CURSOR

Newsletter of the
COMMODORE
COMPUTER
USERS
GROUP
QLD Inc.

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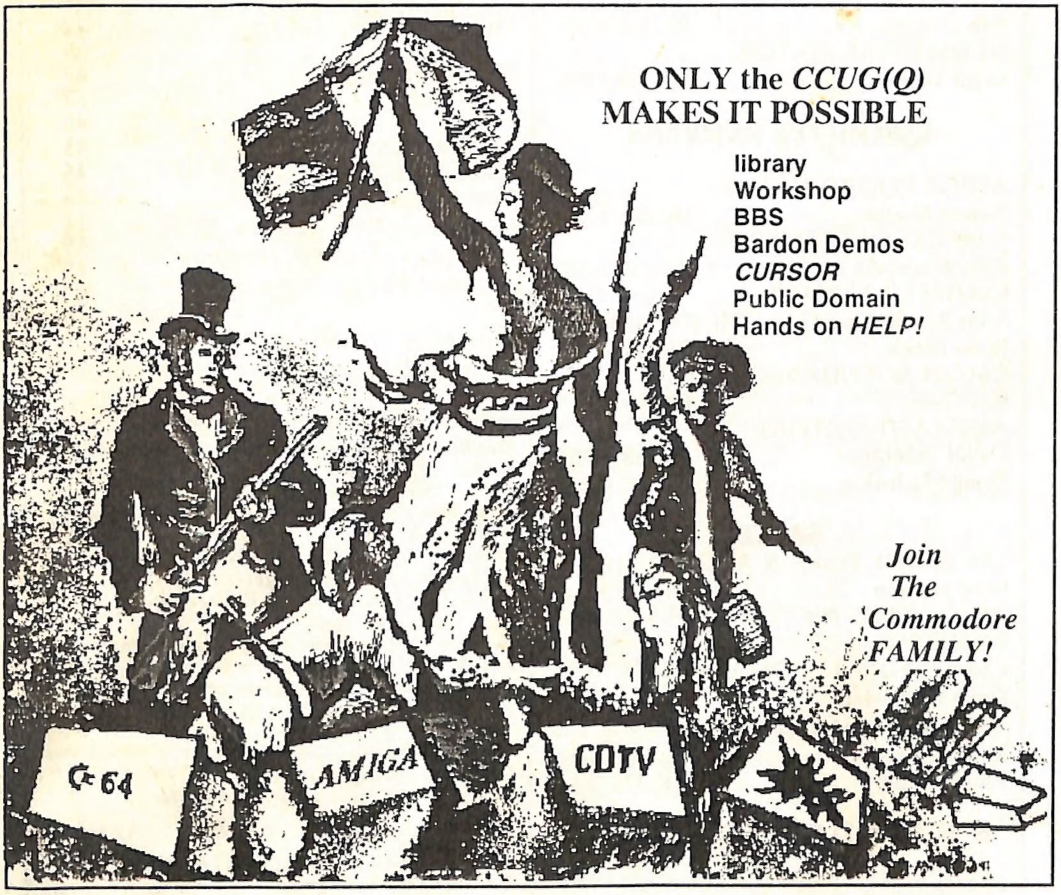

Our Next Main Meeting will take place on Tuesday, 1st of October, at 8 pm (Libraries & Sales at 7 pm) at the Bardon Professional Development Centre

COMMODORE COMPUTER USERS GROUP (QLD) INC

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Doug Maclurkin Ph. 350 4034

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C64/128 PUBLIC DOMAIN DISKS
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AMIGA PUBLIC DOMAIN DISKS:
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Phil Guerney Ph. 378 9756

B. B. S.: (07) 808 7694 & 808 8823

SYSOP:
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ASSISTANT SYSOP :
Tom Yallowley Ph. 251 5845
ASSISTANT SYSOP:
Ron Lewis Ph. 341 3715

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Our BBS is part of the Fido Network (Node No. 3: 640/304), and can be accessed by our members at300, 1200/75, 1200, 2400 bps and 9600 bps, using 8 data bits, 1 stop bit and no parity.

Opinions expressed in CURSOR are those of the Author(s), and thus not necessarily those of the C.C.U.G.(QLD) Inc. or the Editor.

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MEETINGS

MAIN MEETING

Our next Main Meeting will be held on Tuesday, 1st October at the Bardon Professional Development Centre, 390 Simpsons Road, Bardon, starting at: 7pm. Library 7pm -8pm & 9pm-9:30pm. Sales: 7pm-8pm.
Entrance through the Centre's carpark in Carwoola Street. Parking is not permitted in the Centre's grounds! Details of this month's topics can be found in the relevant section of this newsletter.

WORKSHOP MEETING

The Amiga Workshop will be held on Sunday, 13th October (12 Noon-4pm) in the Ithaca RSL Hall, cnr. Nash and Elizabeth Street, Rosalie.
Workshops are for members only, so bring your membership card or join at the door.

Bring your own Amiga equipment. Public Domain software (over 500 disks) available for copying at no charge.

We also have a HELP support group for beginners: see our HELP column in this newsletter or contact your coordinator. Phone 288 8863..

Disk and Accessory Sales: 1pm-3pm.

For information and assistance for 64/128 computers contact your 64/128 Coordinator. (Phone:369 5110).

PLEASE NOTE: Activities that breach Copyright on Commercial Software are illegal, and are NOT ALLOWED at our Meetings!

GOODS& SERVICES

(At Main Meeting or by Mail)

AMIGA SPECIFIC:

Public Domain Disks 3½" Mail Order: $4.00 ea(+$3.00 p&p for up to 5 disks).
Commercial Library Catalogue Disk 3½": $4.00 (+$2.00 p&p).
5¼" blank disks: $8 per 10 ($3.00 p&p)
3½" blank disks: $15.00 per 10 ($3.00p&p).
3½" disk boxes(80 disks): $20.00 ($5.00 p$p).
3½" disk labels (68x68mm) 4 sheets(=48 labels): $1.00 ($3.00 p&p).
Amiga Dos Summary: $3.00 ($3.00 p&p)
Micro switch replacement kit for Amiga Mouse $15.00 ($1.00p&p).

C64/128 SPECIFIC:

DISKS

Public Domain disks5½" Single sided:$2.00 ea. Double sided: $3.00 ($3.00 p&p for up to 5 disks)
Catalogue disks 5¼" for P.D or Library: $2.00 ea. ($2.00 p&p).
5¼" blank disks: $8.00 per 10 ($3.00 p&p).

BOOKLETS

Public Domain Instruction Book(C64): $5.00 ($2.00 p&p)
Starting with Disk Drives (Paul Blair):$2.00 ($1.00 p&p)
Graphics and Sound on the c64 (G. Perry): $5.00 ($2.00p&p)
Commodore Macro Assembler Book:$5.00 ($1.00 p&p).

THE WRITE STUFF 64 (word processor), with Manual: $18.00. V2. BB Speller (supplements TWS64) $12.00.
BB Talker (Write Stuff with speech synthesizer) $12.00.
The Write Stuff 128 (128 word processor) with Manual: $30.00. v2 BB Speller 128 : $12.00. ($3.00 p&p).

GENERAL:

Back Issues of CURSOR: $1.50 ea
Address Labels(23x89mm):$14.00/1000.($3.00 p&p).
Ribbons for MPS-1000,GX/LX 80:$11..00
Ribbons for MPS 1200/1250/120D $10.00
Ribbons for Riteman C or F: $12.00.
($2.00 p&p).

MAILING ADDRESS

Please address all club correspondence (other than letters and articles for CURSOR) to:

C.C.U.G.(Q.)
P.O. Box 274
Springwood Qld 4127

(Make cheques payable to C.C.U.G.(Q.)
Please address PARCELS to:

C.C.U.G.(Q.)
48 Newcomen Street
INDOOROOPILLY 4068

If you change your address please advise our Secretary, not the Editor or Sysop!

MEMBERSHIP FEES ETC.

JOINING FEE: $10.00
ANNUAL MEMBERSHIP FEES:
Ordinary Membership*: $30.00
Country/Associate Membership: $20.00
Pensioner Membership: $20.00
Family/Business Membership: $40.00
Library Fee: $5.00

**(within the Brisbane Metropolitan Telephone District)*

LENDING LIBRARY

The lending period for books, magazines, and software is one month without extensions. If unable to attend the next meeting should mail the material to:

Bob Devries
21 Virgo Street
INALA 4077

or they may leave this material with their nearest Management Committee member (Please ring first!).
By following these simple rules, you assist your fellow members who may wish to borrow the material you are returning.

YOUR NEWSLETTER

CURSOR appears 11 times a year and depends on readers' contributions for its content. Address all Newsletter Mail, including advertisements for BYTES column, to:

The Editor, "CURSOR"
24 Egmont Street,
SHERWOOD Qld. 4075

Deadline for the next (NOVEMBER) issue is: FRIDAY, 27th September!

Format for Contributions

Short articles (less than a page) and adverts for the BYTES column can be submitted in writing, or printed, but we prefer articles on disk. Please use minimum or no formatting in your article. Do not indent paragraphs, and use a single space after a comma, semicolon or full stop. If a specific page layout is required, include a printout of the desired format. Disks will be promptly returned, and we pay return postage.

C64/128 Specific:

Supply your articles on 5¼" disk in the format: SEQ ASCII file or PET ASCII file. The Write Stuff, Superscript, Easyscript, Paperclip, and Pocket Writer all have SEQ ASCII options. Speedscript files should be saved with the SS converter program, option 2. We are unable to convert Geowrite, Fontmaster, or Bank Street Writer files.

AMIGA Specific:

Supply your article on 3.5" disk as an ASCII or WordPerfect file with minimum formatting. Articles may also be submitted as MS-DOS ASCII files.

Alternatively, if you own a modem, you can upload your articles, news, gossip etc. to the Group's BBS. (Ph 808 7694, or 808 8823: CURSOR File Area.).

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MODEL SERIAL NO.

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CURRENTLY IN WORKING ORDER

SIGNATURE _____

CURSORY NOTES
By Leigh Winsor

New Committee, Familiar Faces.

For this issue of CURSOR, I can report that we have our new Committee in place. I hope you take notice of who they are, talk to them, and give them all the feedback and support they need to do their jobs effectively.

Our new President, the multiskilled Steve Hovelroud, is known to us as our former Amiga Public Domain Librarian, Subgroup Coordinator, Demonstrator and reviewer for CURSOR. I have no doubt we will discover more of his energy and talents as he grows in the job. Our new Secretary Kathleen Williams is well known to our Library users, as is our new chief Librarian Bob Devries. Ken Clem, our new Treasurer, has diligently run the Shop at the Main Meeting and the Workshop for several years. As for Newsletter Editor, I need say nothing, since I shall meet all our members in the pages of Cursor. But I will not leave the matter without acknowledging my predecessor Ralph De Vries. My foot is already feeling the edges of invisible hazards and minefields, which he, with great judgement and knowledge of the Editor's Craft, deftly traversed each month for so long.

A 64/128 Sub-committee

We also have now in place a Sub-Committee of well known 64/128 people. Their task is to meet regularly, and to organize structures that meet the needs of 64/128 using members. In particular, they will be seeking to find the best means of accessing PD disks, and assessing the demand for a 64 Workshop where Hands-on Help is provided. Get to know your Representatives, and make sure they know what you want. Over the last few years, our 8 bit section has fallen into a bit of a hole, living on the accumulated resources of our past. Things were either "too easy"to be interesting, or new 64 members were daunted by the esoteric skills other had moved away from some years ago. I hope we hear no more of the talk, "We have little computers, so we must be Little People". The real value of what our users do is proved by their talents: if they use their computers creatively, they have all the vindication they could possibly ask for. It is up to you.

A BBS Fights The Tyranny of Distance

Many of our active members, and some of those heavily involved in working for the Club, must travel not only from the ends of this very large town, but from its satellite cities. It requires remarkable endurance to manage this and still volunteer large amounts of quality time for Club services. But an effective User Group is all about networks of communication, and in reflecting on this fact, the arguments by Ron Lewis on the value of our BBS are beginning to make sense to me.

Our BBS may be a partial solution to this tyranny of distance, but at present only a minority of members are active BBS users. A large portion of the Club energy and resources is directed into this structure. Ron Lewis (on behalf of our SYSOP Graeme Darroch) has been educating the readers of CURSOR on the uses of this mode of communication. Doug Maclurkin has volunteered to assist with 8 bit information for this medium. He would appreciate guidance and feedback from experienced 64/128 modem users.

The BBS people would welcome the reflections of those involved, and, just as importantly, those mystified by MODEMS on this problem. Let your representative know how useful you find the existing set-up, and what your needs are.

BROWSING

These notes are an attempt to provide brief desultory signposts to news before it is old hat, or in Ron Lewis's words "yesterday's men". A monthly mag can't bring you hot news (The info that comes to the Editor is often quite stale when I first see it)- but for many of our readers, what they read in CURSOR is still a primary source of new info. For example, I am writing this for the October issue near the end of August. After the 30th August deadline, CURSOR is compiled , printed out on the laser printer and goes off to our Printer where our 800 odd copies are printed, and Members' copies packaged, sorted, and posted. You receive the October issue in your letter-boxes in late September, to give you time to read the notices for the October Main Meeting. (The first Tuesday of October). The info that I receive has at latest a June or July date on it, and presumably that has gone through the same compilation and printing delay.s

Someone recently showed me the following disclaimer from the **XCopy 111 Pro** Manual. "Please excuse bad spelling, but we are only bloody Germans." The rest of us haven't got such a good excuse.

Information received in the last month:

Graphics Palette Disks(3) #18, July 91.
Contents:
Reviews of Golden Image Hand Scanner and Touch-Up software; the 1st Australian review of Colourburst- 16 million colours device; Journeyman 3-D animation ; Director-2; Imagefinder- a picture database
Articles: How to photograph the screen, Animnetwork- details of an Australian animation network, reviews and tutorials of Imagine, Hints and tips : how to install a one meg Agnus chip into a 512k Agnus Amiga, 24 pages of NEWSTUFF hardware and software, 15 pages on desktop video,
Letters: 8 pages of informative questions and answers. Pictures, utilities, 3D demo, animation tutorial to create moving starfields.

Loadstar 86 is a charming 64 disk mag with very high quality articles and programs on fractals, Mandlebrots. This issue has a Music Player with remarkably good implementations of musical scores, letters, even a Soapbox (This issue has a poor soul complaining that whenever he starts talking about sex on BBSs, censorious SYSOPS put him in a private room where nobody listens to him). And it has even an American "Downunder" quiz on the geography of States in which the islands of New Zealand are classed as Australian States, and Cyclones are called "Willy-willys". Still, for the Computer User such things are neither here nor there; and as software it is elegant and effective!

