


AmAz!

Amiga .info Arizona

VOLUME 6, NUMBER 6 - SEPTEMBER 1994

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THE HUNT FOR RED AMIGA

by Edward Lippman

Just prior to my departure for three weeks in Russia, I received a phone call from Bill Hagan. It was easy to sense the POWER he now exhibited as our new Sysop when he gave me an assignment: "Investigate and write an article about the use of computers in the former Soviet Union, and particularly about the Amiga."

(BH: Actually, what I said was, "Mr. Lippman, If you choose to accept this assignment and you or any member of your team is captured, the Secretary will disavow any knowledge of this conversation. This tape will self destruct in five seconds.")

No disputing it, the power bug had hit him; and there was no way to refuse his edict and risk losing my rights to use our new BBS set-up, which he now controls.

Marcia and I took off from San Francisco for a flight to Khabarovsk, close to China in Russia's Far East, for the start of what was ultimately to be a trip completely around the world. In Russia, we cruised the rivers, canals and lakes, visited unheard of cities and areas only recently opened to foreign visitors, traveled the waterways from Moscow to St. Petersburg, organized a video club on board our ship, made many new

• RED AMIGA, page 8

Next Meeting: 21 September 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
Demo "Hired Guns"
Show & Tell
Software Drawing
Q & A

Stan Krawczyk
Mel Elliott
Les Carr
Guess Who
Flight Simulator II
Answer Man

Amiga Arizona is Commodore Official User Group Number 117
The Amazing Connection BBS, 24 hours/day, at (602)435-8695. SYSOP: Bill Hagan

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For groups or individuals who have a desire to reprint articles contained in this newsletter a copy is uploaded to the AmAz!.ing Connection BBS, (602) 435-8695 with all articles in ASCII format. The file will be archived in LHA format.

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MEMBERSHIP ROLLS

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

Mark Sparks Regular

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

116 Reg (Sub) 9506

116 is the membership number, Reg (Sub) indicates Regular or Subscription membership and the 9506 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.

Mail to:

Amiga Arizona (AmAz!)
P.O. Box 2282
Glendale, AZ 85311-2282

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PROGRAMMING 'C'

Stan Krawczyk...438-0021

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
Full Page Insert	
(Supplied, 175 Copies)	\$20.00
Half Page	\$20.00
Half Page (Back Cover)	\$25.00
Quarter Page	\$15.00
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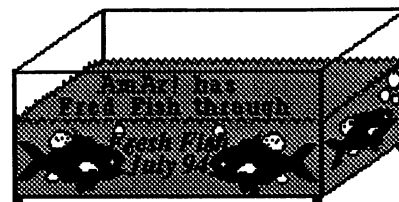
AmAz! maintains a Public Domain Library from which disks may be ordered at meetings, on the BBS or is available at Amazing Computers on the Second Saturday of each month:

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
1435 E. University #8
Tempe, AZ 85281
(602) 929-9488

Wentek
10317 Scottsdale Road
Scottsdale, AZ 85253
(602) 483-7200



From the President

Let me begin my article this month by saying thanks to John Bittner of Zuma Group, a local developer of TV Text Professional for his great demonstration at the August meeting. The demo was very well done and well received by the people present. Our thanks for a job well done.

Our club finances are getting to a point of concern. A plus, since last month is that the First Interstate Bank, where our checking account has been for several years has changed their policy so we will not have to look for another bank to keep our money in. The Ex Bd is exploring every avenue in an attempt to pare expenses to the bare minimum. The number of newsletters printed is reviewed each month and only the number it is deemed to be absolutely necessary are printed. The mailing lists of vendors and other user groups is also reviewed monthly to cull out those who haven't contributed to the club, in an effort to cut down postage costs. We need all the support we can get in purchasing DOM's and Fred Fish disks from the library.

Our thanks to all participants in the recent Logo contest. It was too bad that everyone couldn't be a winner but I feel that the user group was well served by the individuals who submitted entries and that we have a new logo that we can be proud of and should serve us for years to come as has the past one.

