

AmAz!

Amiga .info Arizona

VOLUME 5, NUMBER 12 - MARCH 1994

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AmiCDROM v1.4

Amiga Report January 14, 1994 Issue No. 2.02

Usenet Review: AmiCDROM v1.4

By Dylan McNamee(dylan)

BRIEF DESCRIPTION

This is the first freely distributable CD-ROM filesystem for the Amiga. It supports the ISO-9660 standard, the Rockridge extensions, and Macintosh HFS. It includes source in C. It works.

The program is available on the Aminet ftp sites in the file /pub/aminet/disk/cdrom/AmiCDROM-1.4.lha.

AUTHOR/COMPANY INFORMATION

Name:	Frank Munkert	(E-mail: ln_fmu)
Address:	Zum Froschbruecklein 5	
	90411 Nuremberg	
	Germany	

LIST PRICE: Free.

AmiCDROM page 7

Next Meeting: 16 March 1994, 7:00 PM

Glendale Public Library
Large Meeting Room
5959 W. Brown St.
Glendale, Arizona

AGENDA

Best of Fred Fish	Stan Krawczyk
Disk of the Month	Mel Elliott
Ad Pro 2.5	Stan Krawczyk
TypeSmith	Pete Guldager
Software Drawing	Proj D; Gold of Realm

Amiga Arizona is Commodore Official User Group Number 117

The Amazing Connection BBS, 24 hours/day, at (602)843-6574. SYSOP: Stan Krawczyk

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AmAz!.info is produced on an Amiga A2000 using PageStream 2.21, Art Expression, HotLinks 1.1, PageLiner 1.1, BME 1.1, Pro Draw, WordPerfect, DPaint IV, clip-art from Magnetic Images, eclips, SoftClips and PIC-MAGIC, with output to an NEC Silent-Writer 2, Model 90 Laser Printer (Postscript). Duplication by OfficeMax (Metro Center). Amiga is a registered trademark of Commodore Business Machines, Inc.

MEMBERSHIP ROLLS

The following members have joined AmAz! or renewed their memberships since the last newsletter was published.

Ed Elliott	Subscriber
Alton Fritz	Regular
Jim Orcholl	Regular

The mailing label has three digits, three letters and four digits, ie:

116 Reg (Sub) 9406

116 is the membership number, Reg (Sub) indicates Regular or Subscription membership and the 9406 indicates the year and month of expiration. The box beneath the mailing label will be checked if this is your last issue.

Moving? Please send your change of address as soon as possible.

Thank you.

Amiga Arizona
(AmAz!)

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Phoenix, AZ 85071

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Call any of the persons listed above if you have any questions about AmAz!, the Amiga, or if you are having a problem running your Amiga. They are there to HELP you. If they do not know the answer to your question, they WILL try to get it.

Please be considerate of the hour you call.

CLUB POLICY: AmAz! does not condone piracy of commercial software. Although AmAz! recognizes your right to make a working backup of software you have purchased, copying of software you have not purchased is illegal and may result in loss of membership and privileges in AmAz!.

MONTHLY

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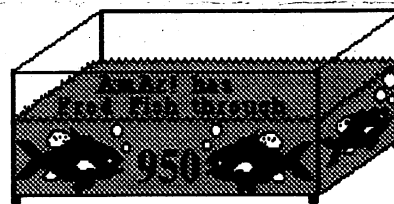
AmAz! maintains a Public Domain Library which is available at the meetings, may be ordered on the BBS or is available at ATKCo Computers on the Fourth Saturday of each month:

Disk Prices

\$2.00 AmAz! member
\$3.00 non-member

DOM

\$3.00 AmAz! member
\$4.00 non-member



**AmAz! Disk of the Month
and newsletter are
available at:**

Amazing Computers
524 W. Broadway # 104
Tempe, AZ 85282
(602) 929-9488

Sun Devil Software
4139 W. Bell Road # 2
Phoenix, AZ 85023
(602) 938-5529

ATKCo Computers
6064 N. 16th Street
Phoenix AZ, 85016
(602) 264-0524



From the President

Well, another election has come and gone and the existing Executive Board remains pretty much intact, with the exception that Allen Hutchison is our new Vice President and Gary Bowdish has been elected to the Executive Board as a NEW Member-at-large. Mel Elliott still remains on the board as Club Librarian. We also have very successfully kicked off a new 'C' Programming Sig and had 8 people attend our second get together. Call me for additional information on this SIG. We meet on the last Wednesday of each month, currently at ATKCo Computers. Jeff Webster is leading the group and will write articles in this newsletter on 'C' language. Look for his initial article in this issue, and please use the BBS for more source code, examples, questions and answers on programming in 'C'.

