

AmAz!

Amiga .info Arizona

VOLUME 6, NUMBER 1 - APRIL 1994

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Compact Disc, How good is it?

by David Schofield

Amiga Report - February 25, 1994 - Issue No. 2.07

At the moment, CD's are being touted as anything, and everything, from the next big thing in games playing, to the saviour of home computing. Every major computer, and console, manufacturer has either released, or is currently developing a CD based system. The question is, how useful actually are CD's?

The History of Compact Disc.

CD's were first launched in the early 1980's by Philips, and over the rest of the decade, they slowly gained a foothold in the music market, where they were sold as vastly superior replacements for the old fashioned vinyl LP's and cassette tapes which were available at the time. The main reason for their success in this market was the promise of better sound quality, and a vastly superior lifetime.

However, from the start CD's have had their detractors. True audiophiles argued that the sound quality on a digital CD could never be superior to an analogue recording because of the quantisation of the sound. Also, CD's were found to have a much shorter lifetime than anticipated, with some CD's snapping on removal from the carrying case, and others reacting with sulphur residues in the cardboard packaging. Admittedly, the use of sulphur-free cardboard record sleeves to store the CD's are becoming more and more common.

☛ COMPACT DISK, page 7

Next Meeting: 20 April 1994, 7:00 PM

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

AGENDA

Best of Fred Fish
Disk of the Month
AdPro
Alien 3
Software Drawing

Stan Krawczyk
Mel Elliott
Stan Krawczyk
Bill Hagan
A Talk Ill, Total Eclipse

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

Kelvin Lilley	Subscriber
Ed Lippman	Regular
Pete Guldager	Regular
Bob Ball	Regular
Gary Cuppawhe	Subscriber
John Finch	Subscriber

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!)

Mail:
P.O. Box 82371
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

Advertising Rates
(Camera Ready)

Full Page	\$35.00
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Quarter Page	\$15.00
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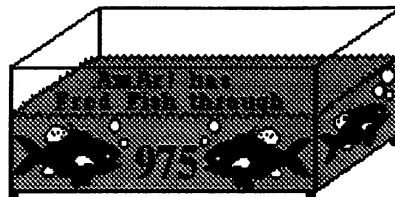
AmAz! maintains a Public Domain Library which is available at the meetings, may be ordered on the BBS or is available at Amazing Computers on the Fourth Saturday of each month:

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





From the President

It is with sadness I have to pass on to you the announcement of the "Closing" of ATKCo computers. Although this is the second closing of the store in recent months...it looks as though this one is the final chapter. Ralph Cunningham (the store owner), was able to re-open the store just recently, but this time because of financial concerns, he was not able to keep it open. This brings up a good point as brought up by Ralph, that most people do not realize what an impact mail order has on local dealers. The local dealer has salaries, rent and other operating expenses that must be derived from sales within the local community (not mail order revenues). He also mentioned many people call for service on products purchased through mail order....this is also impractical. The local dealer is the place to see new products, try things out and get all the help you need. We advise you to follow these guidelines and support our local dealers. If they don't have the product you want, ask them to order it, then ask for service!

I would also like to remind everyone that our annual Computer Yard Sale is rapidly approaching! (once again on Memorial Day weekend). Inventory all your computer software that has been accumulating nothing but dust and attempt to get rid of those that you never use and would like to sell. We will be accepting items after May 1st. If you would like more information, please call Mel Elliott or Bill Hagan (their numbers are listed in this newsletter). See information elsewhere in this newsletter for place, time etc.

It was also unfortunate we had to cancel our C-Sig meeting last month at the last moment. The meeting was scheduled at ATKCo computers, but due to an oversight on my part, the store was closed when I got there. Next month we hope to find a new meeting place. (Hopefully we can meet at Amazing Computers). I will contact those people who have shown interest in the sig. If anyone has a meeting place in mind, please contact me.....thank you. AmAz!