If you don't notice it, our Disks of the Month and Newsletters are no longer available at Sun Devil Software located at 43rd Avenue and Bell. We had them there for 6 months and sold 1 disk during the entire time so it was decided it was not worth while. They are still available at Amazing Computers in Tempe and Wentek in Scottsdale.

If anyone has any programs he/she would like to demonstrate or have demonstrated at the monthly meetings please let any of the Executive Board members know and we will do our very best to accomodate you. Also we can always use articles for the newsletter. Just talk to Bill Hagan or myself about the newsletter. AmAz!

Winners

and

Non-Winners



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

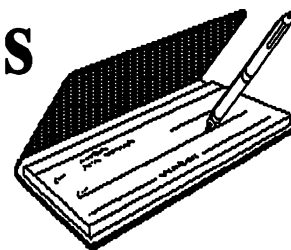
#054 Bill Hagan.....Five (5) Blank disks
#318 Mark Carter.....Disk Coupon
#322 Brian Hunter.....World Tour of Golf
#143 Josh McDonald.....Guild of Thieves

The following members names were drawn but were not present or declined their option: Robert Noojin, R.L. Robertson, Alton Fritz, Mel Elliott, Ed Lippman, Stephan Doncevic and Bob Ball. The Logo contest winner was declared and Gary Bowdish received the \$50 gift certificate.

The hidden number was #324 Lynwood Smith, who was present and claimed his disk coupon. AmAz!

Treasurer's Report

by Lester Carr



August Beginning Balance:		\$ 382.70
Income:		
Advertising	40.00	
DOM Sales	2.00	
FF Disk Sales	9.00	
Memberships Regular	24.00	
Memberships Subscription	18.00	
Total Income	\$ 93.00	+ \$ 93.00
Sub Total		\$ 475.70
Expenses:		
News Letter	\$ 69.78	
BBS Phone	61.81	
Software (BBS)	11.61	
Misc (LOGO Contest)	25.00	
FF Disk	18.00	
Total Expenses	\$ 186.20	- \$ 186.20
August Ending Balance:		\$ 289.50
Membership:	Regular 35 Subscription 14	

Librarian's Desk



by Mel Elliott

Remember, the AmAz! library will be at Amazing Computers on the second Saturday of each month. I would again remind anyone who desires to order disks from the library to either do so on the BBS or you may call me at home (931-1117) and I will have the disks made up and ready for you at the next meeting, mail them for a small fee or have them at Amazing Computers on the second Saturday.

AmAz! Disk of the Month #87:

PACKIT: A program to compress files and then they may be executed on the fly using the powerpacker.library. Requires OS2.XX and higher to operate.

BOULDERDASH: A new version of this old and tried game. This one requires OS 2.XX or above and has excellent graphics and movement of the characters. Is not easy to navigate.

EYECANDY02: A follow up to the program SpiroDraw, which was on a recent DOM. The author of this program is doing a great job of releasing updates to his program. This one includes some new features and a picture saver.

VIRUSCHECKER VERSION 6.43: The most recent update to this great virus checker. The author has gone shareware and I fully support him for his continues support of the Amiga community and keeping us virus free.

Fred Fish (Fresh Fish July 1994):

The latest issue in the Fred Fish CD series has been received. The new information is not catalogued into floppy format but is a large file of new programs. This file has been uploaded to the BBS and I will have it available at the meetings and also at Amazing Computers on our library day there. I will list some of the more interesting programs here for your information.

YATZOOIEII.AGA: A Yatzie "throw the dice" style game that supports AGA but will also work on non AGA machines.

SUPERVIEW Version 3.1: A graphics viewer which also incorporates screen grabbing as well as conversions. Requires SuperView library which is also on the CD.

MUCHMORE Version 4.4: An updated release to this very good text reader. This reader has been used on the Disk of the Month for some time.

