128 meetings?! The best suggestion I heard was to announce the programs for the upcoming monthly meetings in the newsletter and let the members decide which Sig they would be attending! Anyone else have any ideas? We would be interested in hearing them.

Commodore Upgrades

By: John Apodaca, SBCUG

A frequently asked question is: How do I upgrade or get more use from this Commodore computer?

1. Subscribe to RUN or Compute magazine. RUN is published six times a year and is specifically for C64/128 users. A subscription to RUN is $22.97 a year. Compute is a monthly multi-user magazine: IBM PC, Amiga, 64 & 128. At the newsstand the IBM PC version is sold, but if you subscribe, you can request a custom version with the addition of an Amiga or 64/128 section, or both. A subscription to Compute is $9.97 a year. Both have companion disks with the programs found in each magazine.

2. Get the Maverick copy program. It is probably the finest package of utilities available for the C64/128. It includes several copy programs. One of the best is GeoBoot. It allows you to create bootable 3.5" disks for GEOS. There are paremeters that can strip copy protection away. Maverick uses RAM expanders and C128 64K video RAM for fast single drive copyier buffers.

3. Get JiffyDOS. It is an easily installed ROM system for your computer and disk drives. Your programs will load and save much faster. A wedge is built in that allows you to easily execute many disk commands. A two drive copier is built in. JiffyDOS is compatible with just about any program out there. There's a money back guarantee if you find compatibility problems. JiffyDOS is available from the RUN magazine special products section or direct from Creative Micro Designs.

4. Get GEOS 2.0. (Editor's note: see The GEOS Page in this newsletter for more info on GEOS.)

5. Flat C128 upgrades: video RAM may be upgraded from 16K to 64K; hence more colors can be displayed in 80 columns. BASIC 8 is a program that exploits the 80

(continued on next page)

Commodore Upgrades

(continued from page C3)

column screen. A 128D has 64K video RAM built in.

6. Add a second SID chip to your computer to play 6-voice stereo music files. Many stereo files are available to download from Q-Link.

7. Get a modem and subscribe to an online service such as Q-Link. Q-Link has many files to download for C64/128, GEOS, & the stereo SIDplayer.

8. Get a Laser Printer. The Epson Action Laser II is excellent. It includes FX and LQ emulation in addition to HP LaserJet IIp emulation. It has a 2 year warranty and sells for about $699.

What Happens In There, Anyway?

Author unknown, via PACC

Sometimes when you are operating your computer, you wonder just why certain things happen, how it was programmed. As an example there are times when the computer asks for a yes or no or other simple answer. In some cases, when you punch in a yes or no, you also need to punch the return key before the action takes place. How come?

The answer is that in BASIC programming, the programmer has two ways to make the compuer respond to a question. If the question is asked via the input method, the return key is required before action takes place. If the programmer asks the question with the get method, the computer *instantly* responds.

In answering the yes or no question, there are times when the operator can type a Y or N instead of yes or no and there are times when the answer must be in capital letters. This again is at the option of the program writer. In the program he can say if the answer is YES, Yes, yes, Y or y, then goto next activity. If he just instructed the computer to respond to Y or YES, that is the *only* way that the computer will respond. The same goes for the NO answer, of course.

In a long program, the writer will often *conserve memory bytes* by keeping the answers as limited as possible.

You might also wonder why some printing on the screen appears very rapidly and at other times the letters roll across the lines like steam rollers. Well, the computer would by it's nature spell out the message as fast as it can. It wants to show off how smart and quick it really is. But the writer of the program may want to give the computer operator more reading time by slowing down the output of the message. He does that by creating a pause sub-routine and then directing the computer to the sub-routine after *each* word in the message. The length of the pause determines how fast or slowly the message will appear as it scrolls across the screen.

It Keeps Costing More And More To Operate The OTHER Computer System

Author unknown, via PACC

Your Commodore computer system permits you to continually purchase new software programs and hardware peripherals for your present computer, be it ten years old or a new one recently off the assembly line. Not so with the PC compatibles!

Nearly each year since they were introduced, the PC compatible computers have undergone drastic changes. So drastic in fact, that old computers can only use old programs. The newer software, to make use of the hardware improvements, will not work on the previous model computers.