The new Amiga CD-32 has finally begun distributing in the U.S., and our local dealers are now carrying the product. Also available is the optional MPEG module which allows the CD-32 to show CD Movies, which are also available. Look for large movie rental companies to soon have CD-Movies available for rent. It also is my understanding that Commodore will soon have a CD-Rom drive available for most present Amiga owners as a new peripheral (either an internal or external SCSI expansion device), with the new Amiga DOS 3.1 as the new system capable of handling the CD-Rom device. Theoretically, you should be able to view movies on your Amiga in the near future.....and maybe while multi-tasking...?? The release of 3.1 should probably coincide with Commodore's release of the new CD-Rom drive. It is my understanding that 3.1 will also be a ROM upgrade, so look for the price to probably be in the one-hundred dollar range.

In the rumor mill is reportedly a new Amiga (The Amiga 5000...?) with the new AAA chip set, 16 bit sound and a built-in sound digitizer...?? I doubt we will see a new Amiga very soon unless Commodore makes a bundle off their CD-32, which is doing quite well in Europe....we'll just have to wait and see! AmAz!

Winners

and

Non-Winners



Congratulations to the following listed members who won prizes as indicated at the February 1994 AmAz! meeting:

#337 Michael Passman.....Five (5) Blank disks
#360 Michael Osburn.....Deluxe Paint IV AGA*
#231 Allen Hutchison.Disk Coupon
#363 Katherine McMurry.....Amiga Vision
#322 Brian Hunter.....Coffee Mug**

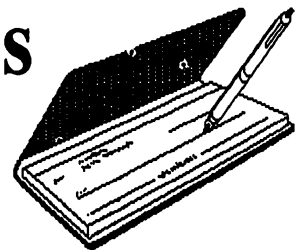
* Donated by Allen Hutchison ** Donated by ATKCo

The following members names were drawn but were not present. #371 Kevin Fox, #143 Joshua McDonald, #364 Don Smalley, #362 Don Dostal, #356 John Stevenson, #354 Robert Andresen, #014 Jean-Pierre Pakula, #335 Stephan Doncevic and #300 Bill Frost.

The hidden number was #360 Michael Osburn, who was in attendance and claimed his disk coupon. AmAz!

Treasurer's Report

by Lester Carr



February Beginning Balance: \$ 478.61

Income:

DOM	30.00
Fred Fish Disks	2.00
Memberships	72.00
Subscriptions	18.00

Total Income \$122.00 + \$ 122.00

Sub Total \$ 600.61

Expenses:

News Letter	\$ 81.19
BBS Phone	22.80

Total Expenses \$103.99 - \$ 103.99

February Ending Balance: \$ 496.62

Membership: Regular 41 Subscription 15

Librarian's Desk



by Mel Elliott

The March AmAz! Disk of the Month (#81) has been compiled from all available sources. We hope that you will enjoy and use these programs. If there are any programs that you would specifically like to see on a disk of the month please let the librarian know. The phone number is listed on Page 2 of this newsletter. Programs on the disk include:

SuperDuper Version 3.1: An update to this disk copy/format program. I have used this for several years to duplicate the AmAz! DOM's.

CardZ: A collection of 4 card solitaire games. Two versions of Klondike, an Up/Down game and a Wall game.

Mosaic: A tile game that will require some strategy by the player to attain a high score.

SnakePit: Another of the snake games but this one is a bit different than most. There are 50 different levels and some of them require a bit of strategy to solve them.

Textra Version 1.15: An update to this very good text editor. A shareware program that is not degraded but does contain some lead in windows that are removed in the registered version.