Winners

and

Non-Winners



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

#143 Joshua McDonald.....Five (5) Blank disks
#353 Edward Lippman.....Project "D"
#324 Lynwood SmithDisk Coupon
#299 Gary Bowdish.....Gold of the Realm

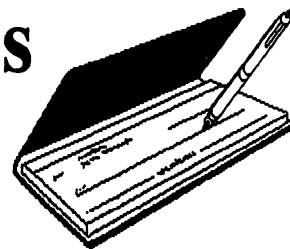
The following members names were drawn but were not present. #111 R.L. Robertson, #362 Don Dostal, #318 Mark Carter, #368 Rick Hurlbut, #334 David Rydberg and #363 Katherine McMurry.

The hidden number was #356 John Stevenson, who was not present and could not claim his disk coupon. AmAz!

REMEMBER YOU MUST BE PRESENT TO WIN

Treasurer's Report

by Lester Carr



March Beginning Balance:		\$ 496.62
Income:		
Advertising	60.00	
DOM	39.00	
Fred Fish Disks	12.00	
Memberships	72.00	
Subscriptions	54.00	
Total Income	\$237.00	+ \$ 237.00
Sub Total		\$ 733.62
Expenses:		
News Letter	\$ 96.06	
BBS Phone	21.45	
Miscellaneous	21.53	
Total Expenses	139.04	139.04
March Ending Balance:		\$594.58
Membership:	Regular 41	Subscription 16

Librarian's Desk



by Mel Elliott

This month we received the third in the series of the Fred Fish 'Fresh Fish' CD's. This one contained new disks 951 through 975. In the short newsletter sent along by Fred with each CD he indicates that the next CD should be ready for distribution the first part of May. This will put him to the 1000 point at which he will discontinue the floppy disk distribution. The 1000 disk 'Gold Fish' CD should be ready for distribution, according to Fred during the first half of April. He has, on the last CD, included a program whereby floppy disks may be created directly from the CD and such a program will be included on the 'Gold Fish' CD as well.

A short review of AmAz! DOM #82 for April 1994:

H-BALL: A ball and paddle game similar to MegaBall or Poing. It must be ran from CLI/SHELL.

IMPERIAL: A game similar to Shanghai. Requires OS 2.XX or higher to play. Contains an editor to create your own boards as well as several different styles of boards.

MUCHMORE: An updated version to this text reader that is used as the reader on all AmAz! DOM's. Requires OS 2.XX to operate.

QUICKFILE: A shareware DataBase that looks very good for addresses or other type information you need to store. The author indicates it should run on OS 1.3 and above. Samples included for information.

SYSINFO: An update to this Amiga evaluation tool. The author indicates that if used on a 1.2 or 1.3 machine a SetPatch program must be used as well. This is a shareware program.

Some of the highlights of some of the new Fred Fish disks:

FF DISK 952: MachV: A new version of this Amiga utility program that has been around for years. Includes an Arexx interface. Requires OS 2.XX and is shareware.

FF DISK 953: LHA-DOpus: An Arexx script for Directory Opus users that lists the contents of lha-archives in a DOpus window

FF DISK 955: DlxGalaga: A shoot'em up game. An update of an older game with more bell's and whistle's. Shareware.

FF DISK 958: TestMaker: A test creator with which you may make up tests, reviews in a variety of formats. Should assist students/teachers in most subjects.

For Sale
AmAz! Classified
Free to Members

Canon PJ1080A Color Printer. (InkJet)

Used Very Little.

\$175.00

Call Les Carr @ 877-3746

Shareware.

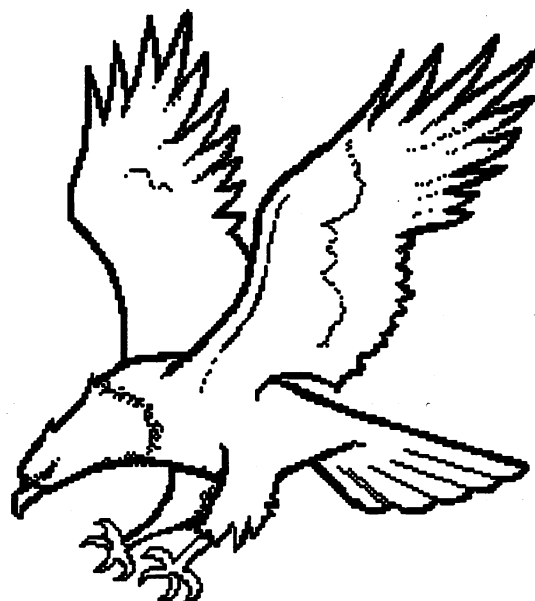
FF DISK 959: AmigaDiary: A handy workbench tool capable of storing all personal events and is a solution to those forgotten birthdays etc.