Amiga User International: lots of colourful advertisments.
Amiga World July 1991: has a comparative evaluation of 9 varieties of BASIC for the Amiga and a review of SCSI hard drive interfaces.
Compute July 1991: (Contains 64/128 Gazette).

Syntax Error July 1991, a NZ User Group newsletter, has a letter from a person who has spent his spare time over the last 5 years transcribing classical music for the 128. I have passed on the info to Doug Maclurkin who may attempt to acquire it for the 8 bit PD library.

Also from **Graphics Palette:** a survey of six Amiga specific magazines with data averaged over last 3 issues which is set out in the following table::

	A:	B:	C:	D:
(UK)				
AMIGA USER INTERNATIONAL	116	62	54	18
AMIGA FORMAT:	228	138	86	16
AMIGA COMPUTING:	170	78	89	12
(USA)				
AMIGAWORLD:	120	62	53	8
AMAZING COMPUTING	98	18	82	1
INFO MAGAZINE:	68	22	44	4
(AUST)				
PROFESSIONAL AMIGA USER:	64	9	55	2

A: Total Page Count
B: Total pages with full-page advertising.
C: Total pages with Amiga content.
D: Number of articles derived from Press Releases

(ACAR was excluded from the comparison because it caters for the whole range of Commodore computers.)

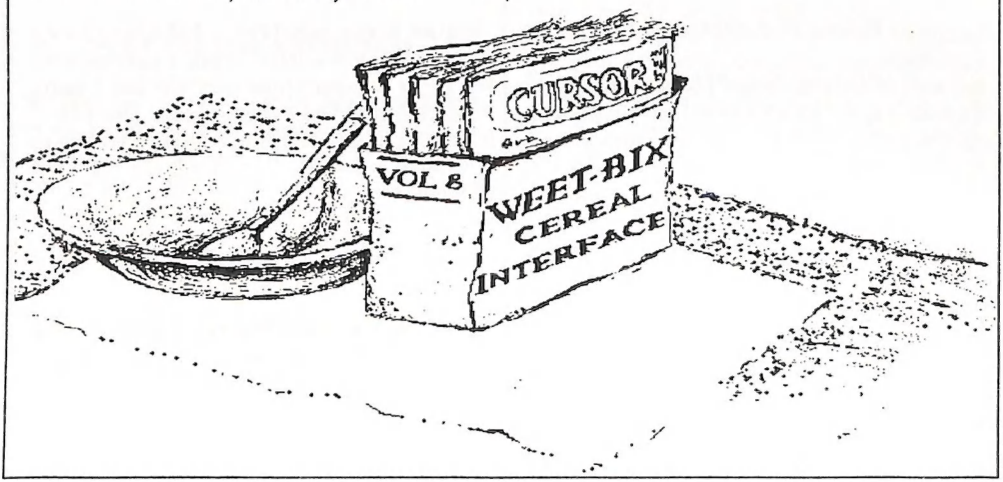
Palette Survey of Amiga Magazine Content

(Comment: *What one makes of this depends what one reads mags for: glossy pictures, where to shop for what's on sale, or for informed judgement and information. In the latter case, the ratio of C to D might seem to indicate something significant about a magazine as a source of unbiased information Ed.).*

I hadn't seen a Graphics Palette Disk before, and for those, like me, similarly uninformed about this excellent magazine, the address may be of interest:

Graphics Palette 18 July 91
6 issues of 3 disks a year, $150
NODETTE Enterprises Pty Ltd
P.O Box 584
Box Hill Vic.

The Weet-Bix Kid judiciously chooses what he has for breakfast. (See September CURSOR). In congratulating him, I couldn't resist referred him to an article on the psychology of self-righteousness (*Psychology Today*, May 1988), "Dr John Money (famous NZ psychoendocrinologist)....thinks all superrighteous moral crusaders are kinky. In a 1985 book *The Destroying Angel*, Money recounts the history of antisex crusader John Harvey Kellogg, the originator of Kellogg's breakfast cereals, which were developed to quell lust..." I don't dare quote any more...



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Also available: Amiga and C64 Modem packages, GPTerm-64 (videotex and ascii communications for C64/128, rrp $59.00). Full range of NetComm and AVTEK Modems.

Available from your local dealer or direct from

GP Software

Specialists in Amiga Communications
21 Aloomba Rd. ASHGROVE Q LD 4060
Ph (07) 3661402

Commodore Computer Users Group (Queensland) Inc.

PROFIT AND LOSS STATEMENT

For period ending 30th June 1991

	1989-1990	1990-1991
SALES		
Stock sales	29451.83	12275.05
Discount received	20.40	0.00
Membership Fees	17029.27	14700.27
Library Fees	673.00	465.00
Cursor Sales	125.00	65.00
Advertising in Cursor	1245.00	1080.00
Interest	2141.47	721.00
TOTAL SALES	**50685.97**	**29306.40**
LESS COST OF SALES		
Discounts Given	0.00	0.00
Opening Stock	5054.27	4306.62
Stock Purchases	22233.83	7310.36
Closing Stock	-4306.62	-2056.92
TOTAL COST OF SALES	**22918.49**	**9506.06**
GROSS PROFIT/LOSS	**27704.49**	**19746.34**
LESS EXPENSES		
Advertising Expenses	881.66	815.52
Bank Charges	73.00	46.00
BBS Expenses	1312.45	2433.73
Cursor Expenses	11760.80	9270.76
Depreciation	11932.57	11160.76
General Expenses	137.52	64.95
Insurance	620.97	620.87
Lecturers' Fees	200.00	0.00
Legal Fees	15.90	132.00
Membership/Affiliation Fees	56.80	0.00
Postage	697.90	415.06
Post Box Charges	50.00	47.18
Printing and Stationery	1078.87	576.97
Repairs and Maintenance	573.08	270.00
Telephone	375.24	270.00
Venue Hire	2221.50	2244.84
Extraordinary Income	-76.10	57.68
TOTAL EXPENSES	**31912.06**	**28423.40**
NET PROFIT/LOSS	**-4207.57**	**-8677.06**

Commodore Computer Users Group (Queensland) Inc.

BALANCE SHEET

as at 30th June 1991

	1989-1990	1990-1991
CAPITAL		
Opening Equity	31074.79	26867.22
NET PROFIT/LOSS	-4207.57	-8677.06
TOTAL EQUITY	26867.22	18190.16
ASSETS & LIABILITIES		
Commonwealth Trading Bank	1546.17	616.83
Term Deposit ANZ	5125.34	2605.14
Trade Debtors	174.44	1536.94
Stock on Hand	4306.62	2056.92
Petty Cash President	10.00	10.00
Petty Cash Editor	50.00	50.00
Petty Cash Secretary	40.00	40.00
Petty Cash Treasurer	50.00	50.00
Change Float Amiga S.G.	10.00	10.00
TOTAL CURRENT ASSETS	11313.57	6975.83
Trade Creditors	18.50	0.00
Membership Fees in advance	243.93	243.83
Cannon Hill Sub Group Funds	33.78	120.28
Pine Rivers Sub Group Funds	190.50	363.50
TOTAL CURRENT LIABILITIES	449.61	727.61
Book Library	599.45	348.70
Magazine Library	342.78	112.59
Software Library	5944.55	5406.63
Equipment	7966.99	3930.84
BBS Equipment	1119.49	2143.18
TOTAL FIXED ASSETS	16003.26	11941.94
NET ASSETS	26867.22	18190.16

Cad & Graphics

Animation Studio (Disney)	$ 166
Art Department, The	$ 85
Art Department Professional	$ 215
Broadcast Titler II (PAL)	$ 355
Digi Paint 3 (PAL)	$ 94
Digi View Gold 4 (PAL)	$ 210
Distant Suns (PAL)	$ 67
Imagine (PAL) V1.1	$ 313
Intro Cad Plus	$ 137
Pixel 3D	$ 85
Pro/Motion	$ 93
Pro Video Plus (PAL)	$ 270
Scene Generator V2.11	$ 47
Spectrcolor	$ 94
Ultra Design	$ 200
Vista (PAL)	$ 93
Vista Professional (PAL)	$ 137
Vista Scapes *MARS*	$ 80
Vista Scapes *Calif. #1*	$ 80

Books & Programming

AmigaDOS In&Out inc.V2.0	$ 30
Adv. Systems Prog Guide	$ 45
Adv. Systems Prog Disk	$ 17
Amiga 3D Graphics Bk.	$ 27
Amiga C for Advanced	$ 50
Amiga C for Beginners	$ 27
Amiga Machine Language	$ 27
Benchmark Modula II	$ 193
Making Music w/Amiga	$ 45
Mapping the Amiga	$ 31
UltraCard Plus	$ 97

SPECIALS

ProBoard & ProNet *Combo*	$ 375
X-Cad Professional (PAL)	$ 150

Words & DTP

Cygnus Ed Prof.	$ 97
Office, The	$ 269
PageStream V2.1	$ 276
PageStream Fonts 1-16 ea.	$ 38
Pagesetter V2.0	$ 119
Professional Page V2.0	$ 349
Gold Disk Type Pack ea.	$ 55
Outline Fonts	$ 180
Professional Draw V2.0	$ 180
ProWrite 3.1	$ 162
Quick Write (NEW)	$ 72
Saxon Publisher V1.1	$ 369
TransWrite (NEW)	$ 67
W Shell	$ 50

Authoring/Presentation

Can Do (PAL)	$ 140
Can Do Propak 1	$ 38
Director, The V2.0	$ 130
Director Toolkit	$ 40
Elan Performer V2.0	$ 137
Viva	$ 187

Music

Audio Engineer	$ 95
Audio Engineer Plus	Call
Baby D Editor	$ 119
Bars & Pipes	$ 273
Dr T's Copiest	$ 295
KCS 3.5 Level 2	$ 370
Music X	$ 279
Pregnant Badger Perf.	$ 154
Sonix	$ 76
Tiger	$ 140
Tiger Cub	$ 95

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Software Buyer Service
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To our Customers – Past and FUTURE

To those of you who have seen our advertisements and purchased software from us previously, THANK YOU!

You know that these prices are representative of a vast collection of software that we have been able to source from around the world. Not surprisingly, there are those in Australia who would much prefer that you do not have the option of prices like these. They seem to have a considerable amount of power or persuasion here in the land of Oz. I have been told that the local Amiga specifc magazines will no longer run our advertisements. This is worrying, but will not prevent our offering you ,the *Australian AMIGA User*, the best and newest software available at honest prices.

Please watch for Software Buyer Service ads they will be about-- OR call & write, we'll be happy to send you a catalogue or the software of your choice.

P.S. .....We now send most items by courier - at our normal postal charge of $4.00 per order additional.

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BBS NEWS:
Ghostwritten for Graeme Darroch by Ron Lewis

Well, here we are again. Another great month, and the prospect of even more to come. I'll start this brilliant piece of literature by thanking the many people who have contacted myself or Graeme, and expressed their appreciation of our efforts. It would appear that we are doing it right, as our BBS usage has increased nearly 30% on 3 months ago. This increase in usage has truly tested our computers reserve, and it has passed the test with flying colours, barely a hiccup.

Well, there is absolutely no doubt that the best news on the BBS front is the fact that the 64/128 area is seeing a manicure and facelift. You will remember (I hope) that I was calling for an 8 bit helper to give this area mouth-to-mouth. Well I'm not sure if some of you guys took me seriously about Dolly Parten being online, but we have been inundated with offers of assistance. A short list was made, and who should be the lucky man but Doug Maclurkin. Doug got the nod just in front of Paul Curren. Sorry Paul, but thank you for offering your services. (P.s., The Dolly Bit was a bit of a fib anyway.) Perhaps when Doug finds out how demanding it is, he may require a helper. . This news, as I write, is only 1 hour 5 minutes and 33.25 seconds old, so I can't be precise about Doug's approach to the job; but let's hope he can make the 64 section as popular as the Amiga Sections have become. I can promise, that if he requires more storage space this will be made available as required, just as has been the case for the Amiga, but I must make it clear that storage space is limited, and will only be made available if the number of 8 bit users increases, thus warranting the increase.

I am not interested and will not encourage inter-computer rivalry between the 16 and 8 bit bodies. The BBS is to undergo massive changes in the interest of all members, and decisions will be made solely in the interest of Commodore Users, not by measuring the size of their Bits.

OK. What are these changes? you say. (Haven't yu mucked round with it enuff?) ... Well yes! and No! It's true that we have made some significant changes, some of these have been openly accepted, and some have been a little hard to swallow; but the overall package is seen as a success and the majority of member-users have expressed a positive attitude. It is envisaged that your BBS should become far more useful for you as a member, and now that we have finished phase one of the package, the true reason behind the transformation can be released for your comments. As you know, the Club Purchases on your behalf, Public Domain Discs from various sources. In the past these have been included in the Library for you to Copy at your leisure at the WorkShop. I happened to attend ONE of those meetings and decided that it was not the ideal method of distribution, especially for anyone who didn't play RUGBY. Now if the Committee can accept your SYSOPs thoughts, these Disks will be made available in file form on your BBS. This will give any member WITH A MODEM the opportunity to Download these new arrivals from their home without the need to pack and unpack their expensive computers. I know the Amiga Crowd will appreciate this fact as many of the 500's have shown a dislike for transportation. An added Bonus of this idea is that we can vet the files similar to the current process, which means Icons are added if required and additional ReadMe's included for our Newer members. At our current rate of BBS usage we estimate that this new service is quite feasible and sustainable. However, if it continues to grow at it's present rate we could be forced to limit

our service to CCUG Members Only.

I hear you say (What!!). This will be a last resort because we have a responsibility to all Commodore Owners. Our members, however, have priority on our BBS and if the SYSOP feels Non-Members should be restricted further, then so be it. As I said earlier, phase two has not yet been cleared by our new Committee, however I see no problems ahead in that department, and would guess that as you read this, one of your fellow members is acquiring the very latest fish disk contents whilst watching T.V. Sounds like a far more appropriate method than the experiences of the past.

P.S.
At the risk of getting into trouble, but for the benefit of Members who are contemplating the purchase of a Modem and Software, I offer this very true piece of information. I did a phone survey of the cheapest Modem and Software package for an Amiga and was surprised to be told by two of the retailers that they did not stock MODEMs because GP seemed to always undercut their price. (GP? yes that is slang in Computer Retailer's logic for Greg Perry.) So I rang Greg, and sure enough he did.

P.P.S
Another point absolutely unrelated to BBS News; but I'm too lazy to write a separate article, so here it is. For the benefit of our New Users, all files appearing NEW in our file area from the 1/8/91 will contain a Club ReadMe of some description, and the icon representing it, will require the Program PPMore to be in the "C" directory of your BootUp Disc. Also "if possible" all runnable programs will have an icon attached to allow you to Run the program from WorKbench. This Icon on occasion will require the Program IconX to be in the "C" directory of your BootUp Disc. Both of these programs can be downloaded from the New Users File Area of the BBS.