The basic PC motherboards, the CPU of the units, have gone from 8086's to the present 586's, with 8088, 286, 386 and 486 in between. Plus there have been SX's and DX's and co-processors for each series, making the number of computer improvements almost unbelievable! All of these bursts into the [illegible]re have been of use to certain users, but have been a nuisance to a great many PC users.

With your Commodore computer, you can purchase any new or old software that you wish and know that you can use it on your machine. With a PC, you have to know exactly if your own model can accomodate a particular version of a piece of software in which you may be interested.

In order to keep up with the new improved versions of PC software, you also need to constantly purchase new improved hardware to accomodate it.

But then, - that makes jobs, doesn't it!

Call Waiting

By: Fred Mayes, CUB

I thought everyone knew this little trick, but in case you didn't know, remember where you saw this - you might need to use it someday. If you have call waiting, or use someone else's phone that does, it will create misery for you if you use a modem. If you are on-line and someone tries to call your number, the double click you ordinarily hear will hang up your modem. If you are in the midst of downloading a large file via long distance, you will be in no mood to talk to whoever is trying to call you. The trick to disabling call waiting is to dial *70 and then dial your number. You can add this to the beginning of your number and store it in your terminal's program's phone book (example: *70 1 800 555 1212). While you are on-line, people who try to call you will get a busy signal (just like they ought to do), and when you hang up, the call waiting feature is automatically reactivated.

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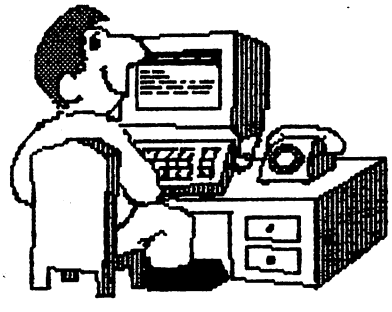

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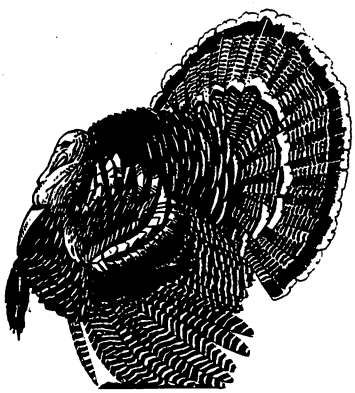


Let Us Give Thanks

CCC INC. Amiga News

Whither the A3000?

By Steve Jess

It sounds like one of those good news/bad news jokes. The good news is, Commodore has lowered the price of the Amiga 3000 as low as $1499 for the 25 mHz/52 MB machine, and that's with Scala multimedia presentation software included. The bad news is, it *sounds* like a closeout price -- you know, like one of those year-end sales at your local car dealer.

To confuse matters further, the bundled deal mentioned above replaces an earlier plan (announced at the September World of Commodore Show) to bundle a CDTV player with every 3000. Commodore apparently had envisioned CDTV as a way to get CD-ROM players into the hands of more Amiga users. The deal would have included the public-domain ParNet utility to network the computer and the CDTV together through their parallel ports, so the CDTV could be slaved to the 3000.

What does all this mean? Here are three possible scenarios. (Whichever one eventually comes true, Commodore will probably say that's what they were planning all along.)

1. Commodore is blowing out 3000s to push the new 4000 model as the high-end machine. When the supply of 3000s is exhausted, the model will be discontinued. *But then why is Commodore bundling Scala with it? Doesn't that create a new market for the machine? If so, it's going to be hard to bump it off.*

2. Commodore is discounting the 3000 to kill off the 2000. With a 25 mHz A3000 at $1500, it hardly makes any sense to buy a more expensive, but slower, A2000HD/A system. If the 3000 is permanently left at this low price, 2000 sales could dry up, and Commodore could eliminate it. *But where would this leave the lucrative Video Toaster market, which has put the Amiga on the map? Would Apple have given up on desktop publishing, just as the Mac was beginning to flourish in the mid-80s?*