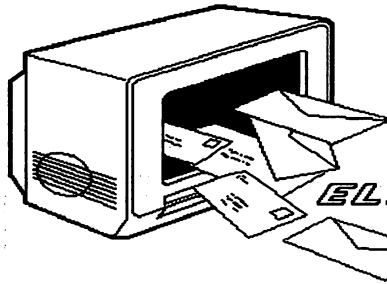
FF DISK 959: VChess: A fully functional chess game. Features selectable screen type, sizeable board and most functions of real board chess. Requires OS 2.XX or above.

FF DISK 960: PowerPlayer: A newer version of a powerful module player previously on FF863. A shareware program.

FF DISK 960: MineSweeper: A minesweeper game that forgives the player when he hits a mine. The element of luck is greatly reduced.

AmAz!





BBS REPORT

**ELECTRONIC
MAILBOX**

by STAN KRAWCZYK

Our Exec Board has approved the upgrade to Xenolink Z4 (1.90). The fee has been mailed in and we should be getting our new version pretty soon, though there has been a delay in shipping awaiting the printing of the manual. Hopefully, by this time next month, we'll have some positive and encouraging news for you.

In the meantime, our new On-Line game..."Wheel of Fortune", has been taking off like gangbusters. We now have over 40 people playing the game. The author, Justin Trevina, sent a new revision which has been installed. He kept the basics of the game unchanged, but added some new features. Now, if a player cannot think of a new puzzle (after solving the present one), he has the option of just letting the game choose a puzzle at random. Now there is a "Sysop" editable...(No, I don't cheat!) list of puzzles stored with the file. Another new feature concerns the point when all the consonants have been guessed and all that remains are vowels. This creates a problem for the next player because he has no money. The author, has provided for this case by allowing enough money to purchase a vowel. (This was one of my suggestions!). All these new features have been added and are included in the instructions.

We are also in the process of setting up an InterNet Feed through FidoNet. This is just in the process of being set-up, so I will have to report more on this in next month's issue. All I can say for now, is that soon you will be able to access the full InterNet Network through our BBS via a FidoNet link to InterNet. Stay tuned for further details. Our users will have to take some time and study the new formats, before attempting to use this feature!

Finally, last month we were running low on hard drive space (just down to a few meg). With the assistance of Scott House, our long distance Assistant Sysop, who helped me find some duplicate and outdated files, we were able to gain an additional 11 meg of storage. Many thanks, Scott!

AmAz!

AmAz! ing

.....Garage Sale.....

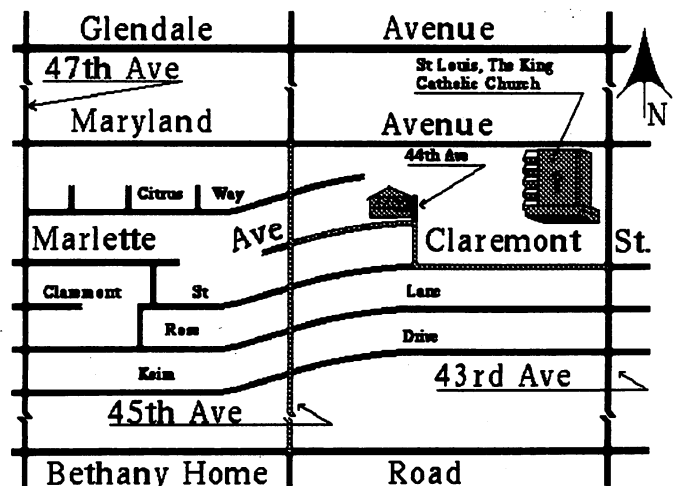
WhenSaturday, 28 May 1994 (10am-4pm)
Where ... 4402 W. Marlette Avenue, Glendale, AZ
(See Map Below)

You may sell, buy....many. Computer or other Electronic related items at big Savings.....