Virus Checker Version 6.34: The latest update this very good virus checker from John Veldthius. Some new viruses added as well as some general clean up.

Highlights of Fred Fish Disks #931-950:

Fred Fish #933 - DynamicSkies: An astronomy program that has been very well done by the author. Graphics are very good.

Fred Fish #934 - ABackup: A very well done hard drive back up program. This version is an upgrade to an earlier version on disk #871. Reportedly an increase in speed of up to 40% over the older version.

Fred Fish #936 - TKEd: A very comfortable ASCII editor with English and German interfaces. Is compatible with Operating System 1.3/2.XX.

Fred Fish #939 - UpCat: (OS2.XX or higher) A disk catalog program that allows the user to display several different types of information. Works quite well.

For Sale
AmAz! Classified
Free to Members

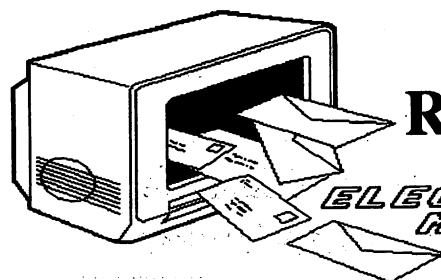
Canon PJ1080A Color Printer. (InkJet)
Used Very Little.
\$175.00

386 Bridgeboard
4 Megs Ram, VGA Card, Game Port
Compatible with Amiga 2000,3000 and 4000
\$350.00
Call Les Carr @ 877-3746

Fred Fish #948 - Snoopy: A library function monitor along the lines of Snoop DOS and DOS Trace.

The AmAz! library will normally be at ATKCo Computers on the second Saturday of each month and on the last Saturday of each month at Amazing Computers. Come out and see me with your disk orders. Also remember that we are not copying disks at the monthly meetings.
AmAz!





BBS REPORT

*ELECTRONIC
MAILBAG*

by STAN KRAWCZYK

The new version of Xenolink is just around the corner. Our author (Jonathan Forbes) has announced the release of what was known as Z4 (Now being renamed Xenolink 1.90). There is a slight problem, however, the release has an upgrade price of \$63.00. (\$45 upgrade charge and \$15 shipping and handling). Our original cost of the software was \$165.00, so this makes a rather costly upgrade for us at this time. Whether we upgrade or not depends on the User Group Exec Board.

Getting back to our current BBS software, a new On-Line game has been installed in the doors section called "Wheel of Fortune". The game is really entertaining and a lot of fun, I encourage you all to try it.

It is basically the same as the "Wheel of Fortune" game you see on television. You 'spin' the wheel and guess a consonant, then the game will post the letters, if you guessed right! If not, your turn is terminated for that day's activity. If you guessed a correct letter, you are entitled to another spin of the wheel and so on, until the puzzle is solved. If you solve the puzzle, you are awarded some monetary value (please don't write to us demanding your winnings!) After the puzzle is solved, you as the winner have to input the next puzzle (so be prepared with a famous saying or song or book title!), and a clue to correspond to the puzzle ... you know, just like the TV show. You are then exited from the game to give others a chance to guess your puzzle. You are awarded points for their wrong guesses. It's one great BBS game. I recommend that everyone try it ... It's addictive, you'll be hooked on it!

The author, Justin Trevena, is from Australia. I wrote him on FidoNet mail to tell him what a great game it is and how much our users have enjoyed it. I suggested some new game ideas. He has answered and is elated at the news. He said he will try to incorporate some of my suggestions in the next release. AmAz!