3. Commodore is practicing a kind of marketing darwinism -- in other words, survival of the fittest. The company's now producing Amiga computers in six different physical layouts (A500, A600, A2000, A3000, A3000 Tower, and A4000) with a seventh, the A4000 Tower, on the way. (Note: the new Amiga 1200 described on page 5 uses the 600's case. It's a new computer inside an ezisting physical layout.) Commodre President Jim Dionne admitted at World of Commodore (see last month's issue) that the future of the current Amiga models would depend on the demand for them. If the 500, 2000, and 3000 can survive with their "outdated" chipset and operating system, fine. If not, the company has newer models it can carry on with. NewTek will have to adapt (by developing a 3000- or 4000-compatible Toaster) or die - there's darwinism again. This is risky. NewTek and Commodore

-continued on page 4

DISK-OF-THE-MONTH OCTOBER 1992

WB2Patterns - Nice non-gaudy backdrop patterns.

NationalDebt - The name is confusing. This is a basic calculator which handles 60 digit arguments and 120 digit results.

ChemistryConstSet - Specialized paint program to draw molecular structures.

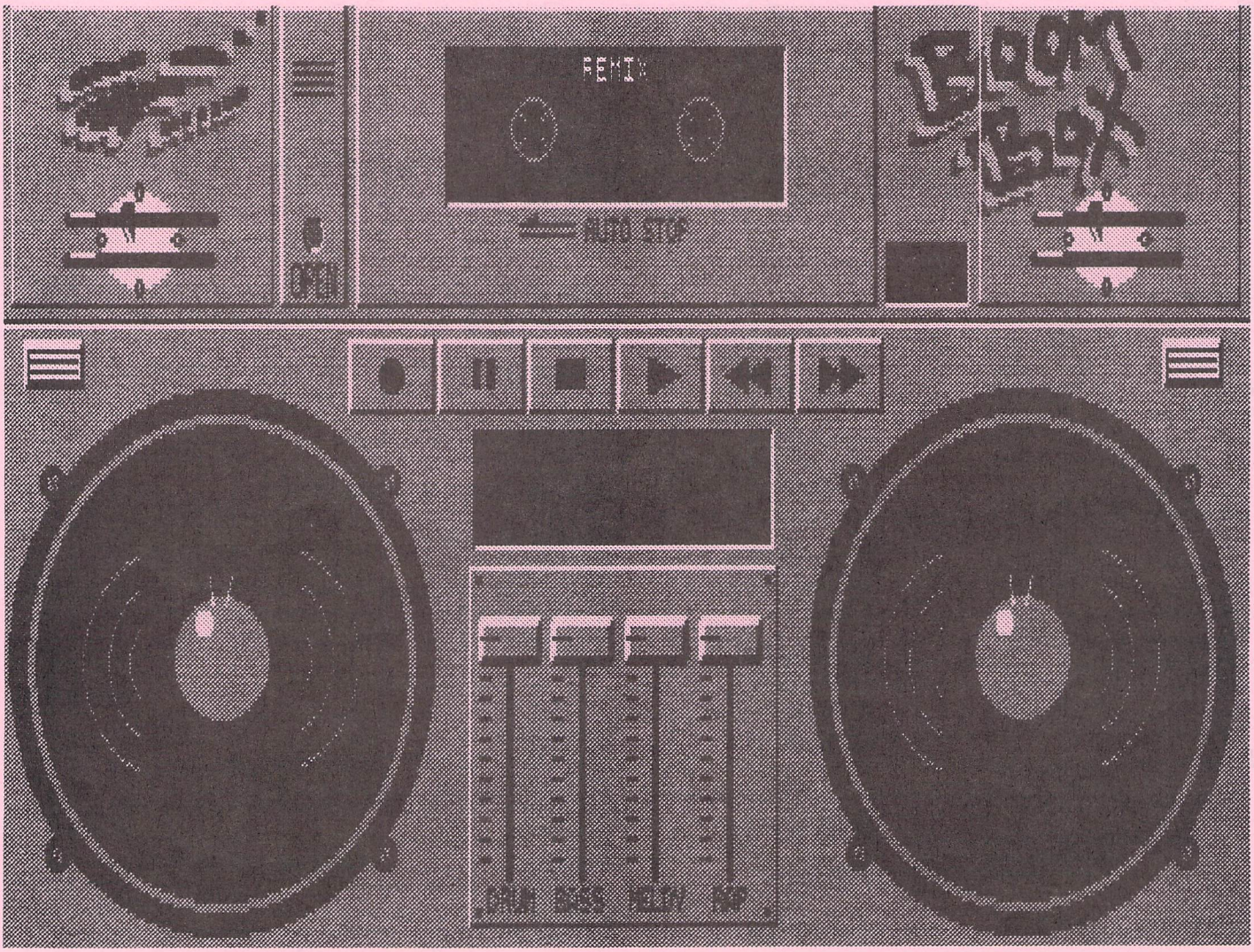
VCLI_5 - Latest release of the VCLI voice command program, which works with your audio digitizer.. This is the one Howard Wooten demonstrated for the club several months ago.