Items may be dropped off prior to the sale date with either Mel Elliott, Bill Hagan or at the sale site on the date of the sale. Call Mel (931-1117) or Bill (934-2993) for information.

We (AMAZ!) will handle all advertising, conduct of the sale and for this service there will be a small fee charged, if you have any items sold. Any monies due participants will be disbursed as soon as possible following the sale.

We'll have Commodore, Amiga and IBM software, hardware and other goodies for you to browse through. AmAz!





ALIEN 3

Demo Disk

a Review by BILL HAGAN

I am not usually attracted to shoot-em-up type games. I no longer seem to have the dexterity for them. As has been said elsewhere, I'd give my left arm to be ambidextrous.

There is something about the Demo of Alien 3 that keeps calling me back for just one more try. Probe Software has put out a playable demo of this popular arcade game. It can be found on the AmAZing Connection BBS in DMS format. If you download it, you will have to decrunch it with the Disk Smasher program that can also be found on our BBS. Once you have DMS in your C directory or wherever you put such files, copy the Alien3.DMS file to Ram. Change directory to Ram and in a CLI or Shell window type:

DMS write Alien3 to DF0:

DMS always uncrunches files to DF0 so be sure to have an empty disk ready to put in that drive. Once DMS finishes its business, you will have a bootable disk ready to boot and play. Or if you prefer to not deal with such, you can obtain a ready-to-run disk from the Librarian, Mel Elliott.

The object of the game is to annihilate as many of the Aliens as possible while saving eight fellow crew members. You are supplied with a machine gun, a supply of ammunition and approximately five minutes to complete the mission. The demo opens to a choice of options for play. You may choose from one to nine chances to solve the level, from easy, to medium, to hard in levels of difficulty and either music or sound effects. The easy level is hard and the hard level is impossible. Choose the music option and you will not need to wait for the Aliens to get you as you will quickly go bonkers just from lis-

tening to the same few notes over and over. The sound effects is a better choice and effectively reflects the action taking place.

The better strategy in my opinion is to shoot up a few of Old Drippy Jaws before you move around too much. Actually, the Alien is old drippy jaws only on the opening screen. During game play, he shows up as a skeletonized cross between a grasshopper and a cockroach. Move slowly and cautiously because the Aliens literally pop up out of the woodwork. He can be found in all compartments, passageways and even in the air ducts. If he runs into you, it knocks you down and you're incapacitated for a few seconds. Then you can get up and carry on, but after you've been knocked down a certain number of times, you die.

On the other hand, you have to move fast because there is only so much time and your bunk mates are in mortal danger and need to be saved. You will find

**... Old Drippy Jaws
is liable to pop up
out of the woodwork,
most any place ...**

them scattered around in various compartments tied up to chairs. All you need do is pass in front of them and they magically disappear, saved I presume. Oddly enough, if you accidentally shoot them with the machine gun, they are unharmed. If you fail to save all of the captured crew members in the allotted time and number of tries, they die a death too horrible

to watch and hear.

You can pick up additional ammunition as the game progresses, but no matter how much you have on hand or how much you pick up, you can never exceed ninety nine. I don't know whether this represents percent or rounds. There is also an opportunity to pick up a first aid kit. I think this will give you additional energy, but I'm not too sure about that.

But, what do I know? I've never been able to survive long enough to save the prisoners. Since I've never solved the first level, I don't even know how many levels are included in the demo.

I just keep going back for more. One of these times I hope to run into Sigourney Weaver, with or without hair, in one of the compartments or passageways.

There is plenty of excitement and action here. Try the demo. You might decide you like Alien 3 well enough to buy the game. Your local dealer has it in stock for around \$40.00. AmAz!