CD-32

CD32 Titles Spot Review
By Sean Caszatt (40.800/910.0)

Here's my personal opinion on the CD32 titles I've seen so far: (by "seen", I mean "sat down and played for a while")

Ratings: (*****) = best (*) = worst

OSCAR - nice platform game, with really good parallel scrolling. Some of the screens are too "busy", and it's hard to see what you're doing with all the stuff in the background. Well done, though, and just as good as Sonic and the Mario games. (****)

PINBALL FANTASIES - not exactly the most eye-catching game, but it is undeniably the most addictive game I've ever played. You know it's addictive when you're hitting the start button for that "just one more time" for about an hour. Great CD sound on this one. (*****)

SLEEPWALKER - I didn't like it on the Amiga, and I still don't like it on the CD32. It's not my type of game at all. It's really "different", but contrary to what some think...different isn't always good. The graphics are not much, and the gameplay is lousy. Good thing it's free with the console, because it's not worth buying. (*)

CASTLES II - A strategy game for those that like medieval stuff. The graphics are good and the CD sound in the intro is spectacular. It seems like a game one could get wrapped up in, but it's hampered by the CD32's controller. This was a game meant for a computer with a mouse, not a game console with a keypad controller. I didn't try plugging in a mouse on the 2nd port. It may help but, still (** 1/2)

LIBERATION - A definite cool game! 3D texture mapped graphics and a large world to roam about in make this a game worthy of the CD32 and vice versa. It has a lot of options and is very open-ended. A lot of fun to explore and get lost in. Not a game that one can start playing in two seconds, but one that you grow into and don't grow out of. Really good! (*****)

WHALE'S VOYAGE - Another crap Amiga game

Some things aren't always Black or White.

In the past few weeks, ATKCo Computers has undergone several changes, including coming very close to closing due to illness in the family. We have tried to make decisions that were in the best interest of not only ourselves, but for you, our valued customers. These decisions have not always been easy, but we made them, nonetheless.

We are pleased to announce that we are still in business and adding changes that we believe will make us the best Amiga dealer in the state of Arizona. We want to thank you for your support and encouragement these past few weeks. They were very much appreciated.

Watch for upcoming announcements regarding our 1st "ATKCo Birthday Bash" coming up in April. And make sure to stop by and see the all new ATKCo Computers. We're here for you!

ATKCo Computers
6064 N. 16th St.
Phoenix, AZ 85016
(602) 264-0524

Store Hours: Mon - Sat 9am - 6 pm

➤ *AmiCDROM, page 1*

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

HARDWARE

Any Amiga with a SCSI host adapter supporting "SCSI Direct." A SCSI CD-ROM drive.

SOFTWARE

Apparently works with AmigaDOS versions 1.3 through 2.1. (I tested it only on version 2.1.)

COPY PROTECTION

None.

MACHINE USED FOR TESTING

Amiga 2500/30
Commodore 2091 SCSI controller
Apple CD300 CD-ROM drive (see a previous comp.sys.amiga.reviews review of this excellent drive)
Kickstart 2.04, Workbench 2.1

INSTALLATION

For AmigaDOS versions previous to 2.1, installation consists of slightly modifying a supplied Mountlist template, adding it to your DEVS:Mountlist file, and then copying the cdrom-handler file to your L: directory

For DOS version 2.1 and above, installation consists of dragging the "CD0" icon into the DEVS:DosDrivers drawer, changing the icon's "info" to specify your CD-ROM's unit number, and copying cdrom-handler to L:. It would be nice to have an Installer script, for newer Amiga users; but even as is, installation is quite easy

REVIEW

Once installed, AmiCDROM makes a CD-ROM drive accessible by an Amiga. Operation is transparent and fast. Once you mount the CD device (e.g., "mount CD0:"), discs inserted into the CD-ROM drive show up on the Amiga Workbench, accessible just like an ordinary read-only device. It works as advertised. I was able to read the following discs with AmiCDROM:

Aminet CD-ROM (from Walnut Creek CD-ROM)
Kodak's PhotoCD sampler (came with Apple

CD300)

Lost Treasures of Infocom 2 CD-ROM
Lemmings CDTV
Hypermedia's Fish Collection
Various Mac HFS CD-ROMS
Various MS-DOS & Windows CD-ROMS
(junk I had lying around)

DOCUMENTATION

The archive comes with a "README" and a "doc" file. The doc file is slightly technical but very readable. A simple AmigaGuide help file would have been useful, but this is an excellent first effort.

LIKES AND DISLIKES

I am amazed by this program. It has always seemed strange that all the CD-ROM filesystems for the Amiga were commercial, but the situation has persisted for years, effectively adding \$40 to \$90 (US) to any CD-ROM purchase. This program eliminates that extra cost for most CD-ROM users. Even more amazing is that it comes with source code, virtually ensuring a continuing stream of improvements and support.