Degrader - Many options to "cripple" your system, so that older programs may be fooled into running properly...survives reboot.

Klondike - Solitaire card game.

QubeHopper - Qube hopper arcade-style game - a "Qbert" clone.

BoomBox

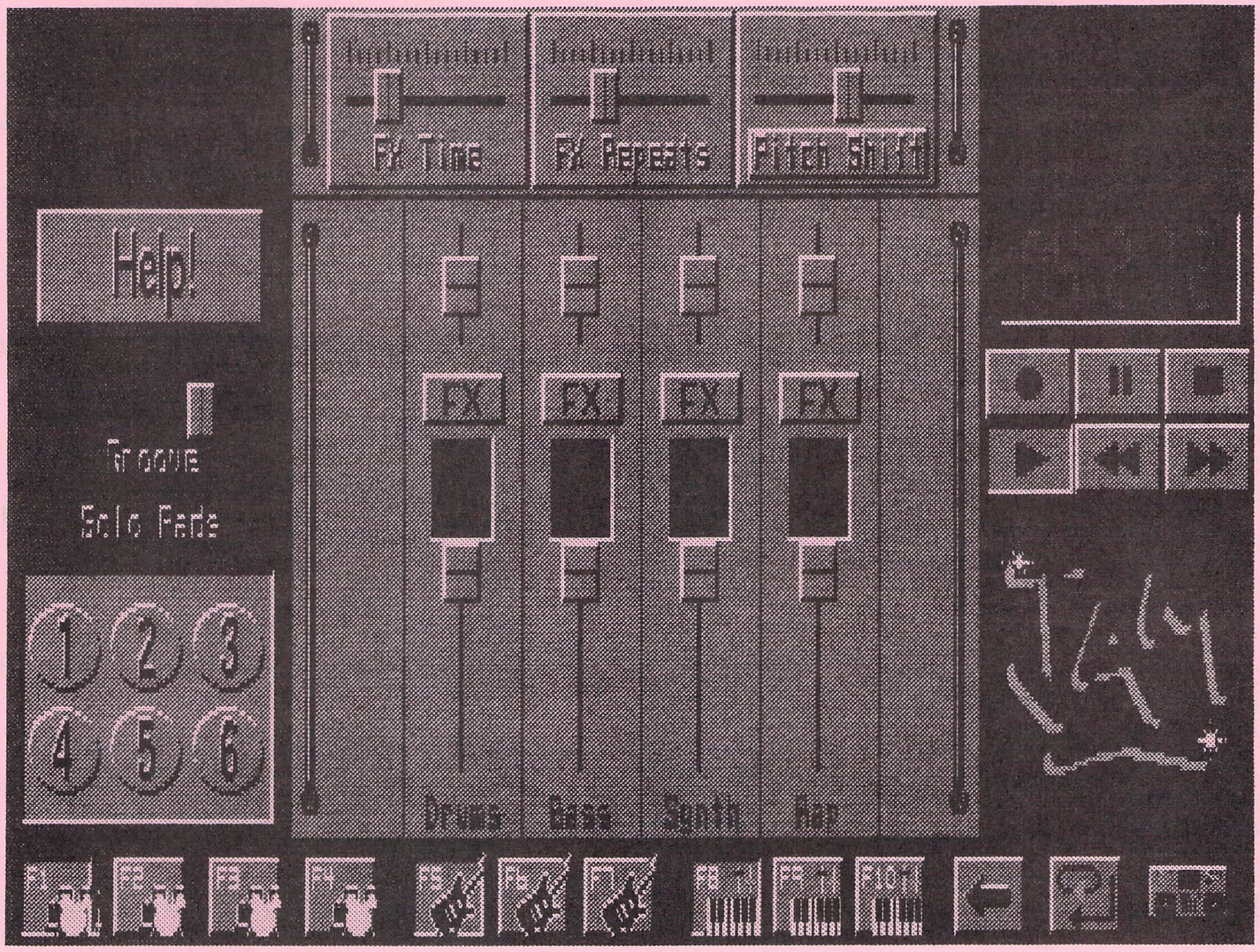


by Howard Wooten

DR.T's Music Software has entered the recreational market with the release of "Boom Box", an interactive music program designed to capitalize on the popularity of Rap music.

As a professional musician, I had serious doubts if Boom Box would prove to have any merit, since its sole purpose is to create dance music in several different Rap styles. About a year ago, Casio released a mini-keyboard that allows the user to trigger samples over a looped background of drums and bass. Boom Box provides the software/hardware equivalent for the Amiga (or IBM PC). Unlike the somewhat conservative approach of most DR.T's software, Boom Box is like a Saturday morning cartoon, loud, garish and full of jive and hype. The back of the box loudly proclaims: "Caution! Boom Box May Be More FUN than you're prepared for!" Well... guess what? If you don't take this program too seriously, it is indeed a lot of fun! Some of the grooves are infectious, and the samples range from good to excellent.

The program's main screen is an eight color representation of a typical portable cassette player - two large speakers and a tape deck with the usual Record, Pause and Play, control buttons. The secondary (and more powerful) Jam/Remix screen is where stereo echo, tempo change and mix-down take place. Boom Box starts by loading a default style plus six user-controlled Rap samples. The user samples can be triggered from the Amiga's keyboard or triggered from onscreen solo pads in the Jam/Remix portion of the program.



Included in the two disk set are seven styles plus 49 IFF samples. A style consists of a drum part, a matching bass part and a lead or keyboard part; it's up to you to trigger the heavy guitar samples, orchestra hits, assorted screams and turntable scratches. Even though Boom Box can load standard IFF samples, you are stuck forever with the seven Rap styles the program ships with. Fortunately, the Jam/Remix portion of the program offers a set of variations for each part. The drum track has four variations, and the bass and keyboard parts have three variations each. Between the seven user styles and the variations, many unique combinations can be set up, recorded, and saved.