► COMPACT DISK, page 1

It was not until the end of the decade that computer designers and users first started to realise the huge potential of CD's for information storage. In fact, it was the early 1990's when the first CD-based machines hit the streets. The first two of these machines that the man on the street could hope to buy were the Philips CD-I, and the Commodore CD-TV, both of which were relative failures at the time. Although Philips are still engaged in an active advertising campaign, it is rumoured that this is because Philips was relying on CD-I to succeed to secure financial stability.

However, as multimedia caught on in a large way, more and more machines had CD drives released for them, and the software designers started to write software which took advantage of the large storage available. The earliest programs were mostly of an educational bias, with dictionary's and encyclopaedia's highlighting the extraordinary potential of the new medium.

Software on Compact Disc.

The majority of early, and for that matter modern, CD games always appeared to consist of a slightly re-written version of an early non-CD success, with extra music, and graphics padding out the CD. In fact, it is still difficult to name a single game which takes full advantage of the storage available. However, this can be, at least partially, attributed to the high cost of development.

There are two main game genres which could appear to benefit from the extra storage presented by CD's, simulations, and graphics adventures. With graphic adventures, the possibilities are endless; full stereo soundtrack, digitised location graphics, large numbers of differing locations, and the complexity of the solution are all factors which could be improved with the extra storage. For simulations, the possibilities seem more restricted, but it is entirely possible to have much more complex algorithms, resulting in even more realism than is possible nowadays. Also, the use of digitised pictures in flight simulations, and the ability to store many different weather conditions, would lead to the possibility of full scale flight trainers available at home.

The majority of the best of the current CD software appears to belong to the world of education. The possibilities presented by a multimedia encyclopaedia are beyond anything which was available even five years ago. It should soon be possible to obtain CD's which contain full music scores,

along with a full biography of the composer. Already, it is possible to buy, with digitised pictures, multimedia applications explaining how the body works, without having to resort to dissection. This is, without a doubt, the main areas where the use of CD's is without equal in any other storage format.

The possibilities for business software is also endless. It should soon be possible to buy a CD based word processor, which combines the best features of Word for Windows, WordWorth 3, Final Writer and Quark XPress, with a full multilingual dictionary and thesaurus, a CD full of clip art and graphics, and, one or more CD's, full of fonts. This is the kind of program which a large number of people, myself included, would kill for.

One of the most exciting developments in the CD field is the release of Full Motion Video, an amazing little gizmo, which allows the CD to store graphic images using MPEG (Motion pictures something Group) compression. This allows actual film footage to be played though a suitable unit. Although the compression is currently only good enough to display images on a par with a VHS video, it is hoped that within the next few years, broadcast standard images will be possible. Already, the first games are starting to take advantage of this new technique, and several are available with state of the art live action footage forming an integral part of the game. As well as incorporating this feature into games, it is possible to buy CD versions of various successful films, including Top Gun, and various music videos.

The Problems with Compact Disc.

At first glance, CD appears to be nearly perfect, however, on closer consideration, the reality is slightly different. One of the golden rules of life is that nothing is perfect, and CD is not the exception to this rule.

There are several major disadvantages with the use of CD, but the main problem is with the non-availability of writeable-CD. As CD's can store so much data, it is inconceivable that the average user will be able to make backup copies of any program on CD. At first, this does not seem like a major problem, but CD's are relatively easy to break, and how many companies would be willing to replace a CD which was rendered unusable?

A large number of home computer users buy a computer initially to play games, but, after a while most progress onto others areas of interest. The potential

► COMPACT DISK, page 7

of advancement on a CD only system is very limited, for instance, who would spend their time learning to program on a CD based machine if they were unable to save their programs. The same goes for the amateur musicians, and graphic artists, who are not going to be able to show off their latest works. Also, the market for professional developers will be severely curtailed, which could result in a similar situation to that on the cartridge based games consoles, where, to program software on the format, the majority of the required equipment needs to be licensed from the console manufacturers.

Even those who just use their computers as games machines are going to be limited to the type of game that they can play. How many of the modern games are completable in one session? Games such as *Frontier*, *The Secret of Monkey Island*, and other graphics adventures are especially limited by the lack of a storage option for saved games. It would be theoretically possible to use a password system within the game, but as games get more complex, the length of password to be remembered will increase proportionally. Just imagine how long the codes for *Frontier* would have to be? With 1000 different starports, the code would have to be 10 letters long, just for the location, and that is not including other data, such as the current score, type of ship, and the cargo carried.

