THE DISPATCH DISK

SOUTHERN DISTRICTS COMMODORE USERS CLUB INC.

October 87.

COMMITTEE - 1986/87.

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Librarian	: John Hancock - see secretary above. Library open 7:00 pm - 7:30 pm each general meeting.		
Newsletter	: Rob Price phone 270 5694	66 Bolton Court	Flagstaff Hill

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Next meeting : MONDAY 30th November at 7:30 pm.

Location : *** REYNELLA EAST HIGH SCHOOL *** See Map Enclosed.
Subject : Practical uses for the computer.

December:
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those of the writer/writers, and are not neccessarily of the
Club's Committee members.
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THE AMIGA
By Michael Knill

I am probably what you would call a 'computer addict'.
This, in my opinion, is someone that finds it hard to answer the
question, "What do you use your computer for". I have always been
interested in computers ever since I saw the first APPLE at high
school. When I started working I soon purchased a Commodore 64
for only $250 but what I did not realize was that it needed a
Disk Drive, Printer and Monitor before it was any use. I ended up
forking out much more money than I had planned.
When I first purchased my computer I had not even thought of
computer games but once introduced I became a confirmed 'Game
freak' and this seemed to occupy 99.9% of my computing.
I soon found that the word processor was an invaluable tool and I
was using it more than any other program (Yes, even games). It
was also a good answer for the "What do you use your computer
for" question. Fourty columns was not enough and I was interested
in CP/M so I sold the 64 and Drive with no loss and purchased a
Commodore 128D. By this stage my thirst for better graphics and
sound had increased to a dangerous level.
I had heard amazing things about the new Commodore AMIGA but had
never actually seen one until one night at the Users group.
The superb graphics sound and speed made my computer look like a
calculator.
I could not go back to my computer after seeing the Amiga which
was within my grasp.
 When the AMIGA price reduced to $2000 with $300 cashback I sold
everything except a joystick and some printer paper and bought
the computer.
I had heard that the AMIGA was very different to the normal
Commodores but I was not prepared for the huge change in
complexity of the machine that has taken the computer industry by
storm.

AMIGA Specifications:

Central   Motorola MC68000 plus 3 co-processors
Processor

Memory   512K expandable to 8Meg

Disks   3.5 inch double-sided microdisks with 880K storage

Interfaces   RS-232 serial interface
               Centronics parallel interface
               External disk interface
               Mouse/game controller interface
               Additional game controller interface
               Keyboard interface
               Two audio outputs for stereo sound
               Memory cartridge interface
               Expansion interface

Supported   RGB (Analogue and Digital), PAL (Composite Video) and
Monitors   TV modulator connector

THE HISTORY OF THE AMIGA

The Amiga computer was not designed by Commodore and was in fact
nearly an ATARI (boo hiss) computer.

Amiga Computer Inc began with 3 Florida doctors who had a spare
$7 million to invest.
They thought of opening a department store franchise but they
wanted to try something a bit more exciting so they decided to
start a computer company. They found Jay Miner from Atari and
Dave Morse, the VP of sales for Tonka Toys.
The idea right from the start was to make the most killer game
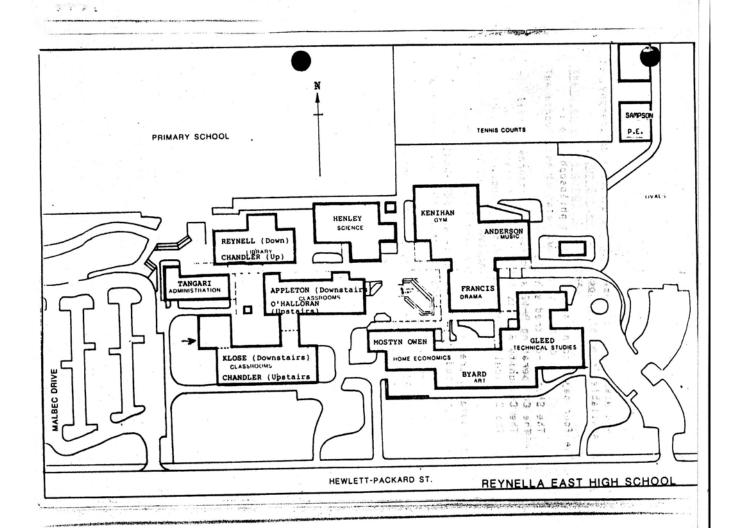box they could.
They got the name Amiga out of the Thesaurus which was the first
synonym of 'Friendliness'. The fact that it came lexically before
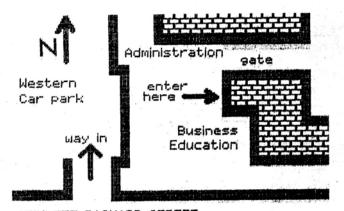Apple didn't hurt either.
The first retail price target was $400 then $600 and rising fast.
The doctors and the execs knew they had to have something more
than just another games machine to survive. Thats when the techs
foresight in designing everything from disk controllers to
keyboard (the original original Amiga had no keyboard) ports, and
disk drives began to pay off.
In the early stages of the computer, the custom chips were in
fact large breadboards placed vertically around a central core
and wired together around the edges like a CRAY. Each of the 3
custom "chips" had one of these towers, each one a mass of wires.
After the first successful night of the demo session, all the
marketing guys got dollar signs in their eyes because the Amiga
made such a splash even though they were trying to keep it a
secret.
Amiga Inc. was very nearly broke and heavily in debt. It had cost
quite a bit more than the $7 million and lots more time and money
was required to bring it out to the market. At this stage the
doctors wanted out and would not invest any more. So outside
funding was needed and quick. They managed to balance things for
a while but unless they could find someone quick to buy them out
they would soon be looking for jobs. They talked to Sony, Apple,
Philips and HP Silicon Graphics (who just wanted the chips) and
even Sears. Finally they called Atari. Atari could see that Amiga
Inc. wasn't in a very good bargaining position so they offered
them 98 cents a share. Dave morse held out for $2.00 but instead
of bargaining in good faith, everytime Morse tried to meet them
half way, their bid went down. Depression was starting to set in.
Then just three days before the month deadline was up, Commodore
called. Two days later they bought Amiga Inc. out for $4.25 a
share and $27 million for development. He signed then and there.
Commodore did many good things for the Amiga; not only did they
cost reduce it without losing much functionality, they had this
concept of it as a business machine. Because of that philosophy,
they improved the keyboard and made lots of other little
improvements. Commodore wasn't exactly rich at this stage and
wanted the Amiga marketed ASAP.
The Amiga is now taking off at an incredible rate and a large
amount of software is expected in the future.

PRIMARY SCHOOL

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TENNIS COURTS

SAMPSON
P.E.

OVAL

HENLEY
SCIENCE

KENIHAN
GYM

ANDERSON
MUSIC

REYNELL (Down)
LIBRARY
CHANDLER (Up)

TANGARI
ADMINISTRATION

APPLETON (Downstairs)
CLASSROOMS
O'HALLORAN
(Upstairs)

FRANCIS
DRAMA

MOSTYN OWEN
HOME ECONOMICS

GLEED
TECHNICAL STUDIES

KLOSE (Downstairs)
CLASSROOMS
CHANDLER (Upstairs)

BYARD
ART

MALBEC DRIVE

HEWLETT-PACKARD ST.

REYNELLA EAST HIGH SCHOOL

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Western
Car park

way in

Administration

gate

enter
here

Business
Education

HEWLETT PACKARD STREET