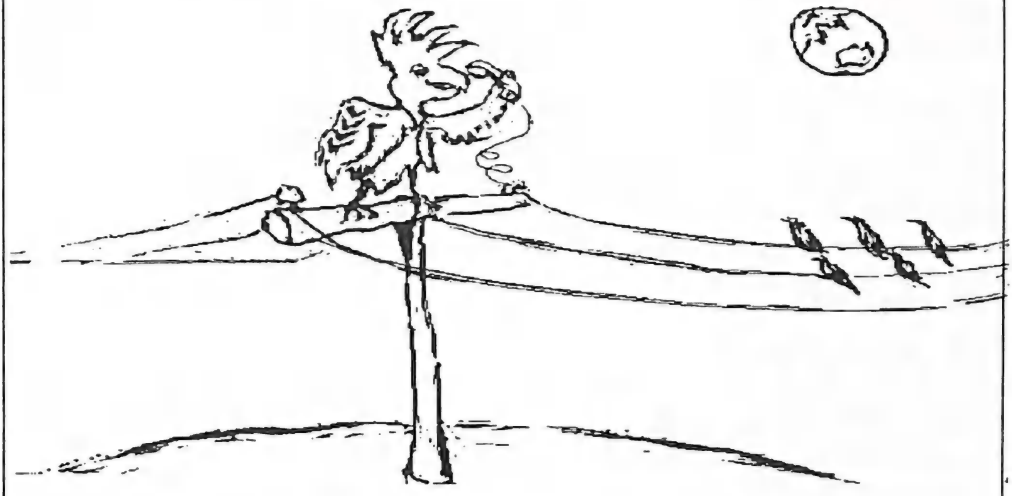
P.P.P.S
Another little piece of Wisdom. Hidden away in File Area 1 is a file called BBSFILES.LZH. Now this file is updated daily and contains a listing of every file on the BBS. This of course is an ideal way of finding your mark and should be top of your list at least monthly.

P.P.P.P.S
One more thing: having the easiest to use BBS in town has placed a downturn to the input of our message area and this is of great concern to me. Although your BBS should service your PD Software requirements, it should also be a source of information. If my critics can justify any one negative of the changes, it is that our new file area has hindered user input in the message area, (Brendan & Ron excluded). This I hope will be rectified before I am placed on the rack, so give it some thought.

Until Next Months BBS NEWS..
Happy MODEMing!
Sysop: Graeme Darroch
Assistants: Tom Yallowley, Ron Lewis, Doug MacLurkin

MY VIEW

By Ron Lewis



I bet that as you read this title you shuddered and considered resolving to consume no more of this guy's ramblings. But the fact is that you are still with me. All goes well that you have decided to read on, just once more. And with that, I praise your solicitude!

As you know, over the past five months I've been conducting tours of your BBS and have also had a large input into the running and preparation of the File Area. After this amount of input you may think I should be satisfied, and that if it's not right now then I should give up; but this is only half right. It is true that I'm unhappy with our BBS's present role, but I am over the moon with the response from both members and non-members to our new format which has proved so popular. Let me explain:-

Our BBS now has twice the number of regular callers that it had prior to the new format. This has meant a 50% increase in Commodore owners who hear about our Club and witness first hand one of it's assets. This was the intended result, and your BBS Management Committee should be applauded. In my view, however, this very result must have had the adverse effect of taking users of other local BBS's, and this issue should be addressed post haste.

I propose that we are in a position to completely change the role of BBS'ing in Brisbane, and I feel strongly that if we don't act, many of the BBS Services operating currently will be further frustrated by our progress.

For the benefit of the 70% of members who do not use our BBS, I shall briefly explain our past and present file policy, so you will better understand what the hell I'm talking about.

In the past, our File Area was built up by users uploading Public Domain files which were stored on a single Hard Drive and made available to other users to Download. The quality and age of these files was suspect, and made worse by a requirement placed on users to Upload. These files had very little attraction for the majority of members because, by the time they appeared on our BBS, they were old news and yesterday's men. However non-members without access to the CCUG's large PD Library found this service quite satisfactory, and were very happy to reap the benefits of your efforts. A plus for this system was that it was easy to administer, and the BBS could be run comfortably by one person.

During the past 5 months, a concerted effort has been made to test my theory and the People's wishes. Our File Area has been turned into an itemised, well documented up-to-date Area carrying the near latest Fish disks in file format, sprinkled with the very latest PD imported directly from Europe privately. The results speak for themselves. As stated elsewhere in this Newsletter, BBS usage has doubled. There is no doubt that the new system has proved a success, but it is time consuming and labour intensive, not to mention costly. It has proved beyond doubt that if you provide a service which is better, then the word will very quickly spread throughout the MODEMing community.

OK, you say, let's stick with this system if it works! I believe that we can improve the system even further, if only we use our present assets better. I believe we should leave the latter system to other BBS's in the area to cover, and we should concentrate solely on a rolling File stock area. Our File Area titles should represent the PD distributor's Title eg. Fish File Area. MegaDisk File Area etc. rather than the present static, Utilities, Sound, Graphics etc. and that the files be Archived in much the same fashion as currently processed. These Files should have a shelf life of only 3-4 months before they are replaced by another issue. Other BBS's could be sent our discards for their own use at perhaps a nominal charge, and this would then enable the file to at least stay active in the area. Of course, we would maintain a couple of stable areas to cover new members, which would house the essential tools required for their new venture.

The advantages I see in this new format are many, but (1) top of the list is the simple fact that OUR OWN MEMBERS who have MODEMs will be able to receive the latest PD, not at the next meeting, but on any of the 28-31 days preceding it.
(2) It will allow our extensive library to be used by EVERY MEMBER not just the members who partake in the monthly ritual.
(3) It could open the door for far more orderly Workshop meetings to take place and may even encourage some of us to use the workshop meetings to better advantage.
(4) It will offer us a chance to support other User Groups who distribute PD Software and may encourage us to think along those lines.
(5) It will help support other BBS's in the area and encourage a better rapport between services.
(6) Other BBS's using our files would possibly retain our established icons and therefore be seen as our ambassador.
(7) There would be little or no cost to the system or the Club as many of the discs are currently in budget.

The main advantage will be the enormous preparation time. It could not possibly be achieved by your current Sysops, but could well be done using 2-3 assistants possibly one for every 10 discs. I presently service 15 discs monthly. I would assess a fair workload as 5-10 disks.

Our present system of leaving files on the BBS for an eternity is practised by every BBS in

Brisbane, and although I believe we currently do it better than the others, I also believe it puts us in direct competition to these other Boards. If you take into account our vast resources and potential, there is no other outcome than we will place a huge burden on these other services, which will lead to a reduction in use by these other services. Already, I have witnessed the closure of two services in 12 months; and this is only to the detriment surely of our own membership.

If we operate a moving File Area, it will enable other Boards to cater for the static File requirements, while we attend to the requirements of our own membership in a controlled environment. It will encourage a wider membership as well, as many of our newly found non-members will be required to join before gaining access to these new files. Also, I can envisage the requirement at a later date for another line to be added, or alternatively another BBS to cater for the demand. This would be an excellent opportunity to introduce an 8 bit BBS in it's own right.

It just seems ludicrous to me that a limited number of members are able to access to our vast Library only once a month at the Workshop, when we provide limited access to our BBS (which is perfectly able to accommodate our library) to NON Members on a 24 hour basis . Also, let's be honest with ourselves. If our present method of distributing software was workable, we would require a room capable of holding the entire membership. While some members choose to ignore this particular facet of our Club itinerary, the problems that have arisen during some Workshop procedures lends itself to an alternative. Is this the answer???

Discuss this proposal with other members. If you believe it is in your interest as a member, then lobby a Committee member: the same goes for if you think it stinks. But let's have it discussed at a Club level.

I will be happy to explain any facet of this proposal by voice, or listen to ideas of enhancement or rejection by members; but I will only do so if you can quote your present CURRENT MEMBERSHIP NUMBER on request.

Thank you for listening.
Regards,
Ron Lewis (Ass.Sysop)

P.S. There is absolutely no truth to the rumour that I manufacture modems...But I can guarantee that if this idea gets the green light, the Club will be more than happy to arrange the best deal you have ever heard of for our members to purchase the required tools.

P.P.S. This is my personal opinion and not necessarily that of my associates.

NOW WITH IMPROVED MNP !!!

by John Egan A.A.C.S., M.A.C.E.

What does all this new MODEM advertising mean when MNP features are touted?

Our old MODEMs happily worked at 45.45 baud on radio teletype, or at a neck snapping, (at the time), 300 baud over telephone circuits. Along came 1200 and 2400 baud MODEMs and we thought that all our Christmases had come at once.

Technology keeps advancing; we keep demanding a faster and more efficient communications system. Telephone and ordinary voice radio links have only a limited bandwidth through which we may send out data.

To get around this problem, we start using communications techniques more advanced than frequency shift keying (FSK) to transmit the data.

One of the methods to speed this throughput without loss of data integrity is the MNP (Microcom Networking Protocol) group of standards. They are similar to, but not exactly the same as the C.C.I.T.T. V.42 and V.42bis standards.

The MNP standards have a number of classes. Below is a breakdown of these with a brief description of each.

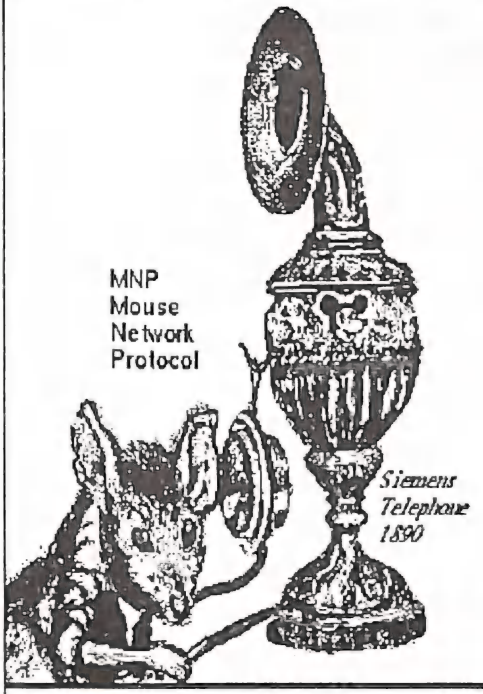
MNP-1 Obsolete !! (Now don't you feel better! You could have wasted your time learning all about MNP-1. Give yourself a pat on the back for time saving efficiencies.)
MNP-2 Full duplex asynchronous communications with error checking facilities.
MNP-3 Synchronous MODEM to MODEM communication which allows reasonably fast transfer and better error checking than MNP-2.
MNP-4 An updated version of MNP-3. This allows the two MODEMs to adapt according to the quality of the communications link. The data is sent in packets (or groups) with the inter-MODEM checking on link quality occurring between packets. The packets vary in size according to line conditions.

MNP-5 This is the first of the data compression standards in the MNP classes. These MODEMs can halve the time taken to transfer text.
MNP-6 Allows one MODEM to train the other to raise the transfer speed and change the modulation method. e.g. A.F.S.K., Q.A.M. etc.
MNP-7 State of the art MNP standard ! (Until an MNP-8 is brought out and we start again in our learning.) Two MNP-7 MODEMs will do all sorts of checking and training on each other to ensure that they are both using the same protocols and are communicating at the highest possible speed practicable over the communications link. Data from the computer is stored in the MODEM's own buffer until the MODEM is ready to transmit it.

Before the data is transmitted with a MNP-7 MODEM, the start and stop bits are stripped and the data is compressed with Hauffman coding. The MODEM itself calculates its own sixteen bit Cyclic Redundancy Check (C.R.C.) then transmits the data in synchronous form.

The receiving MODEM does the reverse of this. While this is happening the two MODEMs also monitor line conditions and change speed accordingly. If a data packet is corrupted in transmission the MODEM (not the personal computer) requests that it be re-transmitted.

I hope that now you have at least a vague idea of what MNP is about, and will not be totally confused by the glossy MODEM advertisements featuring NEW BETTER, BIGGER MNP!



Dear Editor,

This is the tale of a stroke victim's never ending battle. Trying to get a MODEM to work.

Fred Hawley

(Fred's article can be read in two ways: one, as an example of the art of narrative- even if you don't care a fig for anything to do with MODEMS you get led along from episode to episode with an unsatisfied expectation of what happens next. Read by the moralist, one might want to say- "stop!" after the first episode. We have a User Group which (I hope) fixes such problems without any fuss. Ed)

MODEMCONUNDRUM

What on earth you ask is this word modemconundrum? It is a blend of two words, (MODEM, which is an acronym of the words MOD/ULATOR-DEM/ODULATOR). and CONUNDRUM which is defined as a puzzle, a mystery.

Why a conundrum? Well my pet mystery was born when my T.A.F.E. Disabled Students Co-ordinator, Ros, rang me one autumn morning to ask would I like to start my new course FREE LANCE JOURNALISM by receiving my lessons and reciprocating by using the exciting new electronic mail system known to computer enthusiasts as a MODEM.

"Yes that would be great, very interesting and exciting, thanks," I naively answered.

"Tomorrow morning a T.A.F.E.man, an expert in electronic mail, will call in and set up your computer with a modem."

Well, to say I spent a restless night is an understatement. I tossed while busily conjuring up new horizons for my somewhat cloistered life by having a medium by which I could seek out new programs and information, simply by ringing the "BBS" number of many and different modem users throughout Australia. And I would be able to "talk" directly to my T.A.F.E. teacher, bearing in mind at all times that the phone bill could be a astronomical.

The T.A.F.E. man, whilst clearly an expert in MODEMS, was just as clearly stumped by my choice of computers. He set up my modem, and typed away heroically, trying to get my computer to "co-operate" by phoning T.A.F.E. Sydney, but without avail. "I can't do any more without an interface and a communication program."

He asked me if I knew anyone with a program that would "run" a communication package. I told him that my friend Floyd had a modem and built his own interface for his computer which is the same as mine. My visiting expert rang Floyd.

"Yes," Floyd said. "I'll drop it in tomorrow."

Floyd dropped in and left his program and interface. I felt as Columbus must have felt when he was venturing in uncharted waters. I too was in uncharted waters as the whole modem adventure was foreign to me. I plugged the interface into my computer, and loaded the communication program into the disk drive. A screen full of strange symbols and numbers met my gaze. Admitting defeat, I waited for the man from T.A.F.E.

Although he spent hours typing, he was at a loss what to do. My computer was "new territory" to him. "I'm sorry I can do no more. I thought you had an I.B.M. or a compatible computer."