Did I mention recording? Once the record button in the tape transport is pressed every mouse movement, sample trigger, tempo change & button press is recorded. Files are saved in a proprietary Boom Box format with a three letter .BOX extension. Boom Box features full on-line help and multitasks reasonably well.

It should be noted that this program is limited in scope and offers no hidden features, midi control or much chance of future expansion. Nevertheless, it works as advertised.

Boom Box
Requires 1 meg RAM and workbench 1.3 or 2.0.
Dr. T's Music Software 220 Boylston Street Chestnut Hill, MA 02167
$59.95

3000 - *continued from page A-1*

already have a testy relationship according to some reports. NewTek may be developing a stand-alone system which doesn't rely on a personal computer with a questionable future. Commodore could hurt itself by eliminating the 2000.

In the meantime, go buy yourself a 3000 at a bargain price, and sit back and see what happens.

Is Anybody Out There?

I've said it before in the newsletter, and Joel Halbert's said it numerous times at meetings, but here goes, one more time:

DOES ANYBODY HAVE A PROGRAM THEY'D LIKE TO DEMONSTRATE FOR THE CLUB? PLEASE?

Excuse the shouting, but it's important for our meetings to be interesting to members and visitors alike...especially for visitors, since interesting meetings *turn visitors into members.* That means we all should share our experiences with new programs, tips on using our Amigas, etc. The last meeting lacked any good program demonstrations, and that was disappointing.

All you have to do is bring that new game, text editor, 3-D drawing package, morphing system, or whatever to the meeting, boot it up, and put it through its paces. It helps if you have some expertise with the program, but if you don't, maybe we can have some fun together trying to make it work. For productivity software, bring a project you're working on, so we can see a real-world example of the program in use. If it's a spreadheet, bring your home budget so we can see how much money you make (just kidding on that one.)