For Sale *AmAz! Classified* *Free to Members*

SOLIDEX Video Editor Model EXCEL 200

Stereo Sound Mixer, two Video/Sound inputs, microphone for voice-over, Video enhancer and Audio/Video fade in-out.

\$50.00

Call Ed Lippman @ 265-5977

WANTED

Demonstrations for monthly AmAz! meetings, article writers for the AmAz!.info newsletter. Ideas for demonstrations, articles for the newsletter or programs for the disk of the month. Contact any of the members of the Executive Board if you would like to participate in any of these areas. *Low pay but extreme gratification.*

FOR SALE:

Copy of the Checks & Balances program that was demonstrated at the June meeting. I purchased an extra copy and will sell it for what I paid for it.

\$26.67

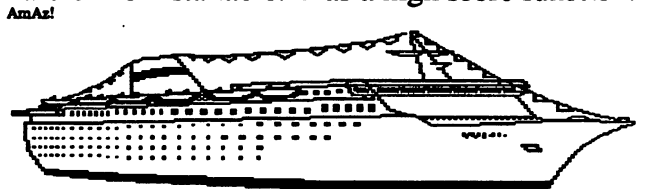
Call Mel Elliott @ 931-1117

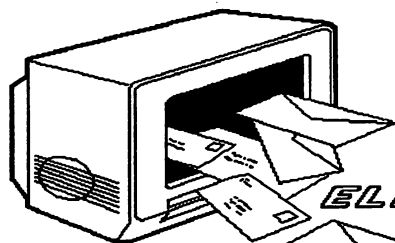
QUICKTOOLS: A program which will allow the user to search for files on the hard drive without writing out long pathnames. Seems that it would be quite useful to someone who has a large hard drive.

TIMEPLANNER: An event reminder and/or program launcher. Very simple and runs in the background.

SHOWFONT: A font viewing utility which allows the user to see the actual font prior to using it.

PLANETFALL: A great lunar lander type game, also very difficult. This is two levels of the game both in 68000 and 68030 versions. It is hard drive installable. Has a high score function.





BBS REPORT

ELECTRONIC
MAILBAG

AmigaNet 40:300/12

FidoNet 1:114/216

by BILL HAGAN

Never say never!

Last month I left you with the rhetorical question, "What else can happen?" This implied, of course, that nothing new could happen. Boy! Was I ever wrong.

Things had been going just great for almost a month and I was saying to myself, "What's the big deal, this BBS thing is a piece of cake!" Then, one night I got a phone call from a fellow Sysop. He told me the BBS that fed me Fidonet had shut down and that he was picking it up. It would be necessary for me to adjust the settings on my BBS, so I could pick up the feed from him. I soon found out that I wasn't as smart as I thought. I went into a crash course and started burning the midnight oil.

I'm not going to bore you with all the details. Those of you who sign on regularly know about some of the problems. You went almost a week without any Fidonet messages. Then on the Friday beginning the Labor Day Weekend, I got the problem sorted out and you had a whopping 457 messages to read over the holiday.

Because of the large number of messages, this seems like an appropriate time to bring up the Message Download (MSGDL) Utility. This is also in response to the challenge I made to bring you features of the BBS.

The MSGDL is a method to pack and download those messages from areas in which you are interested so that you can read them at your leisure after signing off. To take full advantage of the utility, follow these simple steps:

1. Select the "M" for Message areas from the main menu.

2. Select "D" for Download messages.

3. At this point, you will be offered a choice between "S"imple or "A"dvanced. Take my advice and select "A"dvanced mode. You will be given a menu of four items. If you haven't made your choice of areas, select "T" for toggle. Then type a list of the areas you desire in the form "1,2,3,4,5." These are toggles and will switch to the opposite of its current state. If it is currently OFF, it will be selected or if it is currently ON, it will be deselected. Those areas selected will be indicated by an asterisk (*). This preference is saved for you and you need not use the Toggle option again until you want to change areas.