I decided to contact my friend, Fred T, who has the same computer as me and has a modem. I asked my tutor to ring Fred and seek his help. Next day saw Fred T struggling with the many and diverse devices that are required to "run" a modem. "I need a manual for your modem. Can we borrow one from Sydney?" he asked.

A MONTH ELAPSED

The awaited manual turned up from Sydney. Once again I asked my kind and patient tutor to contact Fred T again. "I'll see you on Friday," Fred T told my tutor. Always true to his word, Fred T seated himself once again in front of my computer. "It wont work," said Fred T so he set his own modem up and tried it. Although it would get the phone to ring, no reply was forthcoming. The morning was fruitless.

SIX WEEKS ELAPSED

Meanwhile I'd bought a much more powerful computer, an Amiga. I'd hoped it would be compatible with T.A.F.E. computers and it would keep me busy. Alas, it turned out not to be! I joined an Amiga disk marketing company in the meantime. From them I ordered a Communication package on disk. I "ran" the program, but couldn't make "head nor tails" of its jungle of strange messages. In that mornings mail, there arrived from T.A.F.E. Sydney a large envelope which contained an I.B.M. disk, the instructions, and a letter telling me what was needed. Unsure but hopeful, I attempted to "run" the disk but it would not work!

EIGHT WEEKS ELAPSED

I packed everything up and waved goodbye to my dreams of being able to "talk" to my teacher via the modern wizardry of electronics. I resorted to listening for the sound of my postie's motorbike heralding my T.A.F.E. lessons.

A SURPRISE!

Fred T turned up one morning after a long absence. "What's happening about your modem?" he asked

"It's kaput, finished, all gone!" I answered.

"That's silly, it doesn't matter what sort of a computer you have. If you send a message, the computer in Sydney will display your message. And you can receive anything they send. All you need is a communications program."

"Too late now" I told him.

THE END!

----BUT WAIT FOR THE SEQUEL!--

EXPECTED SOON,

Fred.

Amateur Radio and the Amiga

Paul O'Brien

In this article I will outline the Amiga's ability to perform in Amateur Radio applications. I will not deal with the uses of Amateur Radio, or argue why you should participate. I will merely show that there is more to Amateur Radio than Morse code or long chats to people in Botswana. My article will give a brief description of most of the digital Amateur Radio modes of operation.

Packet Radio

Packet Radio is similar to modem connections used on telephone lines, except that radio is used as the link. Whereas X, Y and Z transfer protocols are used on phone links; YAPP, UUBin, and UUBin7 are packet file protocols. TCP/IP is another software connection package which allows transparent connection between users and Bulletin Boards, allowing networks to be formed in which it is possible to access other operators' machines as you would your own.

At present, at least 7 Packet Bulletin Boards operating in Brisbane and there are other BBSs scattered throughout the State. Shortwave Packet BBSs, which allow world-wide access, also operate . It is not necessary to have a shortwave radio yourself; you simply have to be able to log-on to the network, send messages address correctly, and they will automatically be sent via shortwave . The most common Baud rate is 1200, but 9600 Baud is now starting to take off. Experimental stations in Japan have used EtherNet links at 5 MegaBit full duplex.
A 9600 Baud modem costs $180. Software for Amiga Packet Radio:- AmiPac (Club Library), TCP/IP (Fish 225), NComm (Fish356), CBBS-a Packet BBS (Fish 415)

Amateur Television

Amateur television is split into distinct groups each with its own advantages: Slow Scan TeleVision (SSTV) and Fast Scan TeleVision (FSTV). SSTV is more like sending a FAX: in fact one of the SSTV modes is FAX (not the office type). FSTV is the same type as you watch at home. Slowscan TV is useful for long distance radio links as it uses a narrow bandwidth,(the same as voice), which allows efficient noise reduction with narrow bandwidth filters. Weather FAXes, newspaper pictures, weather satellite pictures and other pictures and of course Ham radio use this mode. The time taken to transmit a picture varies between 8 seconds to 10 minutes. The quickest colour picture taking 12 seconds. At this speed the resolution is not amazingly good (128 × 120), and the colour is not very realistic. At the other extreme, a B&W fax can take 10 minutes with very good resolution (1024 × 1200) in 16 grey levels. FAXs this size require 614,400 bytes of memory so lots of memory is an advantage in this mode. There are a number of SSTV transceiver packages, although the only package I have used is Amiga Video Terminal by AEA, which will do nearly every mode on SSTV including the transmission and reception of colour pictures. Fast Scan TV requires special transmitters to send the large amount of information which is required to produce apparent motion. A UHF TV is all that is required to receive the Black & White and Colour pictures which are transmitted along with sound. The amateur TV repeater has an output on Channel 35 in the UHF TV band. Amateur TV enthusiasts began transmitting TV pictures in Brisbane many years before commercial services began. Almost any titling, animation or paint program will do for test screens and station identification, although interlaced PAL with Overscan is the desired resolution. Software for FSTV:- Deluxe Paint III, Titlegen(Fish 300), Stillstore(Fish 317), Deluxe Video, Photon Paint, etc.

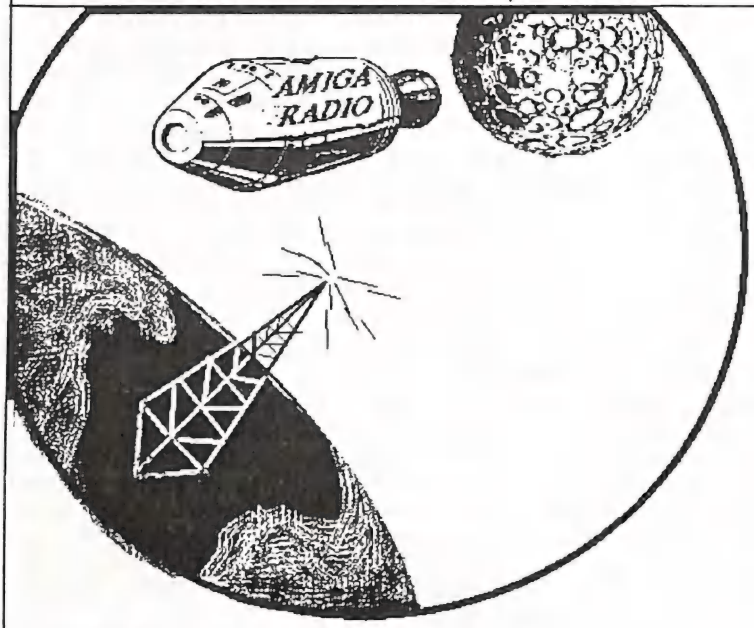
Satellites

YES, your Amiga even has a role in satellite communications at an Amateur level. But first let's get clear which satellites Amateurs use. Amateurs do not usually use AUSSAT or any other geostationary satellites. Instead, they use low Earth orbit satellites whizzing around in polar orbits (going North-South or South-North) at altitudes of only a few hundred kilometres, which means they maybe overhead for only minutes at a time. Satellite tracking programs are used to tell which satellites are overhead, and which way the antennas should point. The latest generation of Amateur satellites are lower than their predecessors, which means they can be reached with less power, and only rudimentary antennas are required for reception. In the past year at least eight amateur satellites have been launched, (not all successfully), but the remaining ones offer a lower cost way of achieving Space communications. Weather satellites can also be received, allowing you to make your own forecasts. The Soviet MIR (Russian for 'peace' and 'Earth') Space Station also has Amateur operators on board and uses Packet Radio. The U.S. Space Shuttle often carries Radio Amateurs into Space, sometimes with SSTV equipment, and nearly always with Packet Radio. And, of course, they will speak to you !

Modifying Software

There are also other programs, including many BASIC programs written for other computers, which can be readily modified to Amiga BASIC using programs such as BasicStrip (Fish 121). Many programs written for IBMs can run with few alterations in Amiga BASIC; they include programs for RTTY, filters, transistor biasing and impedance calculations.

I hope I have shed a little light on the possible uses of the Amiga within another Hi-Tech hobby. I should point out that you need to be a licensed Radio Operator to transmit, but that no licence is needed to receive any signals.



More from Paul O'Brien next Issue.

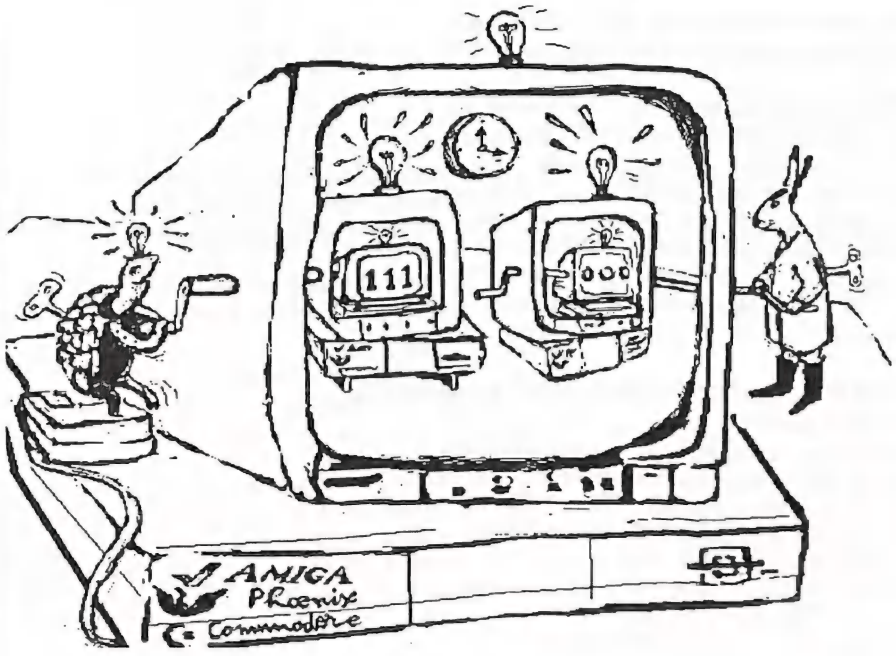
(P.S. Next issue will present Ron Rich's perspective on the C-64 and Radio)

True Multitasking
by David Haynie

Multitasking, very simply, is any mechanism that allows multiple tasks, or programs flows, to execute in a computer system. In most cases it implies that a processor is being shared between multiple tasks, all of which appear to the user to execute simultaneously. Generally, they don't execute simultaneously, but instead get scheduled for some slice of the CPU's time. This implies that the operating system must have some swapping mechanism, and each task needs to store with it any context information necessary to let the OS swap it in and out of activity.

What people confuse with multitasking is the concept of multiprocessing. In a multiprocessing system, you have more than one processor available to do work. In an asymmetric multiprocessing system you generally have specialized processors, probably one main processor for general purpose work, and alternate processors optimized for particular jobs, such as disk control, graphics manipulation, etc. In a symmetric multiprocessing system, any task may be scheduled on a number of processors, hopefully the one that is loaded the least at the time that task gets loaded. Most multiprocessing systems are in fact also multitasking, though a multitasking system need not be multiprocessing. A multiprocessing system may have the characteristics of both asymmetric and symmetric multiprocessor systems.

What kinds of multitaskings are available?



Three obvious ones come to mind: preemptive, cooperative, and time-division multitasking.

An artificial human problem will help illustrate this. Mentally set yourself (playing the part of the Operating System) before a desk. On the wall in front of you are a number of hand cranks (tasks). A light on each crank tells you if that crank needs to be turned . In a preemptive system, you start turning a crank, You'll turn it until a timer goes off or until the light goes off, indicating it no longer needs turning. When you're done, you reset the timer and start turning the crank on the next one. For the cooperative multitasking system, you lose the timer. Instead, when your light goes out, you look at the other cranks to see if they have a light on; and if so, you move to a different crank. In the time-division system, you have a timer and lights, but they work differently. The lights on the cranks don't go on until you start cranking. You turn each crank in order until the light goes out, then move to the next. When you're done, you wait until the timer goes off, then go back to the first crank, etc .If the timer goes off before the last crank is finished, the system is overloaded.

Q. What type of multitasking does the Amiga use?
A. The Amiga uses preemptive multitasking.

Q What type of multitasking does the IBM use?
A. That depends on the Operating System MS-DOS is single tasking. **Windows** apparently use cooperative multitasking. OS/2 and UNIX use preemptive multitasking.

Q What type of multitasking does the MAC use?
A. Multifinder uses cooperative multitasking, AU/X uses preemptive multitasking

Q. What type of multitasking does NEXT use?
A. NEXT uses preemptive multitasking on its "030/'040, while its DSP56001 is single tasking.

Q. Which type of multitasking is better and why?
A. That depends on the problem you're trying to solve.
For strictly interactive and single-user use, a user can't really tell the difference between preemptive and cooperative multitasking. When you have both interactive and CPU intensive tasks, or a need for strong task prioritization, or a need for multiple users, or a need for realtime response, the preemptive system works better. This is because the swapping of tasks is controlled by the Operating System not by individual applications, so no one task can hog the CPU. For some imbedded and realtime applications, the time-division approach works best.

Q. Why is Windows claiming innovation in multitasking?
A. Take your pick:
10) The Marketing Department demands this claim,.
9) Microsoft R&D just ignores anything that's not made in Washington.
8) When compared to the single tasking MS-DOS, it is innovative.
7) Apple hasn't yet trademarked the word "innovative".
6) It takes 8% more memory than MS-DOS, so it most be good.
5) They don't have the August 1st edition of "Microsoft Report" yet.
4) There's one born every minute.
3) They wanted to see who's paying attention.
2) Anything that is confusing to use must be Big Science.
And the Number One reason Windows claims to be innovative:
1) Because it made Bill truckloads of cash.

Library News
from Bob Devries

A New Librarian

Well, here I am looking at the Library from the inside, as it were. I must thank Phil Guerney for easing the transition, and for his continued support. I hope that I will be able to do the job to the expectations of the members. We must all remember, this is our Club: yours as well as mine; so I don't want to be left in a vacuum running the library by myself. I hope that the library helpers who have done such a good job working with Phil, will continue to do so with me.

One of my main problems is that, although I am at heart an 8 bit user, (although I own an A500), my computer experience has never included the Commodore 64/128 or other 8 bit Commodore machines. So because of that, I will need some support from the 64/128 users to patiently explain why a program will not load, which machine it is for, and so on, so that I can more easily check it out. Also, of course, C64/128 users are more likely to be able to tell me what software is available, and which books and magazines. Oh, and one more thing... to aid my failing memory, please write it down!

Overdue

OK, off with the kid gloves, now it is time for some stick wielding. I noticed when I took over that there are quite a number of software and books borrowed for more than the allowed ONE MONTH. To those people who have a legitimate excuse, please phone me to explain, and make an effort to return the items by mail, or by hand to me. Mail may be sent either to the club's postal address, or to my address. These, and my phone number appear on page four of this newsletter.