Frank mentions in the documentation that Amiga protection bits are currently not supported, but will be added in a future version.

In addition, the program does not support discs with the following features, simply because the author doesn't have access to discs with these attributes:

- Interleaved mode (ISO)
- Multi-disk volumes (ISO)
- Multi-volume disks (ISO)
- Logical blocks other than 2048 bytes (ISO)
- Deep directory relocation (Rock Ridge)

COMPARISON TO OTHER SIMILAR PRODUCTS

The only other CD-ROM filesystem I have used is CDROM-FS, from Canadian Prototype Replicas. CDROM-FS supports one less filesystem (no HFS support) and the same set of CD-ROM drives. It has a bug which caused me to try AmiCDROM in the first place -- using "lha" to extract large archives directly from CD-ROM always hangs my Amiga. I haven't reported this bug to CPR, because I haven't been able to contact them. (I wrote a letter over a year ago, trying to get an updated version of the software, and never received a reply. My current version of CDROM-FS was updated by my dealer,

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after much hassle.)

Aside from CPR's CDROM-FS bug, the products are quite similar except for the following cosmetic differences:

- CDROM-FS displays non-Amiga discs on Workbench with a fancy icon. AmiCDROM displays them with a generic disk icon.

- CDROM-FS comes with an Installer script and AmigaGuide documentation, and AmiCDROM does not.

- CDROM-FS comes with a program to control the playing of audio CD's. This program is much like Jukebox (available on the Aminet ftp sites) which I have found to be an excellent substitute. A bug in previous versions of AmiCDROM prevented audio CD programs from working, but it has been fixed.

A previous version of AmiCDROM has been compared to other CD-ROM filesystems, and was found to be slower due to lack of caching. The current version has added caching, but I haven't heard of any more recent benchmarks.

BUGS

I found no bugs. (One net reader reports some Enforcer hits, but hasn't been able to attribute them to AmiCDROM for sure.)

VENDOR SUPPORT

You get source code, and Frank's on the internet. Support just doesn't come better than that. In the past couple months, AmiCDROM has had three updates.

CONCLUSIONS

I'm amazed by this program. Out of nowhere, this program reduces the cost of almost every Amiga CD-ROM drive by \$40. Frank should be thanked and commended for his efforts (I guess that's what I'm doing here...). Thanks Frank!

I give it a hearty two thumbs up. On a scale of 1 to 5 shiny discs, I give AmiCDROM a solid 4.9. If it came with an Installer script and an AmigaGuide help file, this would raise my rating to 5.

Reprinted from Amiga Report January 14, 1994 Issue No. 2.02
AmAz!

HAPPY BIRTHDAY AMAZ!.info

AmAz!.info celebrates its fifth birthday this month. Prior to approving the publishing of a monthly newsletter, the AmAz Executive Board sent out a single page flyer notifying the membership of the upcoming meeting and a tentative agenda. The newsletter was approved in November 1988.

Bill Burkett was appointed as the first Editor. Bill's work took a turn that prevented him from devoting any time to the job and he never was able to get the newsletter started.

Joe Benedetto undertook the job and designed the first issue which was published in April 1989. Joe kept the job through January 1990. From February through April, the editor's job was filled by various people. Daryell Sipper took over in May 1990 and promptly redesigned the complete layout of the newsletter. Daryell stayed on the job through August when he lost his mind and moved back to Wisconsin just in time for the winter of 1990. Stan Krawczyk edited the September issue and Jim Larsen took over in October 1990. He published 6 issues and resigned in March 1991. Bill Hagan started editing with the April issue and was joined by co-editor Mel Elliott in February 1992. Mel and Bill have worked together as editors since that time.

Joe Benedetto started the newsletter on ProPage and the first issue was only six pages. That was boosted to eight pages and finally to twelve where it is today. Bill Hagan switched to PageStream and redesigned the layout to its current design in June 1993.