4. Once you have made your choice, press the Return Key and then select the "D" option, this will gather messages from the areas you have selected. After the messages have been gathered, you will be offered the MSGDL Menu again.

5. Choose "Q"uit and the MSGDL utility will begin packing your messages in a compressed file. This selection will prompt "Do you really want to download your messages?" Select "Y" and the system will begin packing your messages in the background, and prompt you for another "key press" to return you to the BBS.

6. While the messages are being packed in the background, you may proceed to your other BBS business. When the messages are packed and ready, you will see a pop-up note: "You have a new message waiting for you in message base #0."

7. When your other business is completed, return to the Message menu. select "O" for Go to other message area from the Message menu and select 0 for Private E-Mail. Now press "W". *(This is very important. It seems to be an area of great confusion and has generated many questions. It is necessary to select "W" to bring up the message that indicates there is a file attached.)* You should see a message showing the size of the packet and stating there are one or more files attached.

8. To download this file, press "D" for download, even though it is not offered as an option. You may see it by choosing a "?."

Should you have any problems with the BBS or the Message Download Utility, please leave a note in the "Message to Sysop" area. I will either answer

AmAz! has a new
phone number and
address:

(602)435-8695

P.O. Box 2282
Glendale, AZ
85311-2282



Jeff Webster

Variables, Assignments, and Increments

In the last C-SIG article, which was a little inflammatory, I discussed the importance of following the guidelines that the Amiga programming engineers set forth. Please, follow these guidelines. The version string is important.

Now to get back to programming.

This month we'll discuss variables, how to assign them, and how to modify them incrementally.

In C, a variable can start with any alpha character, and contain any combination of alphanumeric characters thereafter. Different compilers have different restrictions on the number of characters a variable name may have, or how many are actually significant. Please read the documentation for your particular compiler for this information, it is beyond the scope of this discussion.

We're going to start with the simplest of variables, integers. Name the variables so that you can identify them by name. For example: *yy1* could be used to represent *DELTA*, but it is rather vague. Try using something that causes no doubt as to your intention: *delta1*.

Since you are allowed descriptive names for variables, why not use them?

An integer can take two forms on the Amiga, which is a 32-bit machine. An integer can be represented as a 16-bit number (in the range of -32767 to 32768). Or, it can be a full 32-bit number. Either way it is **SIGNED**. You can add a modifier to this to make it unsigned. This changes the way the compiler treats the numbers. If you are getting unexpected results (particularly if the numbers exceed 32768), then you are probably encountering a sign problem. Consider the following piece of code:

```
1: #include <stdio.h>
2: #include <stdlib.h>
3:
4: /* Compile with 16-bit integers */
5:
```

```
6: int main(void)
7: {
8:   int x=0;
9:
10:  for (x=0; x<49152; x++)
11:    printf("%ld\n",x);
12:
13:  return(0);
14: }
```

NOTE: Do not type in the numbers (ex 14:), they are for reference only.

The *for()* loop should end when *x* is no longer less than 49152. However, once you try this program you'll notice that it NEVER ends. Why is this?

Considering the range for the *signed* integer '*x*' is -32767 to 32768, how can it possibly ever reach 65535? This can be a hair pulling experience, as it is easily overlooked. There are two ways around this. One is the standard C way, the other is the Amiga-ized way.

Simply change line 8 to read:

```
8: unsigned int x=0;
```

The above is the C way. The Amiga-ized way is contained in an include file you should always use, *<types.h>*. Add a line to the beginning of the code, where the *#include*'s are.

```
#include <exec/types.h>
```

Now, to make sure you are getting a 16-bit unsigned integer simply use:

```
8: USHORT x=0;
```

This is basically the same thing. And it's specific to the Amiga. Now when you recompile using either method, you'll get the results you expected. The program will terminate once it reaches the limit set in the *for()* loop.