Members who have had items borrowed for extended periods of time
are these:

Ashley Campbell	Ian Clarkson
Ken Davies	Christopher Drzewiecki
Campbell Gunn	Denis Roche
John Rowe	David Parry
Bruce Switzer	Robert Vearing

If any of these people have since returned their material, I thank you very much. For those that have not, please remember that there are other members who would like to borrow what you have now had for some time. Please see me at the next meeting to arrange for the return of the material, or ring me after 7.00 PM and leave a message if I am not there.

(I promise that we are not starting a Hinch style Media Terrorist campaign against forgetful borrowers, followed next month with Mug Shots of Perpetrators with ropes around their necks. But joking aside, the point is that it is time consuming and costly to have to chase after overdue Library materials. Ed.)

Now for some good stuff:

New items in the library.

VISTA for the Amiga, 1 MB of memory required.

Vista creates landscape pictures from US Geological Survey Digital Elevation Model data, or from Fractal landscapes generated internally. It allows the user to pick a target area to look at, and from and then draws (renders) the landscape. Works very well on an Amiga 2000 with accelerator card, but a bit slow on an A500. Pictures may be saved in standard IFF files, and exported to programmes like Turbo Silver.

Corish's Computer Games Guide. Hints, Tips and Pokes for your favourite computer.

A book that lists a large number of playing (read cheating) tips for games on the C64, Amiga and a number of other computers. Back doors, programs to type in before running, getting lots of men, game play tips and so forth, are all mentioned.

Making Music on the Amiga (ABACUS), (Includes Disk)

Seems to be quite a comprehensive book about the Amiga's sound capabilities, including sound sampling and MIDI. It even has circuits for simple interfaces for both MIDI and a sound sampler. Programmes appear mostly in GFA basic, with some C included as well. Should be easy to convert to AmigaBasic or other languages.

Megadisc 22, ReRun 17, Loadstar 86, Computes' Gazette, Amiga Format 23, are all in now for you to look at.

Well, that's about all for this month. Remember, if you have seen a good computer book or program, tell me. If you have problems with existing library material, see me. I will see what I can do to remedy the problem.

Regards, Bob Devries.

MODEMS:A fresh look

By Douglas Maclurkin

Willy-nilly, on the recommendation of Ron Lewis, I have now undertaken the exciting job of Sysop's Assistant for the 64/128.

This is a whole new field for me. As I learn, I shall share my experiences and discoveries with other 8 bit members, some of whom have become totally frustated and eventually shelved their modems. It is my ambition to revive their interest and persuade them to rejoin the ranks of keen modem users.

I have found that few 8 bitters are using the Bulletin Board: at present, only one is using it regularly and he is NOT a member of the Club. The message is quite clear:

THE 8 BITTERS MUST GET OUT THEIR MODEMS AND START USING THE BULLETIN BOARD. If we don't, then we have only ourselves to blame.

Your responses will give me a clear idea of how much usage we can expect. ACT NOW, even if it means getting up at 2 am to connect.

As a start, I have uploaded our Catalogue Disk onto the Bulletin Board. I used an archiving program; so each file ends with .SDA. This acronym stands for SelfDissolving Arc. In other words, you do not need what is called a de-arcing program. Just download the file and run it. It will automatically separate the files and put them on the disk. Make sure you have enough room on your disk. These catalogue files are definitely on the Board (File Area 12); so you have no excuse for not finding them.

With the Catalogue Disk, you can order any of the Public Domain disks from me; and I will post them to you, or bring them with me to the next Club meeting.

I intend to upload a selection of Public Domain programs each month. If you have any particular program you want included, please phone me, or, better still, put your request on the Board.

Finally, don't be frightened to use your modem. At first, you may be tempted to put it in the 'too hard' basket. Persevere, and you will find it quite easy and lots of fun. If you have any difficulty finding a good Terminal program, or you are having problems with your modem, get in touch with me and I may be able to help you, or direct you to someone who CAN help.

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COMPUTER LANGUAGES MADE EASY

Stephen L. Hack

I suspect there are many users of computers out there who, like me, are unsure of various aspects of the computer that we operate daily. This article, which is not specific to any particular type of computer, may make things clearer with an overview of computer languages.

For example, many Fish disks state -"Includes Source Code". So what, I here you ask!!!. Well read on, you may learn something new. I promise not to get too technical.

The computer

Until recently, the computer was considered a data processor; its primary function was to perform operations on numeric values. With the advent of the information age, the computer's role expanded and became even more important. Today the computer is an information processor capable of handling both data and text. The computer solves a problem by processing information.

A computer has no internal intelligence, except that given to it by a human. The processing that a computer does in solving a problem is controlled by a PROGRAM, a series of instructions designed to accomplish a specific procedure or task.

There are two types of application: in the first type, it is normal to define the procedure, or algorithm, that can be used to solve the problem. Once the procedure is defined it can then be converted into a computer program. This program, and hence the Procedure, can then be executed by the computer as many times as required.

The second application is in the field of artificial intelligence. In this case there are no set procedures that can be programmed, therefore the programmer must define a set of rules that the computer can use to solve the problem.

The Programming Language.

Computers use a specialised language of Bits and Bytes which is difficult to understand, even for the professional programmer. For the computer to be useful to the average programmer, there must be a way of translating a problem into a language that the computer can understand. A language designed to meet this requirement is called a PROGRAMMING LANGUAGE. Once we have developed a procedure to solve our problem, and this procedure has been converted to our Programming Language, the computer can then follow these instructions and solve the problem.

A Program is therefore a set of instructions used by the computer to solve a problem.

Low Level Languages.

These are languages which operate directly on the hardware of the computer: they are Machine Code and Assembler.

Machine Code.

Machine Code is the instructions in Binary Code, that the Central Processor Unit uses to carry out the required procedures.

Example (Sorry this was the only one available and is for an IBM compatible, however I'm sure you will get the idea.)

Procedure.
x = 2
z = x + 1

Machine Code.(Hexadecimal Notation)

C746FE0200
8B46FE
40
8946FC

As you can see, programming in Machine code can lead to several difficulties;

* The Code is obscure and difficult to read.
* The instructions use specific address locations, which means great care must be taken to manage all memory locations when storing data.
* Codes are machine configuration dependent, requiring that the program be completely re-writtten to run on different types of machine.
* Most programs will require hundreds of lines of Machine Code instructions.

Assembler Code.

Machine Code can be made easier to read using meaningful Mnemonics rather than Hex notation.

Our previous example now becomes: (Yes still IBM.);

```
MOV Word Ptr [x].0002
MOV AX,Word Ptr [x]
INC AX
MOV Word Ptr [z],AX
```

This program is then translated into Machine Code for the particular computer using an ASSEMBLER.

Assembler has several advantages over Machine Code;

* Assembler improves the readability of a program over Machine Code.
* Decreases the possibility of errors in programming.
* The resulting program is less dependent on specific memory locations.

Assembler however also has some disadvantages;

* A more machine oriented language than a human language.
* The language is Central Processor-dependent.
* Even simple programs require hundreds of lines of code.

Medium Level languages.

There are several medium level languages such as C and FORTH.

the language C.

The C language was developed as a tool to aid in the development of the UNIX operating system. It has, in common, with other medium level languages many of the advantages of Low Level, Machine code and also some of the advantages of the high level languages.C has become a popular language for the development of programs and utilities for the AMIGA.
Using our previous example; in C, it becomes:

```
main()
{
int x, z;
x = 2;
z = ++x;
}
```

C has many advantages over other languages;

* Fast execution times when the program is run.
* Fair readability of the completed program.
* C is a essentially a standard language which allows conversion between different computers.
* C is a comparatively low cost programming language.

C has some disadvantages however;

* C still requires many lines of code compared to high level languages.
* C is a procedural language making it

poorly suited for artificial intelligence type applications.
* C is not as readable as high level languages.

High-level Languages.

There are more than 200 High Level Languages such as FORTRAN, COBOL, PASCAL, dBASE, LISP, SmallTalk, Prolog and of course the best known High Level language of all, BASIC.

High level languages are more like natural language than the lower level languages. They use single instruction lines to represent many lines of Machine Code, and this reduces the time and cost of writing programs.

The advantages of High Level Languages are;

* Fast program construction.
* Very good readability of the finished program.
* The language can be tailored to specific programming needs.

The disadvantages however are;

* Generally require more memory to run.
* Slower operating speeds.
* Often some of the processors features are not available directly to the language.
* Tend to be dedicated for specific programming purposes.

Examples of language uses;

FORTRAN Used for many scientific applications.
COBOL Used for business applications.
PASCAL Used for Educational purposes.
dBASE Used for DataBase applications.(Very high level)
LISP Used for artificial intelligence.
SmallTalk Used for artificial intelligence.
Prolog Used for artificial intelligence.
BASIC Used for home computers.

Our previous example in AMIGABASIC is;

```
x = 2
z = x + 1
```

The Operating System.

The operating system is just a special type of program that manages and supervises the execution of programs on the computer. On user request, the operating system loads programs from external memory devices, i.e. Floppy Disk, Hard Drive etc, into the systems memory then executes the program. Operating systems i.e. AmigaDos, MSDos etc, are normally written in Machine Code or C.

Compilers Versus Interpreters.

It doesn't matter if the program is written in Machine Code or a High Level Language: the code written by the programmer is said to be the SOURCE CODE. Once translated into machine code it becomes EXECUTABLE Code. There are two basic ways of accomplishing this conversion: using a compiler or using an Interpreter.
Any computer language can be implemented as either a compiler or an interpreter.

Interpreter

In the case of using an interpreter, (e.g. Amiga BASIC), the language must be loaded into memory and it remains in memory, with the source code, during execution of the program. Each time the program runs the interpreter reads each line, interprets it, and then executes it.

Advantages of interpreters are;

* The interpreter always has control of the program therefore the program may be stopped/started by the user and variables altered at any time.

* Easy to debug the program.

Disadvantages of the interpreter are;

* Using an interpreter results in slow execution of the program.
* Loss of memory space, occupied by the interpreter program.
* User must have a copy of the interpreter program.
* Source code is difficult to protect as the user must have the source code, therefore any one who can read the source code can determine the procedure used in the program.

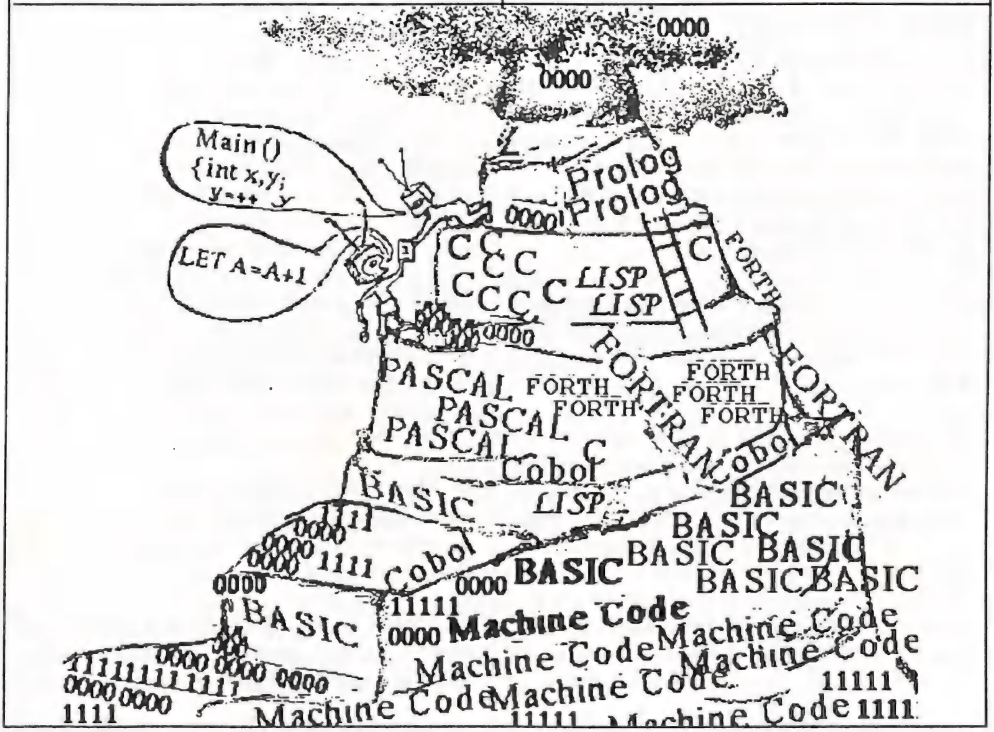
Compiler

In contrast to the interpreter, the Compiler is used as part of a process that converts the Source code to a Machine Code program. This program can run without any additional support program. The source code is created using an Editor or word processor in non-document mode, (i.e ASCII), The Compiler then converts this program to an object file (OBJ). A LINKER is then used to obtain the Executable file (EXE). The final executable file can be run as many times as required.

Advantages of the Compiler

* Programs run fast as they are already in Machine Code.
* Good security as it is difficult to work back to the Source Code.
* Frequently used routines can be stored in the library which can be used with many programs.
* Large programs can be written in smaller parts then linked using the Linker program.

Well, I hope that this might help to explain some of the terms we all have come to accept in this hobby of ours, and perhaps give a small insight to the various languages that are available for the AMIGA user.



What's Up With AMOS?

by Steve Hovelroud

It's been nearly a year since AMOS was released, and unless you have been keeping up with the goings-on, some news may have escaped you. If you joined the AMOS club you should be receiving your regular AMOS Newsletter detailing all the updates and new products concerning AMOS.

Versions

The original version of AMOS was 1.1, this was around for about a month then version 1.2 appeared. This is the version that most people bought; and unless they have gone through the update process they lack some important bug fixes and new commands.

Version 1.2 fixed up some nasty bugs and introduced a few new features, including a revamped file requester, sprite and bob image flipping, bank swapping and the important Multi Wait command. By using the Left AMIGA-A key combination it was possible to switch between Workbench and back to AMOS. In the 1.1 version of AMOS this was a joke, as the editor hogged the processor so much that running anything else was out of the question. This was fixed in version 1.2, and by using the command Multi Wait in your own programs you could free up the processor for other tasks as well.

Version 1.21 followed almost straight away and fixed a sprite bug and allowed AMOS to be stored anywhere on your floppy/hard disk.

Quite a while passed before version 1.23 surfaced. This version was a major update, and included a serial extension giving 15 extra commands dealing with the serial port, , even up to MIDI speeds. Also included was support for interlace screens, a check for NTSC/PAL machines, a sprite image compactor and procedure locking. Now if you haven't bought the compiler (you do know about the compiler don't you ?) this is the latest version you should have.