AmAz!.info has had a successful five years. The Executive Board is dedicated to producing a publication in which the membership can be proud. We invite your suggestions and criticisms.

Happy Birthday AmAz!.info. May you continue to be successful in the years ahead. *AmAz!*

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Jeffrey D. Webster

Local and Global Variables

After February's "C SIG" meeting I came to the conclusion that there is some confusion where variables are concerned. There are two types of variables: global, and local.

Global variables can be accessed by any function, even if the function is not in the same source file. This introduces a new keyword: `extern`. The keyword '`extern`' tells the compiler to tag the variable declared as such as being a global variable. This is significant in the case of multiple sources. Further on in this article I'll elaborate on '`extern`'. For now we'll concentrate on single source programs.

Local variables are contained within the curly braces that enclose the function body. They can only be accessed from within that function. The reason is simple. The compiler determines the stack needs of a function based on how many variables there are, and how large these variables are. Each function is then given a stack frame to work with. A stack frame is merely a block of memory that is located on the pre-allocated stack. The stack frame for a function is private to that function (there are exceptions to how private it really is). Because the stack is accessed via the stack frame the location of the block of memory for variable storage is arbitrary, and is therefore only valid while the function is in execution. Once the function exits (via return) the block of memory for the stack frame is forgotten, and is available for use again.

These two variable types store information in much the same way, the big difference is where the information is placed, and the life span of the information. Global data is not only available from anywhere in the program, it never changes location (address) in memory for the life of the programs execution. Local data, on the other hand, is arbitrary, and changes each time a function is executed.

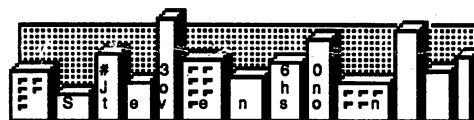
The '`extern`' keyword allows you to access global data that is not contained in the source file that you are working on. The linker will locate the variables for you and resolve the references for global data that is accessed across different objects (objects are the output of the compiler). Without the '`extern`' keyword neither the sources reader, nor the compiler would know that it needs to look elsewhere for the data.

Here is an example to illustrate where global and local variables go:

```
int someglobaldata; /* 4 bytes in the code section */
```

```
void function(void)
{
    int somelocaldata; /* 4 bytes on the stack frame (for SAS) */
}
```

Please grab 'DATASTORE.LHA' from the AmAZ BBS 'C-Language' file section (Area 14). Enclosed in the archive is an article and examples explaining how the Amiga loads code, and how the compiler generates the code so the Amiga will know how to load it. AmAz!



COMING EVENTS:

Annual yard sale is scheduled for the last weekend of May. Keep the Memorial Day weekend open.

Amazing Classes - tell the Executive Board your choice:

☐ Workbench - Learn new tricks about your WB2.x

☐ AmigaDOS - Learn to talk directly to your computer through the powerful SHELL and the Command Line Interface

☐ Telecommunications - Learn the intricacies of a modem, leave notes for your friends, keep up with the latest club news, download games and productivity programs. Prepare for travel on the new Information Superhighway.

Graphics Contest - Design a new AmAz! logo. Prizes for entry, third, second and first place winners. Details are being worked out.

AmAz!

► **GAMES**, page 5

trying to milk the CD32 market for some sales. The game is not worth buying for any system. Avoid at all costs and at any price. (no stars)

DEEP CORE - Adequate shoot-em-up with a lot of stuff to blowup. Nothing original, just mindless destruction. Good for what it is. Nothing special in the graphics department. (The intro sequence doesn't appear to be converted from PAL to NTSC, so it jumps and flickers...kind of annoying, but still quite readable and does not affect the game.) (***)

ROBOCOD: JAMES POND 2 - More platform action. A lot cleaner display wise than OSCAR, but not quite as frantic and fun. Very nice graphics and sound. (***)

TROLLS - Another platform game. A little more frantic than OSCAR and a little more annoying. So, it balances out. The graphics are colorful and the sound is good. Nothing better than a 16 bit console though, so not really worth it, if you have OSCAR already. (They're practically the same game.) (***)