The *for()* is one way of handle increments of variables. The following source will demonstrate other ways of incrementing variables.

```
int main(void)
{
  USHORT x=0, y=0, z=0;

  x++;    /* bumps 'x' by 1 */
  y++;    /* bumps 'y' by 1 */
  z++;    /* bumps 'z' by 1 */
}
```

► RED AMIGA page 1

friends (both Russian and American) and video taped 11 hours of the unreal, unusual and unforgettable sounds of Russia. This included folk dancing, ballets, museums, people, buildings, stores, monuments...but no computers!

Let me hasten to explain. If there are computers in Russia (and we were assured there were), they must be in private offices or in their new banks just developing, certainly in their military and in their rapidly disappearing science projects, or in the hands of very few private individuals or college students. What we did see and videotape was the widespread use of "Soviet computers" found in all the state-owned stores. This sarcastic name was for a piece of equipment that goes back to antiquity and operates without electricity, just hand power. It is what we know as an ABACUS, or "SCHETY" in Russian and is used even when the cashier has an electronic hand held calculator.

This incongruity was explained to me by Dr. Andrei Safirov, a notable English-speaking Russian professor whose four lectures on Russian history and politics were well attended on our cruise to St. Petersburg. He privately explained that the average Russian's mentality is still "upside down" and that they use the abacus instead of the calculator so they can cheat their customers! Further, he attested, they haven't the slightest inkling of what capitalism or a market based economy is all about. Their brain conditioning over the past 70 years of communism will take at least two generations to bring them out into the real world economy.

Despite Russia's advances and "firsts" in space technology and military-based sciences, their computers are generally considered to be of such poor quality as to be unusable and their manufacture has faltered to a standstill. So, on the one hand, we find very advanced so-called supercomputers for science and technology; and on the other hand, the non-existence of computers for the average user or student. Research in hardware and software continues at a high level, but only because of foreign (U.S.) sponsorship utilizing the low cost, high tech Russian scientific minds now available.

With the end of the U.S.S.R. in 1990, the Russian computer industry collapsed. A number of foreign imports of higher quality began appearing in the large major cities to support new-born businesses and for the serious users who rely on e-mail because of undependable phone services. As we learned in

1991 during the attempted military coup, the outside world got most of its news from internet e-mail users in Russia.

We found Russia to be a country in turmoil, but not unrest. The upheaval caused by the sudden and unexpected end of communism has left a legacy of millions of unemployed and tens of thousands working without pay, but hopeful; devoid of money but spending every ruble they get because of escalating inflation; unable to awaken to the realization they can now make decisions for themselves but still waiting to be told what to do; and huge factories everywhere but with old machinery and technology unable to produce consumer goods competitive with imports from the West and Far East.

The manufacture of PC's has been abandoned in favor of Japanese, Korean and even American computers; but this has not included the Amiga unless brought in by users from western Europe where it is very popular. With the lack of sales initiative advertising or any promotion by Commodore International before bankruptcy, it is very unlikely that a Red Amiga exists.

And so we came home to see and use our CDTV and A1200; and to start editing our 11 hours of this Russian Saga, with the help of "Video Director" and "Scala 500."

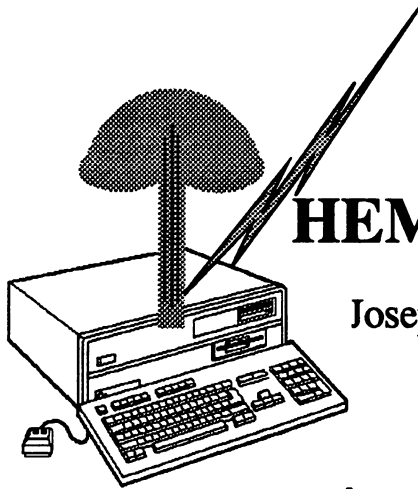
Editors Note: Mr Lippman's article came as a complete surprise to me. When I asked him to check on computers in Russia, I very naively thought he could stop in at a store or two in a couple of small towns and see what the hottest game was and how much it cost. Many thanks, Ed, for a job very well done. AmAz!