Good demos last 10-15 minutes. If you see people squirming in their seats, doing needlepoint, yawning, etc., it's time to wrap it up. If people are interested in seeing more of your program, you can gather at one of the computers after the main meeting breaks up.

I demo'd Professional Calc a few months ago, and it was fun showing off the program for others. Now it's your turn.

The October Meeting

Discussion of the lower prices for 3000s led Ken Weaver to remark that the new AGA chips can work in a 3000, at least, according to Commodore engineer Dave Haney. That means 1280 by 400 HAM screens with 65,000 colors are possible with the 3000. The catch - and it's a big one - is that, while the *electronics* of the 3000 could drive these chips, they won't fit into the present 3000 motherboard.

Does this sound familiar? Maybe history will repeat itself and some kind of Rejuvenator-style board (either an add-on card or a motherboard replacement) will surface for the 3000.

Joel Halbert says an Amiga user is working on a sophisticated X-10 controller system for the Amiga, with an ARexx port. X-10 is the system sold by Radio Shack and others that sends digital pulses down the electrical wiring in your house, which are received by special units that control your lights or appliances. The program will also interface with an infrared remote-control system.

Just think...with the right ARexx script, a word processor and an X-10 interface, your computer could turn on all the lights in your house and start your CD player to alert you of a misspelled word!

Pat Jenkins is looking for testimonials on "why I'm a club member." He traveled to the Sierra Vista Amiga club meeting held the Friday night before our meeting, and says they're interested in finding out more about us.

Joel Halbert says his employer, Burr-Brown, has a fancy-schmancy new large format full-color plotter, and he's looking for an excuse to see if it'll work with files from any Amiga structured drawing programs. (Sad to say, my suggestion to change the newsletter format to 3 feet by 4 feet fell on deaf ears.)

WARNING: The Following Story Is Tongue-In-Cheek.

I'm beginning to understand why Commodore names some of its custom chips after women. Agnus, in particular, has turned temperamental on me. Last week, she wouldn't work more than thirty minutes without having a fit. Screens were scrambled, menus left random hash all over the screen, and my computer would eventually crash. I figured it was an overheating problem. Sure enough, cooling her with a spritz from a can of component-cooler spray would fix things, but only for a few minutes.

Since I couldn't afford a repair bill at the moment, and I didn't feel like gambling $50 for

-continued on page A-6

Another New Amiga - The 1200

The following is a position statement from Commodore Business Machines, Inc. (USA) regarding the A1200.

Following on the heels of the launch and shipment of the A4000 in September (the first Amiga system to feature the AGA Chip set), Commodore is announcing the second AGA-based machine, which is designated the A1200. This machine has already been announced in several European countries and will be officially announced in the U.S. at Comdex, November 16 in Las Vegas. It is currently expected to be available in the United States before Christmas (1992).

The A1200 is not a replacement for either the A600 or A2000, both of which are expected to continue in the product line in the U.S. The A1200 is an addition to the product line and is positioned as a machine that will be competitive with the 386SX/DX or MAC Classic series machines in the home/ education market and as a machine for presentation and training delivery, or for kiosk systems.

Key features include:

* AGA Chip set (with AmigaDOS Release 3), supporting the same resolution and color modes as the A4000 (including typical VGA-type displays as well as the NTSC display modes)
* Use of an industry standard IDE drive making hard drives relatively inexpensive and available
* PCMCIA slot (same as the A600). The slot can be utilized by a number of peripherals already available, or soon to become available. These include 1,2, and 4 megabyte memory cards, SCSI adapters and FAX/Modems.

Commodore believes that the A1200 will continue to make the Amiga series of machines competitive in today's changing environment. It represents a major step forward for Commodore in the entry to midrange segment of the computing industry. We must also point out that Commodore is committed to a full product line of AGA-based products. The A1200 and A4000 are the first products in that line.

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And Now For Something To Use On Your New AGA Machine...

San Mateo, CA -- October 8, 1992 -- Electronic Arts today announced the upcoming release of Deluxe Paint IV AGA, the latest addition to the DeluxePaint line of innovative paint and animation products.