The Compiler Package.

The Compiler has been out a short while now and includes another AMOS update to version 1.3. One bonus of 1.3 is that AMOS itself is now only 90k long and RAMOS 75k, a significant reduction in file size. 1.3 is the only version that will compile and, as usual, includes some extra commands to switch between Workbench and back. The compiler itself has added a few extra commands mainly allowing for memory compaction routines. The compiler package consists of the AMOS 1.3 updater disk, (You must have the 1.23 Master disk to update), the Compiler disk, a 66 page Compiler manual and a 16 page booklet detailing all the new commands added to AMOS since the original 1.1 version.

Well, the Compiler works, - sort of anyway??? About 50% of the programs I have written compiled ok and 80% worked O.K. when I changed some of the parameters of the compiler. There are some problems though, that cause programs either to not compile at all, or to give strange results when they are compiled. Being early days I expect a quick update to fix the major problems.

Speed! That's what the compiler is supposed to give, does it deliver? The answer is yes and no?! There have been conflicting reports about the speed increase in compiled programs and after running some tests myself I have drawn a few conclusions.

1) The AMOS interpreter itself is very fast, much faster than say AMIGA-BASIC, so people used to massive speed increases are in for a shock.

2) AMOS is very graphic orientated and often waits for the vertical blank period to do screen updates. There is even a command

Wait VBL which waits for a vertical blank before continuing. No matter how fast your machine is (500,2500,3000) a program which waits for vertical blanks will show little increase in speed once compiled. To make use of the compiler properly, you should re-write the source and include more code between vertical blank periods or include the command Multi Wait to give more processor time back to the system.

3) Math calculations and other non-graphic routines are speeded up quite a bit.

What the Compiler does give, is a self contained single file that will run without AMOS or RAMOS. A compiled program contains your code, all your codes resident banks (sprite/bob images, music, sounds samples, data) and about 50k of AMOS system libraries.

Setting-Up

Setting up the Compiler looks complicated, but by following the manual things go smoothly. The Compiler can be run from the CLI or from within the AMOS Interpreter itself. This last option (memory permitting) is the best. A compiled program can be made one of three types, a Workbench program, a CLI program or an AMOS program. The only difference between a Workbench and the CLI program is the .info (icon) file. The AMOS option allows a compiled program to be loaded directly into the AMOS interpreter and run from there. Using this option it is possible to have in AMOS all at once: the original source program, the compiler and the compiled version! Changes can be made to the source program, tested and run, compiled, then the compiled version run all from within AMOS. This makes it extremely easy to develop programs. Compiling is fast, a program of mine (1500 lines of code) compiled from RAM: and saved to RAM: took 15 seconds. There is even an option to compress the final code, a la Power Packer style. Compression ratios are about 40-60%,– not bad.

With the advent of the Compiler, AMOS has become in my opinion a serious programming language. Its learning curve is small and ideas are quickly converted into programs. Show me another language that is this easy to program in and gives the same results. Sure it's mainly aimed at writing games but there is plenty of scope in there for more serious stuff. Support has been good (4 free updates in less than a year) and with AMOS 3D and AMOS TOME just around the corner even more complex programs can be accomplished.

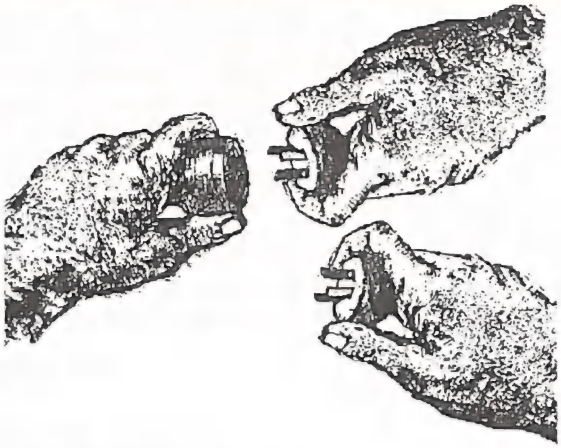
Crashing?

(Having troubles with AMOS crashing? It's bound to be something else running in the background. Do not run Dmouse or any mouse/screen blankers. I consistently have AMOS, DpaintIII, Diskmaster and WorkBench all running together with no problems.)

I have only touched the surface of the new AMOS and the Compiler: if you use AMOS then the Compiler is the way to go. Version 1.3 allows you to configure the editor in may different ways, and support for the AMIGA multitasking environment is growing. I'm having a great time, anyway.

Steve Hovelroud. 6-8-91

8 BIT NOTICEBOARD



NOTICE OF OCTOBER MAIN MEETING 64 DEMO IN S-4

Interfacing For the 64

(A Demo on how to use a 64 as a control device by Col Hansen)

Col Hansen present a hands-on, no-nonsense approach to 64s as controllers for such things as sprinklers or hot water systems. Col did a similar Demo some 3 years ago, which is still remembered with appreciation. He is an example of the Complete Commodore User, with both an Amiga and a chorus of 64s: he tells me that, at the moment, he has eight 64s, working as various control devices.

CLUB NOTICE

Eight Bit members should note they have a Committee to represent their interests: talk to your functionaries, get them to explain what they are doing on your behalf. If they do it, support them.

INFO WANTED:

About 5 years ago, our then Technical Coordinator(Roger Haigh) designed and build a batch of 8 bit 300 baud MODEMs for members. Ron Rich recalls that there was also a kit to upgrade these MODEMS to 1200 baud. If anyone has such a kit or a circuit design for the upgrade, please contact Ron Rich (Phone: 355 2623).

INFO

Cockroach Software is still alive and kicking, or at least it is still an active phoneline in a Com-care shop at Southport. The phone number on the Turbo-Rom packets is now some unfortunate doctor's surgery. The new phone number is (075) 91 6188.

FEEDBACK WANTED

Angus Norrie has shown me another one of his projects - an introduction toBASIC for a young friend, which may help new 8 bit aspiring programmers. It appropriately focuses on the basic skills needed for a young person learning to enter code and get results on the screen. While it is intended for beginners, Angus introduces a few of his own ingenious techniques with Data statements. What it needs now is to be roadtested by young beginners interested in acquiring the skills of a BASIC programmer. (Ph: 371 2945).

GEOS'T A MINUTE!!!

BY Ivor Laggan

Don't throw the baby out with the bath water! Yes, you - the one with the Commodore Box under your arm, heading for the garbage bin/rubbish tip/flea market, or whereever.

Have a look in the bottom of the box and rediscover GEOS.

Remember when you first booted the program and found that you had to read a manual. UCK!!! Never mind, you are a big boy now; you can do it!

There now, it wasn't too difficult really was it. You have tried it again, and already you are wishing you could do this and do that. If only it had a this and a that, it would be a lot simpler/easier/ faster/more fun etc.

Well, you can: there is large amount of GEOS commercial and Public Domain Software available at a reasonable price. Plus hardware to speed your system and Hard Drives, RAM drives RAM-LINKS, Memory expansions up to 2 Megs, alternative Desktops, and more.

The definitive magazine for GEOS Users goes by the name of GEOWORLD, and is available on subscription from the U.S.A. (See your Club Librarian)

Most of the GEOS Public Domain Software is Downloadable from Q-LINK, the home of GEOS PD Software. (See your SYSOP)

There is even a GEOS Users Group (first Meeting May, 1989), which has grown from 4 founding members to over 600 members in 26 months. It is becoming a truly international GIG with members joining from Australia - New Zealand, Sweden, Germany. Already Software Exchanges have been made with German GEOS User Groups.

I believe that there are obviously other GEOS User Groups in America (the Americans know a good thing when they see it!!) The name of the current leader within the GEOS community is:

GEOMETRIX
20224 S.Sprague Road
Oregon City
Oregon 97045-9641 *(THAT'S NOT THE PHONE NUMBER!)*
U.S.A

Membership is reasonably priced as $12.00 us for 6 issues of GEOJOURNAL, or $20.00 full membership with access to Software Library..

It would be nice to think that there is a similar set-up for GEOS USERS, but so far I have been unable to trace any. Is there any Australian source of GEOS Public Domain Software , apart from the small amount located at Brunswick Publications?

BYTES

A Noticeboard for Members

FOR SALE

C64 Cartridges :

The Expert - $75;
Super Snapshot V - $75 ;
Cockroach Turbo Rom - $20.

All with software and instructions.
Contact Denis Roche 245 4914.

AMIGA MONITOR

REPORT
AUGUST MAIN MEETING:CDTV

Apart from the Annual General Meeting Festivities (?), the August main meeting featured a demonstration of CDTV, Commodore's 'consumer wonder machine'. Along with the standard Amiga fare appearing on CD, are some applications specifically suited to the massive storage medium of CD. Some of these titles include:

Timetable of Science - The history of science.
Timetable of Business - As above but about business.
The Illustrated American Encyclopedic Dictionary.
Advanced Military Systems - Pictures and Data.

There is also the entire Fred Fish collection from 1 to 480!! (now THAT might be useful). Games are also available; Lemmings, Sim City, etc.
Already certain members of the club are talking of having the CDTV in the lounge on top of the VCR and hooked to the telly, AND networked to the Amiga (in another part of the house) using PARNET - a public domain networking system using the parallel port.

Commodore are planning to release the 'A690' CD drive for the 'standard' (what's standard?) Amiga owner - specifically A500 owner, apparently a version will be available for 2000-3000 owners. It seems Commodore is carefully aiming CD technology at the same people they think are buying A500s - Hmmm.

The price of CDTV is $1599. Many thanks to Greg Perry for running, crashing and learning to drive the CDTV for the night and also a big thanks to Royce Jones at Uniting Computers - Bundamba, for lending it to us.

Thanks to Commodore, who - (unknowingly?) donated a pile of CDTV advertising material, bumper stickers and badges to feed the hordes.

NOTICE
OCTOBER MAIN MEETING

At the October Main Meeting we will have...

...that's right we don't have anything lined up for the Main Meeting - yet, so it will have to be a surprise. (I used to hate these sort of surprises in Scouts - we'd be whisked off for a crash weekend camp and end up wet with the flu!! - never fear, I haven't got a tent!)

Until the next meeting...
Adios Amigas!
Robert Googe
Amiga Coordinator..

Another Impression

The Club finally had a chance to close look at CDTV, which drew a large and curious audience. There were a whole range of reactions from wild enthusiasm to moderate scepticism. My impression, (a naive one), is that CDTV is a piece of technology gambling on finding a social niche.

The CDTV is an object carefully designed not to look like a computer. Its leaflet sees its appeal as a Games Playing Home Entertainment/Educational Centre, with the slogan; "With CDTV you'll never want to leave home!"
- That only leads me to wonder what is meant by "entertainment" and educational" in such a context.

For Computer User Group Types who

experience only milder forms of computer phobia, there is no need to disguise the unit in a User Friendly Box. Could they get by with an undisguised Amiga and a CD ROM drive?
The English Amiga magazine AUI gives a positive answer:
"The use of 'software-only' approach to CDTV capabilities is good news of the existing Amiga owners. By September, Commodore promises they'll have an add-on CD ROM Drive which means you'll be able to run all the CDTV software on your existing Amiga" (AUI, August 91, p32.)

THE GURU RETURNS

Amiga Guru, Steve NacNamee has returned to guide the meditation of Amiga neophytes. When he decides it's time, we will return his Nameplate to Page 2, with suitable honorific status.

Feedback
from Readers

Dear Editor,
I have been a member of CCUGQ now for a couple of years, and sadly this is the first contribution in writing I have made to the Club Newsletter.

Up until June this year we lived in Brisbane, and (when I was able) I attended with relish most of the meetings at Bardon. In late June, we moved to the Sunshine Coast; and I didn't realise until now how much I miss those meetings.

The September issue of CURSOR arrived in the post today and I am now reading it with a great deal of pleasure. You don't realize how important the magazine is until you're "cut off" from the rest of the 'civilised' world.

I was looking through the HELP! Column in the Amiga area, and found that there was no-one available for members on the Sunshine Coast (there must be some of us here, right?) to contact locally re: things like Modems, Bulletin Boards and general Amiga usage. (I see David Walton is listed for Bridgeboard IBM help). I have no great expertise in other things like programming or video uses, but:

I run what used to be a fairly popular and active Bulletin Board in Brisbane, here on the Sunshine Coast called Omega BBS. We have support for the Amiga and 64/128 user. We specialise in those areas only. The access to the BBS is free, and I thought it may help members to know its availability,...especially with the links between our BBS and the CCUGQ BBS through FIDOnet.

The BBS number is (074) 468-493 and it is open 24 hours a day. seven days a week. It supports all speeds right from 300 baud up to 9600 baud. If members would like to call, and leave me a message telling me what message areas they would like to see on this BBS, then we could get the same ones, and they would be able to communicate with the other members with modems without the costs of a STD phone call. We'll take care of that.

I really thought long and hard before sending this... I didn't want it to be seen as a way for me to advertise my Bulletin Board, but rather a genuine attempt to contribute something to the Club I belong to. It's probably no surprise to many people when they realise they only value something after it's gone (or far away!).

Regards (and keep up the good work - I really enjoy the CURSOR),

Kevin Nugent (30/8/91)

P.S. Almost forgot to give you my voice number in case you decide it worthy for the HELP! Column. It's (074) 468 - 489

(Your offer of Help is most welcome,. Ed)

How to use a Standard Modem on a Commodore 64 or 128.

By Steve Elwood

Telecommunication is one of the fastest growing areas for computer users,and the Commodore 64/128er has no reason to be left out of this activity.

Not many people know that a C-64 or 128 can connect to ANY type of Modem, be it a direct connect type modem that connects directly to your USER port,or a Standard Modem that uses a D-25 connection.

The most popular Modem to buy these days seem to be a Standard D-25 Modem,but to connect these type to your C-64/128 you will need to obtain a RS-232 Interface. Now these Interfaces can either be bought (check out a Briwall ad in the ACAR mags),or you can make your own.

Kit

The easiest Kit I have found is made by Jaycar Electronics; (just ask for the "AEM PROJECT 4510A Kit"). I bought one of these kits a while back and found that once built, it would not work correctly with the C-64/128 and a Standard modem. So after a month or so of painstakingly soldering and resoldering, I and a friend came up with a RS-232 Interface that is tested to speeds of up to 9600 baud. (Yes, a C-128 can run at that speed, and so can a C-64 with a special cartridge called a Swiftlink)

So in the interest of getting more Commodore 8 bit users into 'Modeming' and the great world of BBS's, I will go through each change we made to the interface.

Modifications

First of all, follow the Construction leaflet that comes with the kit, and completely finish the interface before starting these modifications. Place your completed interface upside down (chips on the bottom), and face the D-25 to your left. We will call the Port Connector the 'INLINE'(because the connections are in a line).