► C PROGRAMMING page 6

```
y = y + 1; /* bumps 'y' by 1 */
y = y + 2; /* bumps 'y' by 2 */
z += 1; /* bumps 'z' by 1 */
z += 8; /* bumps 'z' by 8 */
z += y; /* bumps 'z' by 'y' */
x += y + z; /* bumps 'x' by 'y + z' */
}
```

In all of the above cases repetitive looping past these increments will increase the variable by the amount specified. Please, download the example sources from AmAZ BBS if you want the complete examples. Space is limited in this column.

'Til next month. AmAz!



HEMOSTAT

Joseph P. Laleman

A potentially disastrous situation occurred recently with the electrical system of my house. I was getting shocks (not static shocks) from all metal grounded objects. In the process of tracing it down, I found that even with my main breaker off, I was still getting the same amount of shock! I had the power company check my line. They told me to call an electrician because the problem was in my house. Well, I did and he said the problem was in the power company's line. Out came the service men. I received the same response about the problem being in my house! Hmmm.

After much discussion I convinced the service men that the problem wasn't in my house. Even though their initial tests showed that their service was not at fault. Through my persistence they disconnected the other houses that used the same transformer. They discovered a loose wire rubbing on the power tower across the street. It had shorted the neutral and one of the hot wires. This fed current back through the neutral wire to the transformer. My electrical service was a hot wire of 90 volts, another hot wire of 155 volts and a neutral wire of 30 volts! If the short had become worse and fed 120 volts back through the neutral, I would have lost all the electronic devices and motors in my house. I would have been unable to turn off any lights. If my Amiga system had not been connected to a line conditioner/stabilizer, I might have lost it. As it was, the electrical problem burned out a monitor. Thirty volts were fed back through the ground wire and fried several things in the monitor including the main picture tube!

Many people leave electrical protection of their computers on the bottom of their priority list. Even

though they know how important it is to have a backup of their software, they still leave their hardware unprotected. Eventually something drastic happens and they learn the hard way that protection is cheap compared to the repair bill and down time. Although little can be done about a direct lightning strike, both the power line and telephone line can be protected. You can purchase a simple surge protector strip of various makes or a line conditioner/stabilizer. Protection for the modem on the telephone line normally is a simple grounding device with a non-reusable fuse. There are a few modem protection units that even contain line filters that may take some of the transmission noise out, both improving telecommunications and protecting the system.

A lot depends on how lucky you are or how much you can afford to loose. Some people can operate their systems for years and not have a single problem, just as some people can smoke three packs of cigarettes a day and never get cancer, heart disease, emphysema or yellow teeth. Eventually, though, it all seems to catch up with us.

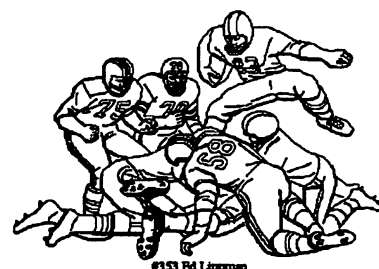
There are various spike and surge protectors on the market. Just about any store that sells computer supplies sells some form of line protector. Radio Shack has a good selection, but what they sell may not be any better than anyone else's.

Tripp Lite Model LC-1800: Line Stabilizer/Conditioner with ISOBAR Isolated Noise & Spike Suppression 1800 Watts, LED Normal, High, Low, Very High and Very Low Voltage Displays.

Tripp Lite Model LC-1200: Same as Model 1800 except there is no LED displays and is limited to 1200 Watts.

The two Tripp Lite models do not only protect your system, they also are constant voltage transformers and line filters. The ability to hold the voltage constant is what saved my system from being burned out.

Reprinted from the Quad City Amiga Club Newsletter Volume VI, Issue #8, 6 September 1994. AmAz!





by **BILL HAGAN**

We interrupt this series to bring you some news. At almost the precise time that we went to press with last month's newsletter, TERM 4.0 showed up on the BBS.