DeluxePaint now offers more colors and better screen resolution to Amiga owners using Commodore's new AGA (Advanced Graphics Architecture) chip set. For owners of the Amiga 4000 or Amiga 1200, DeluxePaint IV AGA now offers 256 color support and access to over 262,000 colors (HAM8) at any resolution, including hi-res. The program also reads and converts 24-bit IFF files, supports all Amiga screen resolutions, and includes all the features of its predecessor, DeluxePaint 4.1.

DeluxePaint's vast range of easy-to-use paint and animation features such as a LightTable, animation control panel, metamorphosis, animbrushes and animpainting, color cycling, and a Move requester makes the program accessible to the basic needs of amateur artists, while satisfying the rigorous requirements of graphics and video professionals.

"Commodore's new technology is designed to meet the needs of today's creative professionals," noted Dallas Hodgson, designer of DeluxePaint IV AGA. "Electronic Arts is excited to take advantage of the machine's new capabilities, and offer our paint and animation program simultaneously with Commodore's launch."

DeluxePaint IV AGA requires Workbench 2.04 or greater and at least 2MB of memory. Electronic Arts will continue to market DeluxePaint IV 4.1 to users who do not own the new chip set, or do not meet the memory and system requirements.

Electronic Arts is offering a $30.00 upgrade to DeluxePaint IV owners. Details for ordering the DeluxePaint IV AGA upgrade can be obtained by calling Electronic Arts at 800/245-4525 Monday through Friday between 8:00 A.M. and 5:00 P.M. Pacific Time.

Category: Paint/Animation Platform: Amiga
Suggested Retail Price: $199.00
Availablity: December, 1992

MegaFortress!
Big, Bad, and Armed to the Teeth!

Campbell, Calif, July 27, 1992 -- Forget the run-of-the-mill flight simulators you're familiar with. MegaFortress is the enemy's worst nightmare!

Three-Sixty, Inc. has released MegaFortress, a nearly invisible attacker which carries enough firepower to destroy the most heavily defended targets in the word. Now, for the first time, Amiga users can test their skill at long range strategic air assault.

Based on Dale Brown's best-selling novel "Flight of the Old Dog," MegaFortress features the modified B-52H Stratofortress aircraft loaded with state-of-the-art sensory apparatus and weapons systems. The arsenal includes the latest air-to-air and air-to-ground missiles, anti-radar missiles, air mine rockets, high-explosive "iron" bombs and infra-red guided glide bombs. In addition, the program includes state-of-the-art radar and 3D terrain mapping screens.

MegaFortress's 31 missions take place in three theatres: Desert Storm, Eastern USSR, and the USA Red Flag training area in Nevada. In each mission the user will play the role of pilot, copilot, navigator, electronic warfare and offensive weapons officer simultaneously. Along with confronting numerous threats from enemy fighters and SAM's, the user must master the art of resource management.

MegaFortress is available NOW and is distributed exclusively in North America by Electronic Arts Distribution under its Affiliated Label program.

Category: Military Simulation
Suggested Retail Price: Amiga - $59.95; also available for IBM - $39.95.
Amiga 500, 1000, 2000, 2500 and 3000; requires Kickstart 1.3 or 2.04. 1 MB of RAM required.

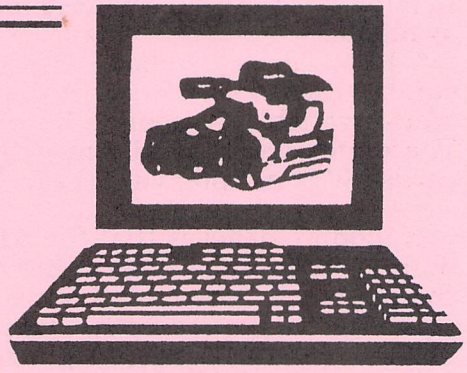
3000-*continued from page 4*

a new chip when that might not fix the problem, I bought a chip puller tool at Electronic City for $8 and replaced Agnus with her counterpart from my old 500. That fixed the apparent overheating problem, but some programs would now crash or generate scrambled screens all the time. This was understandable, since the older Agnus was from my 1987-model 500 with 512 K of chip RAM, and it probably confused my 1990-vintage 2000 with 1 meg of chip RAM.