Now, looking at the points where the chips come through the board, we have IC1 on the left and IC2 on the right. Starting at the top left of these chips will be 1L and on the right 1R.

(Please notice that as you look into the INLINE and D-25 connections each one is numbered.)

Cut line from pin 2 on the INLINE and solder from pin 2 inline to IC1(1L).
Cut line from pin 10 on INLINE.
Cut line from IC2(4R)
Cut line from IC2(6R)
Solder pin 3 INLINE to pin 6 D-25.(using some small insulated wire)
Solder pin 4 INLINE to pin 5 D-25.
Solder pin 6 INLINE to IC2(7R) (Fun isn't it!!!)
Solder pin 8 INLINE to pin 20 D-25 (on other side of board).
Solder pin 9 INLINE to pin 4 D-25.
Solder pin 10 INLINE to IC1(2L) (pins 10 INLINE should be soldered to pin 11 INLINE already).
Solder from IC2(6R) to pin 8 D-25.

Make sure pin M is connected to the hole directly in front of it,and pin B is connected to its hole as well.

O.K.,that's it. You may have noticed that on top of the INLINE,there are two numbers, One and Twelve. These are not referred to at all in this documentation.

Try and leave as much insulation as possible on your wire; (just cut 1 or 2mm). Now that you have finished, you should find your new interface will work without problems with your Standard Modem.

If you find that this project is a little difficult, then it is as easy as giving me a call, and I will make you the Interface for only $60.00 (You give me $60.00, and I will give you a working interface).

You can contact me a few ways. Either on CCUGQ BBS 24hr (808-7694) or on CLUB-64 BBS (Thurs-Sun after 9pm) on 808-3839. This is also my voice line, so it is just as easy to give me a voice call in the evenings.

You may also need a good Terminal Program to help with your communications. There are many types available which you can find on CCUGQ BBS or CLUB-64 BBS.

Good Luck...
STEVE ELWOOD.
(Sysop of CLUB-64)

HELP! COLUMN

This is the HELP! column for users of C-64, C-128 and other 8-Bit computers. If you would like to share your experience in the fields of programming, software, hardware etc. with your fellow members, submit your name with your area of expertise to the editor. Remember: the more names, the more knowledge can be disseminated amongst our members.

NAME:	HELP OFFERED WITH:	PHONE:
Terry Baade	Contact for M'borough/Hervey Bay Members	(071) 215 059
Eddie Brook	Amateur Radio Fax & Weather Programs	349 4394
Kerry De Baar	Basic, Assembly Language	379 5617
Cor Geels	SuperScript, WriteStuff, PaperClip, GEOS	263 2839
Cor Geels	C-64 Newcomers, Printers & Interfacing	263 2839
Doreen Horne	Programming Problems & Disk Corruption	398 7441
Matthew James	Basic, Logo, GEOS, WriteStuff, Games Tips	300 5443
Ivor Laggan	GEOS	273 4212
Doug MacLurkin	MicroSwift Spreadsheet, Basic	350 4034
Vic Mobbs	Contact for Sunshine Coast Members	(071) 941 330
Vic Mobbs	SuperScript/Base 64/128, 1581 Disk Drives	(071) 941 330
George Nelson	EasyScript, HAM Radio	848 2456
Angus Norrie	Simon's Basic	371 2945
Craig Rawlins	Pascal, C, Machine Language, Modula-2	379 8957
Ron Rich	H'ware Interfacing for Amat. Radio Prgms	355 2623
Fred Turnidge	Family Roots (genealogy), Write Stuff	(063) 371 124
Denis Wright	Easy/SuperScript, CBM & Epson Printers	(067) 751 793
Denis Wright	C64 <--> Non-Commodore File Transfer	(067) 751 793

Please be considerate - these are after hours numbers, so only ring our members between the hours of 6pm and 9pm during week nights. Thank you!

GLOSSARY
Provided by David Aberdeen
for John Egan's Article on MNP Modems

Full Duplex. This means that you can transmit and receive at the same time (as opposed to half duplex where you can transmit or receive, but not both at the same time)

CCITT. (International Telegraph and Telephone Consultative Committee) The CCITT is an international committee, based in Geneva, which sets down standards for Communication protocols. Two of these standards are mentioned in the article.: V.42, V.42bis.

Modulation method - A telephone line cannot directly transmit binary data. This means the data must be converted into a signal that can be handled by the current telephone system. This conversion is called modulation. The modulation process is done by taking a signal, called the carrier signal, and using the digital data from the computer to vary this carrier. A '1' bit will vary the carrier in a different way to a '0' bit. This variation is then decoded by the modem at the other end, and converted back to digital data, and sent to the computer. This conversion back to digital data is called demodulation. For two way communication, the modem must modulate the data to be sent, and demodulate the signal it receives. This is where the name modem comes from. It is a contraction of MOdulator/DEModulator! There are many different ways to modulate the data. Some of these that are explained in this glossary are FSK, AFSK and QAM. (Note - ISDN will have the ability to transmit digital data directly, so this modulation will no longer be needed.)

F.S.K. - Frequency Shift Keying. This modulation method varies the frequency of the carrier. The simplest form of this modulation method uses two frequencies: one frequency represents a 'zero' bit, and the other frequency represents a 'one' bit. CCITT standards use this modulation method for speeds up to, but not including, 1200 baud.

A.F.S.K. - Amplitude/Frequency Shift Keying. This is a combination of Amplitude Shift Keying and F.S.K. Both the frequency and the amplitude of the carrier are varied.

Q.A.M. - Quadrature Amplitude Modulation. This modulation method varies both the phase and the amplitude of the carrier signal. QAM is used by 9600 baud CCITT modems.

Synchronous - Characters are transmitted at set intervals. This requires synchronising of the transmitter and the receiver, usually done by sending timing signals over the communications line.
Asynchronous - Characters may be transmitted at any time. A 'start bit' signals when the character starts, and the character is finished with a 'stop bit'.

Hauffman coding - This is a method of coding data such that more common characters are converted into codes of only a few bits, and infrequently occurring characters are represented by a greater number of bits. Overall, this results in less bits being required to represent a given block of data. (Apologies to Dr Hauffman for this explanation.)

C.R.C - Cyclic Redundancy Check. As the data is being sent, it is passed through a CRC generator logic circuit which generates an error checking code. This code is sent at the end of the block of data. At the receiver, the data and the CRC code are sent through a logic circuit as they arrive. Any errors in transmission will result in the original CRC not matching up at the receiver, and the error will be detected.

M.N.P. - Microcom Networking Protocol. Basically a set of Protocols which allow modems with MNP to talk to other MNP modems at higher data rates, with less errors. See (Egan, p 18) for full explanation.

HELP! COLUMN

This is the *HELP!* column for users of Amiga computers. If you would like to share your experience in the fields of programming, software, hardware etc. with your fellow members, submit your name with your area of expertise to the editor. Remember: the more names, the more knowledge can be disseminated amongst our members.

NAME:	HELP OFFERED WITH:	PHONE NO:
Dave Apelt	Vector Graphics	366 4761
Ellen Appleby	Using Amigas in Education	369 4629
Bob Devries	OS9 Operating System	372 7816
Robert Googe	Video & Audio Digitising	288 8863
Steve Hovelroud	Audio Digitising, Amos	298 5128
Gary Lloyd	C Programming (Beginners)	269 7818
Phil Mellifont	Using Amigas in Education	(076) 625142
Kevin Nugent	Sunshine Coast Contact	(074) 468 489
Paul O'Brien	Amateur Radio Communication	397 4102
Brendan Pratt	Modems, Telecommunications, Sidecar	(075) 463 317
Grant Robinson	AmigaBasic	359 4315
John Van Staveren	Easy Ledgers Accounting Program	372 3651
David Walton	Bridgeboard (IBM)	(071) 834 742
Mike Williams	AmigaBasic (Beginners), Sound	209 9084
Rod Williams	Monitors & Video Interfacing	260 6237

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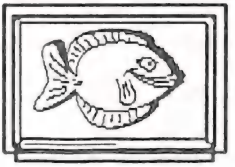

FISH DISK 501

AddMenu
A program to add infinite number of menus to the Tools menu on Workbench V2.0. Uses the correct Workbench.library calls and allows updating from CLI or from within the menu itself, meaning infinite number of functions. Binary only but source available from author. Author: Nic Wilson

AutoCLI
A 'PopCLI' type replacement that works with WorkBench 2.0 and fully compatible with A3000 & accelerator boards. Always retains the default path and stack, and current directory. Can automatically open CLI/SHELL windows to 1 pixel less than screen size on opening. Other features include an optional Function-key press with the qualifier to execute an S:script file. Version 1.99d, binary only. Update to version on disk 424 with more enhancements. Author: Nic Wilson

Dominos
The standard game of dominos with 6-6 set. The computer will provide quite a challenge to any skilled player. Version 1.0, includes source in Basic. Author: Russell Mason

DOSWatch
Monitor for calls to AmigaDOS via dos.library. Needs Kickstart 1.2 or 1.3. This is version 1.0. HiSoft Devpac Assembler V1.21 source included.Author: A.Voss Wrede

Genesis
A uniquely flexible and powerful program for generating and rendering fractal landscapes. Original algorithms allow incorporating fractal rivers as integral parts of the landscapes, with natural looking river valleys, gulleys, waterfalls, and lakes. A number of parameters can be varied to modify the landscape construction process and change the character of the final landscape, there is also great flexibility in the rendering. This is a demo version of the commercial product by the same name available from Microillusions and has some features disabled. Binary only. Author: James M. Bardeen

LList
A 'list' type program that displays type of file. Many types of files included, and ability to extract information from other file types for recognition. Standard Amiga Wildcards supported. Binary only. Author: Nic Wilson

NewList
A powerful LIST replacement. Supports many features including sorts, character filters, case sensitivity, most options offered by LIST, date construction, UNIX wildcards, and much more. Sort routines are very fast and memory usage is minimal. Version 5.0, an update to version 4.9 on disk 478. Binary only. Author: Phil Dietz

NoClick
A program to stop drives clicking in KickStart V2.0. Uses the correct method. Also included is a patch for the kickstart files for a permanent no-click for V1.3 and V2.0, both A3000 version and kickfile version for other Amigas. Binary only and ASCII patch. Author: Nic Wilson

NoErrors
A simple to use, Gadget driven program. Its main function is to hide physical hard errors from floppy disks or hard disks, so these disks can then be used without DOS showing read/write errors. Binary only. Author: Nic Wilson

FISH DISK 502

AutoRev
A little utility to make it easy to update program-headers ran from the CLI. Requires AmigaDos 2.0. This is Version 1.1r. Source included. Author: Jan van den Baard

S
A cellular automata experimentation lab, based on the rules described in the Computer Recreations column of the Scientific American, January 1990. Version 1.3.
Source included.
Author: Davide Cervone

EternalRome
A historical strategy game, that in spite of its high complexity is fast and easy to play. Fully mouse controlled with a fine zoomable map of the Roman empire (overscan and interlaced options). The simulation delivers many historical insights because of its accuracy (may be used for educational purposes) and is a challenging and entertaining game for two or more players (also interesting for solitary studies). Version 1.0 (tryware). Binary only. Author: Sven Hartrumpf

ReturnCode
Two Short programs (LogRC and GetRC) to allow the "Return Code" left by a previous program to be saved in a form suitable for further (script) testing. GetRC allows the Return Code to be set or viewed as desired. Assembly source included.
Author: Jim Butterfield

SysInfo
A program which reports interesting information about the configuration of your machine, including some speed comparisons with other configurations, versions of the OS software, etc. Version 2.22, an update to version 1.98 on disk 433. Binary only. Author: Nic Wilson

TrackDOS
A program that allows easy transfer of data between DOS, memory and trackdisk.device. DOS means the data contained within a file, memory means the data contained anywhere within the memory map and trackdisk.device means data stored on a disk not accessable with DOS (eg. bootblocks special loader disks etc.). The transfer of data between these three areas is not normally easy or convenient. TrackDos was written to overcome this. This is version 1.08, an update to 1.04 on Fish disk 365. Binary only. Author: Nic Wilson

FISH DISK 503

NoFragLib
A library containing 6 routines for defragmenting memory. Extracted and updated from the "tool.library" on disk 475. Includes source. Author: Jan van den Baard

PCQ
A freely redistributable, self compiling, Pascal compiler for the Amiga. This is version 1.2a, an update to version 1.1c on disk 339. It has many enhancements and improvments. It is bundled with the latest versions of A68K assembler, Blink linker, Debug, and Mon to give a complete development environment. Includes the compiler source and example programs. Author: Patrick Quaid

FISH disk 504

PolySiliCon
A centralized Shell Command Interface with visible scrollable History and mouse access. Allows multiple shells to be controlled from a single command/history window. Commands can be re-executed with a mouse click. A group of commands for a project may be loaded into the history from a file for easy access. Compatible with both 1.3 and 2.0 AmigaDOS. ShareWare, binary only. Author: Pete Goodeve.