At the moment, the average game can take anything from six months to two years to write, for a couple of floppies. Even though the basic code would remain the same on a CD conversion, to add the extra graphics and sound required to show the full potential of CD, it would take the skills of graphic designers, musicians, actors, directors, and a full set of scriptwriters. Admittedly, digitising the pictures, and composing the music would take a shorter length of time than writing the code for the program, but it would still take a considerably longer amount of time for development.

It is currently less expensive to manufacture a program onto CD than it is to make the same program on floppy disk, but the software companies seem determined to make a larger profit with the CD version. This is the same situation as the music industry has been in for several years, and the monopolies commission (in the UK) were, at one point, trying to force the manufacturers to reduce the cost of a CD, but this appears to have had little effect.

Another potential problem with the rise in the popularity of CD's, is the possibility of the death of

the shareware and PD scenes. These both rely on the ability of programmers to write software, and then, save it in a form so that other people can access it. This required some form of portable storage media.

The Rivals in the Marketplace.

As a mass-storage medium, CD takes a lot of beating, but, there are other available media which have advantages, and disadvantages, over CD.

The most common form of mass-storage device, is the hard disk, which forms an integral part of the majority of new computers bought today. These come in a variety of shapes and sizes, ranging from 20MB, up to 4.5GB, in a variety of IDE, SCSI, 2.5", 3.5", and various other configurations. Hard drives currently have a much faster access time than CD, as well as a far greater data transfer rate, but the vast majority are not portable.

Another common type of mass-storage device is the tape streamer, which uses a high quality tape, similar to the ones found in DAT's. These also come in a large variety of sizes, with a storage capacity ranging from several hundred MB's up to several GB's. The main advantage of tape streamers over hard disks is that they are transportable, but accessing data from a tape streamer is almost an arcane ritual, with the tape having to be in the correct position to find the data. It is for this reason that tape streamers are most often used as backup devices for hard drives, and over similar storage systems.

One of the newest rivals to hit the marketplace is the floptical, which works optically, like a CD and, unlike a CD, it can be written to. The main disadvantage with the floptical discs is cost, with the cost of a basic unit costing up to ten times the cost of a CD drive (Power Computing floptical £800-1000, Silica CDrom drive £99). However, floptical drives can be used to store a large amount of data on a single disk, and the cost of new disk is not too prohibitive.

Q.E.D.

Compact discs are a truly remarkable form of computer media, but along with most other things in this life, they are nowhere near as perfect as the salesmen expect you to believe. There are niches which CD could fill better than any other rival computer media, but there are also niches where floppy, and hard, discs will rule supreme for a long time to come, or at least until the release of writeable CD's.

AmAz!

Rumor

Editors Note: I've been snooping on the BBS again and I picked up the following very interesting message. In spite of the fact there have been reports that Commodore stock has been valued at less than seventy-five cents a share, too low to be carried on the NYSE, I can't help passing it on to you. I apologize to the author for losing his name.

The Following is an excerpt from a local Toronto User Group NewsLetter "ABUG Newz Guide" Issue #4 February/94. I can't verify the contents, but at least the sources are named. :-) It concerns a recent ABUG Meeting.

Raymond Prachun Commodore Canada's marketing manager gave a statement of facts about the situation at Commodore Canada and fielded all questions from the audience and there were quiet a few! Steve Vetzal a technical representative from Commodore Canada, and Sysop of the Commodore BBS, provided additional information and support as required. Much of which I'll try to mention, but basically it left us all with a good flavour and a positive mood. Here are the major points to satisfy all you rumour mongers.

- AAAs NOT dead, and the 2nd silicon run is out and being tested.
- WOC N.Y. Has been cancelled, something about the organizer and space.
- Commodore in Australia as a franchise is gone, but Commodore International is still in control and support will continue.