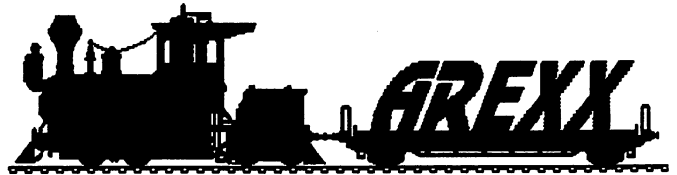
ZOOL - The Amiga's Sonic beater comes to the CD32. A really cool 3D rendered Zool character is featured in the intro...and that's where the differences stop. If you've seen ZOOL AGA on the A1200 or A4000, then you've seen this game. Nothing fascinating...just solid play. I prefer OSCAR as platforms go. (***)

NIGEL MANSELL'S WORLD CHAMPIONSHIP RACING - A solid race game. Much improved over the A1200 version of the game in an intangible way. I didn't enjoy the Amiga version of this game at all for some reason. The CD32 version is good, solid fun. The game is fast, easy to control and a lot of fun. The graphics are quite good, and the sound is fair (what do you what from a racing game?) Solid entertainment. (***) 1/2)

D/GENERATION - A novel puzzle/maze/shoot-em-up. Unfortunately, the graphics are on a par with the old 8-bit NES console and not a 32-bit CD-ROM based system. The gameplay is good, but the graphics are a real letdown. (**)

ARABIAN NIGHTS - Yet another damn platform game. Annoying and not really any good. There's nothing to stand it apart from the other platform games on this system other than maybe the price. It's cheaper than the others, but remember, you get what you pay for. (**)

So far, these are the ones I've played. Far and away the most addicting game is **PINBALL FANTASIES**. It's one of the most fun games I've played on any system ever. But, it comes with the machine in the US/Canada release of the console, and what's going to have to sell the machine are the **OTHER** titles. Right now, **LIBERATION** and **OSCAR** are the only other two titles I'd buy. (Maybe **NIGEL MANSELL** too.)



The March meeting was held on Tuesday the 1st and was attended by Gary Bowdish, Mark Carter, Stephen Doncevic, Stan Krawczyk and Bill Hagan.

We discussed a full range of topics to include, especially, **REXXARPLIB**, which includes several test scripts and full documentation. Look for this file on your favorite BBS.

We also discussed a small **AREXX** Guessing Game program. It is small enough to list here, but if you prefer to not type it in, it can be found on the AmAz! BBS in the **AREXX** files section. Copy it to your **AREXX** directory, type "rx **GUESS.rexx**" and follow the directions.

```
/* The guessing game */
answer = random(1,1000,time('s'))
say "I am thinking of a number between 1 and 1000..."
```

```
do turn = 1 to 10 until guess = answer
  say "Your guess?"
  parse pull guess
  if answer > guess then
    say "Too low."
  else if answer < guess then
    say "Too high."
  say "Too high."
end
```

```
if guess ~= answer then
  say "You ran out of guesses! The answer was" answer
else
  say "You got it in" turn "turns!"
```

I apologize to the author of this perfect example of elegant programming for losing his name somewhere in my files. We appreciate his talent, wherever he is.

Anyone interested in joining the **AREXX SIG** please call Bill Hagan for more information. AmAz!



April 1994



SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

					1 Newsletter Articles Due	2
3 Easter Sunday	4	5 AREXX SIG 934-2993 For Info	6 Newsletter Draft Completed	7	8 Newsletter Proof Completed	9 AmAz! Library @ ATKCo
10	11	12	13 Mail Newsletter	14	15	16
17	18	19	20 AmAz! General Meeting	21	22	23 AmAz! EX BD Meeting
24	25	26	27 'C' Sig 938-9735 For Info	28	29 Newsletter Articles Due	30 AmAz! Library @ Amazing

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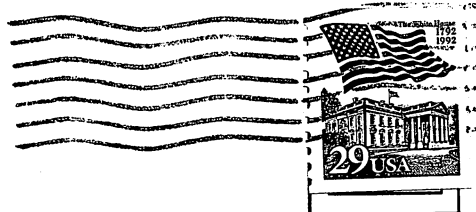
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Happy St. Patrick's Day