RoadRoute
A program that determines from a user modifiable data base, the shortest and fastest routes between two cities. Includes a coarse and a detailed data set and a program, RoadScan, for examining the contents of large RoadRoute data files. This is version 1.7. Includes source. Author: Jim Butterfield

ShuttleCock
Yet another animation from Eric Schwartz. Eric wanted to see if he could still do an animation that required less than 1 MB to run. Released May 1991. Author: Eric Schwartz

View
A text displayer with many controls and features including searches, file requestors, jump to editor etc. This is version 1.0, a re-write that requires AmigaDos 2.0. Source is included. Author: Jan Van Den Baard

ViewDir
Allows reading the current directory by commanding VIEWDIR "". Displays a listing of the specified directory with the total bytes at the bottom and the description of the file types next to each file. Also includes a "version string" to allow a DOS 2.0 VERSION command to read. This is version 2.1 an update to the version on disk 358. Assembler source included. Author: Jim Butterfield

FISH DISK 505

TheDatingGame
A very well done animation by Eric Schwartz. This is Eric's biggest animation project to date. The animation lasts nearly 4 minutes and requires 3 MB of RAM to run. Flip the Frog has all kinds of trouble getting to the house of his girlfriend, Clarisse Cat. This cartoon animation follows the style of the short theatrical cartoons of earlier days. The animation unpacks to two floppies. Shareware. Author: Eric Schwartz

FISH DISK 506

NGTC
Release Two of a trivia game based on "Star Trek: The Next Generation" TV series. Part 1 is on this disk. Part 2 is on disk 507. You also need Release One from disks 404 and 405. Created with The Director Version 2. Binary only. Author: Gregory Epley

FISH DISK 507

LHCon
A program that will convert Arc and Zoo formatted archives to LHArc format. This will save precious disk space. LHCon will do single files or entire directories. It also has the capability to preserve the comment field of the file for BBS programs that require it and for the individuals who label their programs in that manner. Version 1.01. Binary only. Author: Steve Robbins and Bill Huff

NGTC
Release Two of a trivia game based on "Star Trek: The Next Generation" TV series. Part 2 is on this disk. Part 1 is on disk 506. You also need Release One from disks 404 and 405. Created with The Director Version 2. Binary only. Author: Gregory Epley

FISH DISK 508

DirWork
A fast, small, simple, efficent, shareware DirUtility that gets directories off floppies in about half the normal time. Configurable options and buttons, as well as all the usual features. This is Version 1.30, an update to version 1.12 on disk 406. Shareware. Binary only. Author: Chris Hames

HCC
Amiga port of Sozobon, Limited's C Compiler, version 2.0. Can completely compile itself, supports 32 bit ints, and optimizer can 'registerize' variables. Includes compiler, optimizer, tool for creating interface code for Amiga system calls, startup code, C library, include files, and library routines that work with Motorola FFP format. Uses assembler A68k, linker BLink, and provided run-time shared C library CClib.library. Includes source. Author: Sozobon, Limited. Amiga port, bug fixes and enhancements by Detlef Wuerkner

FISH DISK 509

Multi_Player
A music player that loads and plays a large variety of the "tracker" type sound modules. With an intuition interface, allows you to load formats like Intuitracker, NoisePlayer, Soundtracker, FutureComposer and 7 others including powerpacked modules! Includes many sample modules in several of these formats. This is version 1.2. Includes source. Author: Thomas Landspurg

PCKeyMap
This program uses an InputEventHandler to manipulate the backslash (\) and some other useful keys in order to better emulate an XT/AT keyboard on the German Amiga keyboard (which is missing the backslash and some other keys). This is version 1.0. Includes source. Author: Peter Vorwerk

FISH DISK 510

ATCopy
A program to copy files from the Amiga side of a system equipped with a PC/AT bridgeboard, to the PC side, using wildcards. Copies directly through the shared memory. Supports CLI and WorkBench usage. This is version 2.22, an update to version 2.2 on disk 458. With some final bug fixes, this will be the last non-commercial release. Shareware, binary only. Author: Peter Vorwerk

SYNWORKS
A graphics oriented environment for design, training and test of neural networks. The enclosed version is public domain and supports only three network models. Not all options are available but this version provides the most important features to allow users to decide if neural networks are an appropriate solution for their problems. Binary only. Author: Michael Kaiser

VMK
A virus detector, this program no longer detects specific viri, instead it concentrates on checking system vectors and various parameters that viri typically modify in order to survive reboots. This is version 1.0, an update to version .27 on disk 328 listed under "Hames". Binary only. Author: Chris Hames

FISH DISK 511

Connex
A "connect-4" type game. This is version 4.0, an update to version 3.8 on disk 493. Shareware, binary only. Author: Adrian Millett

DirWork
A fast, small, simple, efficent, shareware DirUtility that gets directories off floppies in about half the normal time. Configurable options and buttons, as well as all the usual features. This is Version 1.31, an update to version 1.30 on disk 508. Shareware. Binary only. Author: Chris Hames

Less
A text file reader, descended from Unix "Less." Less has features found on no other Amiga file reader; it can use pipes, accepts multiple filenames, and has many convenient positioning commands for forward and backward movement, marking positions, etc. This version runs on all Amigas, under any screen resolution and font, and uses the full 8-bit character set. Other improvements include seaches using regular expressions, multiple file selection from Workbench, and resident operation. This is version 1.4Z, an update to version 1.3 on disk 149. Includes source. Author: Ray Zarling et. al.

OneKey
A 1.3/2.0 compatible input handler for people who can only press (or cause to be pressed) one keyboard key at a time. OneKey gathers individually pressed qualifier keys (shift, alt, control, etc) and then applies them to the next nonqualifier key that is pressed. This is version 36.11, includes source. Author: Carolyn Scheppner

PCQ
An update to PCQ from disk 503. This is only a partial distribution and includes just the compiler main pass, the documentation, and a ReadMe file. You need the distribution from disk 503 to use this material. This update is version 1.2b. Author: Patrick Quaid

Solitaire
A shareware solitaire game, known widely as Klondike. The rules can be varied, and there are five different ways of working through the deck. Also includes a palette requester to fine tune the colors to your liking and a save-setup function that remembers how all the options are set. This is version 1.8, binary only. Author: Gaylan Wallis

FISH DISK 512

Csh
Replacement for the Amiga shell, similar to UN*X csh. Main features include over 100 built in commands, 70 functions, new system variables, file name completion, freely programmable command line editing, file classes, auto cd, lazy cd, intuition menus for the shell window, automatic X-ing, local variables, $( ), statement blocks, high speed, plus much more. This is version 5.15, an update to version 4.02 on disk 458. Includes source. Author: U. Dominik Mueller, C. Borreo, S. Drew, M. Dillon

FlipIt
Possibly the strongest Reversi/Othello type game available. Shareware, binary only. Author: Adrian Millett

M2Pascal
A simple Modula-2 to Pascal translator. You can write simple programs on your Amiga using one of the available Modula-2 compilers, and then use this translator to generate Pascal source for export to other systems with Pascal compilers. Version 1.0, includes source in Modula-2. Author: Greg Mumm

Solitaire
Yet another solitaire game. Nicely done with good graphics and sound. Shareware. Author: Pat Clark

FISH DISK 513

DKBTrace
A freely distributable raytrace program that takes a text description of a 3D scene and renders it to a 24-bit file which may be converted to HAM or viewed on an 24-bit card. The program features sophisticated textures, constructive solid geometry, and various graphics primitives such as quadrics (cones, cylinders, etc.), spheres, planes, triangles, smooth triangles, and quartics (donuts, etc.) Also included are many sample data files and many utilities for creating new data files and for post-processing the output files. Source and executables are included. Because of its size, the distribution has been split onto two disks. Disk 513 contains the raytracer and disk 514 contains the utilities. This is version 2.12, an update to version 2.0 on disk 397. Author: David Buck

NewList
A powerful LIST command. Supports many features including sorts, character filters, case sensitivity, most options offered by LIST, date construction, UNIX wildcards, and much more. Sort routines are very fast and memory usage is minimal. Version 5.0a, an update to version 5.0 on disk 501. New features include recursion, hunt mode, custom formatting, multiple paths, paging, and much much more. Binary only. Author: Phil Dietz

FISH DISK 514

DKBTrace
A freely distributable raytrace program that takes a text description of a 3D scene and renders it to a 24-bit file which may be converted to HAM or viewed on an 24-bit card. The program features sophisticated textures, constructive solid geometry, and various graphics primitives such as quadrics (cones, cylinders, etc.), spheres, planes, triangles, smooth triangles, and quartics (donuts, etc.) Also included are many sample data files and many utilities for creating new data files and for post-processing the output files. Source and executables are included. Because of its size, the distribution has been split onto two disks. Disk 513 contains the raytracer and disk 514 contains the utilities. This is version 2.12, an update to version 2.0

on disk 397. Author: David Buck

GearCalc
A bicycle gear ratio calculator. Version 2.0, binary only. Author: Ed Bacon

S220to8SVX
Converts sound samples from a Roland S-220/S-10/MKS-100 to 8SVX IFF 8-bit samples. This is version 1.4, an update to version 1.0 on disk 286. New features include volume-adjust and start-endpoint setting. Includes source in assembler. Author: Dieter Bruns

TLog
An intuition based program that records statistics to monitor athletic training progress. Maintains a daily record of distance, time, heart rate, weight and temperature. Links a text file with the record for a freeform diary. The AREXX commands provide the basis for generating custom reports from the data base. Sample script allows TLog to automatically get to a scheduler to post reminders of upcoming events. Version 1.0, shareware binary only. Author: Ed Bacon

FISH DISK 515

CheckBook
Checkbook Accountant is a checkbook recording, balancing, budgeting, and analyzing program. Intended to be used as a companion to a checkbook register and not as a replacement, this program offers a simple way of balancing checkbooks, tracking bank transactions, and recording and analyzing budgeted transactions. This is version 2.0, an update to version 0.9 on disk 425. Some of the new features include: Sort, Move, Duplicate, Program Prefs, Reoccurring Transaction Groups, Statistics, and Search & Replace. AmigaDOS 1.3 or Release 2 required. Binary only. Author: Jeffrey R. Almasol

D110EdDemo
Demo version of an editor for Roland D-110. Bulk dump is available. Edited parameters are not submitted to Roland D-110. Author: Dieter Bruns

PP
Powerpacker patcher is a small tool that patches the DOS library so that PowerPacker datafiles will start acting as if they were "normal" files. Sample use of PP would be to crunch all your .info files. They will still retain theirfunctionality as long as PP is installed, and WB will never know the difference. Icons are useful, but take up a lot of valuable disk space. You may also use any text viewer or editor you desire directly on Powerpacker files! Version 1.0, shareware, includes source. Author: Michael Berg

SetCCOPTS
Lets you easily deal with the MANX 'CCOPTS' environment variable. You can store settings to disk. Has a complete intuition interface. This is version 1.00, binary only. Author: Stephan Flother

FISH DISK 516

Enigma
An interactive animation object that can be viewed as a puzzle or a game object. The Enigma! Machine can be programed by the user to generate text. Part of the challenge is to discover how to program it to generate meaningful output. Version 1.00, binary only. Author: Martin C. Kees

Loom
Simulation of an eight harness loom. Supports 15 colors for warp and weft threads. Scalable display. Patterns created can be printed in draft format or saved as IFF files. Version 1.00, binary only. Author: Martin C. Kees

PhoneGram
Generates text from phone numbers. Attempts to find all three and four letter

words encoded by any phone number. Graphic keypad display with sound. Version 1.01, binary only. Author: Martin C. Kees

Quotes
Quotes is a pseudo-random quote generator. It will scan a specified file of quotes, pick one at random, and display it. Great for startup-sequences. CLI-only. Version 1.0, includes source. Author: Adam Evans

RexxView
Monitors messages sent to the REXX port. Messages are described by task, action code and modifiers, and the contents of arg0 slot is displayed. CLI utility to monitor the REXX IPC hub for Arexx programmers and interfacers. Version 1.01, includes JForth source. Author: Martin C. Kees

Xl
Demo version of a single bit-plane cel animation generator. Uses an onion-skin display to rough in an animation sequence. Has a large ARexx command set, multiple precision bezier curves and splines, scalable and rotatable polygons, brush support with blitter logic, turtle graphics and macro key definitions. Requires req.library (Fox/Dawson). Non-saving demo version, binary only. Author: Martin C. Kees

FISH DISK 517

Aequipot
A program that renders multicolor pictures using an algorithm based on electrostatic effects. Renders in low-res, in high-res, and in two speed/quality modes. Includes both PAL and NTSC versions, English and German docs. This is version 1.15, an update to version 1.06 on disk 474. Now supports saving pictures in IFF-ILBM format and animation rendering via script files. Freeware, includes source in PCQ. Author: Juergen Matern

AmiBack
Demo version of a new backup utility. Features include backup to any AmigaDOS compatible device (such as floppies, removable hard disks, fixed media hard disk, and tape drives), no copy protection, configuration files, complete backups, incremental backups, selective backups, file exclusion filter, setting of archive bit, etc. Demo version does not have restore, compare, or scheduler. Version 1.04, an update to version 1.03 on disk 493. Binary only. Author: MoonLighter Software

CWToy
A program like Say or SpeechToy that allows your Amiga to communicate in International Morse Code. A lot of nice features for code practice or with a simple hardware interface even useful as a keyboard program for your transmitter. Version 1.0, includes source in C.Author: Rob Frohne

Hex
A file-based binary file editor with lots of features. Version 1.0, shareware, binary only. Author: Nicola Salmoria

RussianFonts
Russian Fonts ranging from 13 points to 31 points. Author: Daniel Amor

Spliner
A spline screen blanker commodity, derived from the spline code extracted from Tom Rokicki's Mackie and encapsulated into a standard AmigaDOS 2.0 commodity. Binary only. Author: Tom Rokicki, Sebastiano Vigna

FISH DISK 518

AmiDock
AmiDock is an Amiga version of the NeXT's Dock facility.It will open up a small window on your WorkBench full of little IFF brushes. Each brush represents an application, like an ICON, but it's a brush. Click on the brush and your application will

start. This is version 1.3, an update to version 1.2.4 on disk 474. Shareware, binary only. Author: Gary Knight

Lister
Program to display information about files in various types of archives, such as arc, cpio, lharc, tar, zip, and zoo. Version 1.0, includes source. Author: Kerry Cianos and Geoffrey Faivre-Malloy

Post
An excellent PostScript interpreter for the Amiga which implements the full Adobe language. Supports type 1 and type 3 fonts, screen output, file output, and printer output. Requires Arp library V39+ and ConMan V1.3+. This is version 1.6, an update to version 1.5 on disk 468.Includes source in C. Author: Adrian Aylward

FISH DISK 519

AVLSort
A text file sort program, based on a general purpose AVL package by Mark Mallett (included). Handles as many lines as will fit in memory. Includes source. Author: Robert Pyron, Mark Mallett

ChkFrag
A program that reports on the extent of file fragmentation in any specified directory tree. Binary only. Author: Timeus

FifoLib
FIFO: is like PIPE: but is based on fifo.library ratherthan its own implementation. Fifo.library is a general fifo library implementation that supports named fifos, writing to a fifo from a hardware exception, multiple readers on a fifo with each getting the same data stream, efficient reading, and automatic or manual flow control. Programs that require non-blocking IO can access one side of a FIFO: connection via the fifo.library instead of the FIFO: device. Version 3.1, an update to version 2 on disk 448. Includes some source. Author: Matt Dillon

OakLisp
A straight port of the OAKLISP system to the Amiga. OAKLISP is a Scheme-like LISP with an object-oriented base. An R3RS Scheme environment is included in the package. Because of its size, the distribution is made on two disks, 519 and 520. Both disks are required. Source is included. Author: Kevin Lang, Barak Pearlmutter, ported by Mike Meyer

Optimizer
A disk optimizer that works on floppy disks, hard disks, and ram disks. It is designed to provide safe optimization, moving only one block at a time. Version 1.0, freeware, binary only. Author: Tim Stotelmeyer

FISH DISK 520

IOBoard
Full plans for a public domain hardware project which adds two parallel ports and two serial ports to an Amiga 500, 1000, or 2000, for less than $100, with the capability to upgrade to four ports of each type at any time. Includes serial and parallel drivers with source code. Version 2.10. Author: Jeff Lavin, Dan Babcock, Paul Coward

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