Amiga Dos 3.1

- Operating system 3.1 will be produced soon for ALL Amiga's and will in fact be the last O/S where all Amiga's will once again share a common command set. It will also provide support for CD-ROMS.
- 3.1 is waiting for "bits and pieces" of the manual to be completed. And will be packaged with ROM (2 for A3000) manuals and disks.
- Commodore International has given C= Canada dispensation to produce 3.1 ROMS if need be.
- Shipment of the new O/S is only a matter of

manuals and booklets from the printers.

A 1200

- The A1200 is still in production, and will be a main stream machine with a bright future (hint).
- Commodore Canada has accepted a batch shipment and backorders will be honored.
- There will be a few revisions. It will get a full 68030 processor (This will phased in as stock is required.)
- It will get the 3.1 Operation system which will ease the hard drive timing problems that limits the selection in drive manufacturers.
- CD-ROM for the A1200 slated for March with 8 Megs of fast ram but there will be no MPEG for it.

A4000

- The A4000T does exist (with two video slots) and should be available by the time your read this. (March 5th was batted around)
- Ray has seen a new A4000/030 with a full (no EC) 68030 chip on the mother board, the daughter board will be eliminated making it more Economical. Don't worry it still has the CPU expansion slot. (2-6 months was batted around for this one.)
- IDE'S out SCSI'S in! Ray admitted what we have known all along, that IDE was a mistake. But at the time the AGA machines were designed the availability and price of SCSI drives was a concern.

CD-32

- The CD-32 Will continue and will have 32K of NVRAM in the future.
- MPEG & CD-32 is available and a new version of the Mpeg compressor chips are now on the table. CD-32 is still not an official United States release, they can't keep up with the needed production for Europe (It's doing well overseas)

There you go folks. That should put some of your fears to rest. AmAz!

Your friendly E-mail Gateways

by Jonathan Guidry Fido-net: 1:3803/6.1

Ever wanted to send an electronic mail item to a person on a totally different network than which you are a member? If you have access to Internet E-mail (FIDOnet users, see note at bottom), you can send mail to other networks. The networks that I currently know of that you can send E-mail to somebody (through Internet mail) are: GENie, Compuserve, Delphi, BIX, and FIDOnet, and of course, Internet. :)

* Bix *

Format: UsernameExample: JBLEAUX

* Compuserve *

Format: number.addressExample: 73113.3141Note: Make sure to use a period and not a comma in the address

* GENie *

Format: UsernameExample: J.BLEAUX

* Delphi *

Format: UsernameExample: JBLEAUX

* Portal *

Format: UsernameExample: JBLEAUX

* Fidonet *

Format: FirstName.LastNameExample: Jonathan.GuidryKey:

p = the POINT of the system

f = the NODE of the system

n = the NET of the system

z = the ZONE of the system

For example, if I'm 1:3803/3.4 in FIDOnet, my ZONE is 1, my NET is 3803, my NODE is 3, and my POINT is 4. If the person doesn't have a POINT in his address, you can omit the "pX" from the address, thus making the format: FirstName.LastName FIDO NOTE:

If you are a FIDOnet user, and have access to "NET-MAIL", then you can send Internet mail. Follow these instructions:

Address the message to "Uucp" at 1:1/31. The subject can be anything. In the FIRST line of your message, type "To: usernameleave a blank line, then start your message. It will be routed to a FIDOnet to Internet "Gateway" and your message will get out. By using this, you can send Internet E-Mail, and thus, you can use the address formats mentioned above to send mail to GENie, ect. Just, please don't annoy the "Gateway" sysop and send Internet gated FIDOnet netmail to yourself.

If you have any questions, complaints, suggestions, or need clarification on something, mail me at 1:3803/6.1 on FIDONET, or use Jonathan.Guidry

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The April meeting was held on Tuesday the 5th and was attended by Gary Bowdish, Mark Carter and Bill Hagan.

It was a fantastic meeting! We have very nearly achieved the goal we stated at the organization meeting of the AREXX SIG: Create a program automating the calling in, logging on and downloading of a file from a BBS. I should say that it is Gary who has achieved this. He has nearly completed an AREXX script that only needs a few refinements. We should start a full report on this in the next newsletter.