After about a week of this, I decided to take my chances and re-install my original Agnus. Hot Damn! No more crashes! The logical explanation, of course, is that removing and reseating the chip may have cleared up a problem caused by a bad connection. But my heart tells me she just needed a little vacation.

Seeya next month!

COMPUTER Y'S MULTIMEDIA SOLUTIONS



- ***November Meeting:***
  See the Amiga 570 CD-ROM for the Amiga 500

- ***December Meeting:***
  See the Amiga 4000
  25mHz 68040/120 MB Hard Drive/AGA Chipset

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Call Pat at 578-2972 with your cartoon ideas!!

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Randy Anderson, Editor - 748-0531
Steve Jess, Amiga Editor, 293-2693
Bruce Morrison , C64/128 Editor, 742-6851

Please submit copy to the Appropriate Section Editor or to:
Randy Anderson
1110 South Mann Ave.
Tucson AZ 85710
(602) 748-0531

Treasurer's Report

by Howard Wooten, CCCC

INCOME/EXPENSE STATEMENT

September 1992

	This Month	Year to Date
INCOME:		
General:		
Membership	215.00	1405.00
Ads (ABO, $40.)	00.00	440.00
Other	.00	25.60
Amiga:		
Disk	99.00	773.00
Raffle	0.00	0.00
Other	0.00	20.00
C64/128:		
Disk/TWS	00.00	381.00
Raffle	0.00	0.00
Other (Rental Lib. Sales)	00.00	82.52
MS-DOS:		
Disk	0.00	15.00
Other	0.00	5.00
TOTAL INCOME	99.00	3147.12
EXPENSES:		
Newsletter:		
Printing (2-months)	289.54	1794.83
Postage	50.00	344.81
Club Buy	0.00	0.00
Administrative	20.00	79.00
Membership	0.00	0.00
Postage	0.00	20.99
Copies	0.00	6.23
Other	0.00	4.26
Amiga:		
Disks, blank	20.31	182.51
Downloads (Mar & Apr)	40.00	214.00
Equipment/SW	13.90	13.90
C64/128:		
Disks, blank	0.00	124.25
Equipment/SW	0.00	0.00
TWS	0.00	166.50
MS-DOS:		
Disks, blank	0.00	0.00
Equipment/SW	0.00	0.00
PD Disks	0.00	0.00
TOTAL EXPENSES	379.85	2951.28
PROFIT OR (LOSS)	(280.85)	195.84

CCCC, INC.

TUCSON, ARIZONA

Catalina Commodore Computer Club, Inc.

NEWSLETTER VOLUME 10, NUMBER 11: NOVEMBER 1992

SIG MEETINGS

AMIGA*C64/128*MS/DOS
plus Saturday Help Day
Saturday, November 21, 1992
10 AM - 2 PM

Executive Board Meeting
(All Members Welcome)
Saturday, November 21, 1992
9 AM - 10 AM

St. Peter & Paul Madonna Hall
Southeast Corner of Campbell & Adams

New Member/Renewal/Address Change

ATTN: Membership Chairman, P.O. Box 32548, Tucson, AZ 85751-2548

NAME: _____

STREET: _____

CITY: _____ STATE: _____ ZIP: _____

PHONE: ( ) _____ CCCC#: _____

Remit Chescks payable to CCCC, Inc.
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( ) Amiga ( ) C-64 ( ) C-128 ( ) MS-DOS

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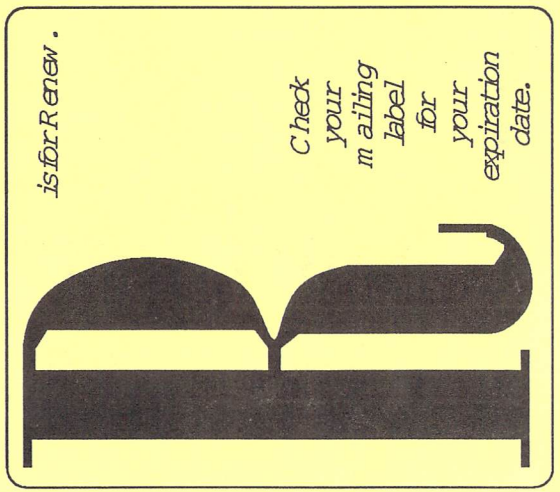

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