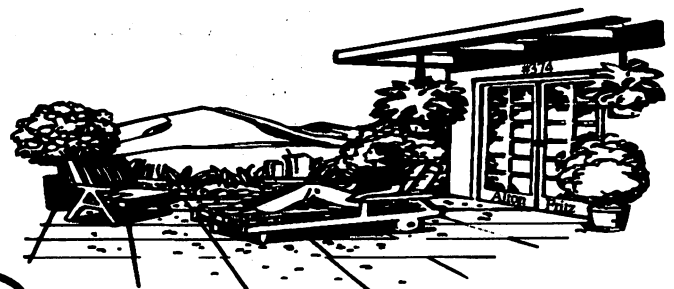
We spent the last hour of the meeting discussing various AREXX topics and Gary displayed his genius a second time by writing the following script. You may find this useful if you have a dot matrix printer and have a form that needs filling out. It will in, a sense, turn your printer into a typewriter. After the script is running in AREXX, you can type a line, edit it as necessary and then send it to the printer by hitting the return key. You exit the AREXX script by sending it, as Gary says, an EOF signal. That is hold down the control key and press the back slash key (top row next to the back space key).

Typewriter.rexx

```
/* Typewriter.rexx */
CALL OPEN('printer','PRT:','W')/*Open */
/*printer port */
Do forever
    Parse Pull inline /* Loop back again */
    if EOF(stdin) THEN /* Send the info to screen */
        break /* Exit by pressing Control */
/* and Backslash */
CALL WRITELN('printer',inline)
end
CALL CLOSE('printer')
EXIT
```

I would be interested in hearing from anyone that finds this script useful.

The next AREXX meeting will be May 3rd. Anyone interested in joining the AREXX SIG please call Bill Hagan for more information. AmAz!





May 1994



SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

1 Newsletter Articles Due April 29th	2	3 AREXX SIG 934-2993 For Info	4 Newsletter Draft Completed	5	6 Newsletter Proof Completed	7
8 Mother's Day	9	10	11 Mail Newsletter	12	13	14 AmAz! Library at Amazing
15	16	17	18 AmAz! General Meeting	19	20	21 AmAz! EX BD Meeting
22	23	24	25 'C' Sig 938-9735 For Info	26	27 Newsletter Articles Due	28 AmAz! Yard Sale
29	30 Memorial Day	31				

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Our User Group is Amiga Arizona (AmAz!). We feel we have one of the best Amiga User Groups around!. We hold regular monthly meetings on the 3rd Wednesday of each month at the Glendale Public Library at 5959 W. Brown (just off 59th Ave, one block south of Peoria Avenue). Meeting time is 7-9PM.

At our meetings we provide demonstrations of new or interesting Amiga programs/equipment, sometimes by developers or dealers if we can line them up. A software drawing is held for regular members and our extensive disk library is available for disk sales at the meetings. The library contains the entire Fred Fish collection plus other demo disks from developers as well as our own Disk of the Month. Members of the group may purchase disks at a reduced price.

The Group owns and operates a 24 hour Bulletin Board System (BBS) called the AmAz!ing Connection (602-843-6574). This BBS supports baud rates up to 14,400 BPS. The BBS is open to any caller, however, members of the Group are allowed an extra 15 minutes per day and no limits on download privileges.

We offer two forms of membership: The Regular member is eligible to vote and participate in the software drawings at the monthly meetings. He/she is also eligible to hold offices on the Executive Board. The Regular member dues are \$24.00 per year. The alternative membership is a subscription for those who cannot attend the monthly meetings. The dues for this are \$18.00 for US, Canada and Mexico (\$20.00 international). These members may not vote or hold Ex Bd office. All members receive a monthly copy of the AmAz!.info newsletter and are eligible for the extended BBS privileges. If you are interested in joining us, send your dues, name and address to: AMAZ! (Amiga Arizona), PO Box 82371, Phoenix, AZ 85071.

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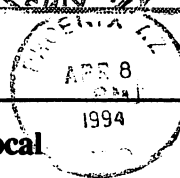
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