The most notable difference is the size of the file. TERM 4.0 is huge. The program itself comes in at just under 500K bytes. The complete file as I have loaded on my SyQuest cartridge is nearly 2.25 megabytes.

One feature that is pleasing to me is the documentation is now in Amigaguide format.

Another significant feature is the sub-menus in the SETTINGS menu. Some of them stretch beyond the edges of the screen. It was a little perplexing at first glance, but caused no great difficulty since the window moved with the mouse. As the mouse is moved to an unseen edge, the window moves to reveal the missing edge. Sort of magical after it has been used a few times.

There are a great many differences, too many to go into here. The most important features at this point is how Arexx was affected. Quoting from the Amigaguide Arexx docs, it would appear that Arexx has been completely overhauled. I counted some eighty Arexx commands in TERM 3.4. Now there are just sixty commands in TERM 4.0. We have yet to evaluate the significance of these differences.

Previous 'term' releases would use a different ARExx host interface implementation. In order to conform to Commodore-endorsed user interface style guidelines it was redesigned from scratch for version 3.0. The design and implementation of the ARExx host interface was suggested by the 'Amiga User Interface Style Guide' and strongly influenced by Martin Taillefer's 'TurboText' ARExx host interface.

Not a single command has 'survived' the revision, the new implementation is no longer compatible

with its predecessors, so existing ARExx scripts will have to be adapted or even entirely rewritten.

'term' no longer distinguishes explicitly between asynchronous and synchronous commands (i.e. commands which force the main program to wait and commands which need not bother the main program as the ARExx handler process is able to execute them). As of this writing it is safe to assume that almost any command will be processed by the main program, exceptions are noted.

There has been a large amount of message traffic on the BBS concerning TERM 4.0. Here is a sampling of the early traffic:

CJ> From my own experience and from what others have reported on the net and to me personally Term 4.0 is S L O W and B U G G Y. I much prefer my registered NComm to a free terminal that is flakey. If Term 4.0 is working good for you then great! Most others have found it to be a pain and a source of system resets.

Well, you can add me to the list of people who had problems with TERM and denounced it as "buggy..."

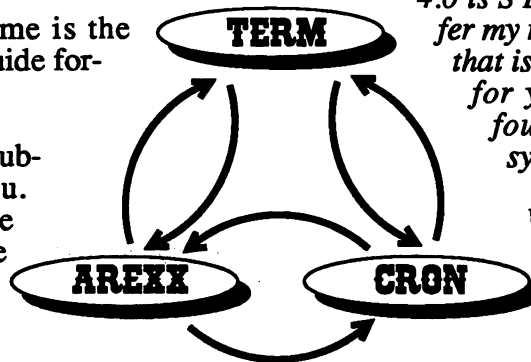
Then I read the damn docs, set it up right and it's neither slow nor "buggy." Go figure.

Hmm, I liked NComm I just wish that they would improve the display speed and handling of ANSI better. But its a great program with some nice features..

Thanks for the response Jason..this has been quite some exchange a few of us have been having about Term 4.0 vs other terminals. Let it be known now that I have tried Term 4.0 one more time and so far it is performing fine. I have found it's overall operation to be snappier in 4 color mode then in 8 color ansi. Also I like the upload queue feature...I officially take back all the mean and bad things I said about Term 4.0 as long as it keeps working for me. I do miss not being able to dial from the nodelist.....maybe in Term 4.1.

I've been using Term from the 3.0 version.

I never have had trouble with it. I'm using Term4.0 (030) with a 14.4 in the 16 color mode3 on an





Amiga

Arizona

The recent AmAz! Logo contest resulted in eleven entries by 4 different individuals. The entries were judged by Mel Elliott, Lester Carr and Brian Hunter of the Executive Board. The judging was done of the entries in their color as submitted and a black and white print out each judge had access to. The votes for the individual entries were secret as each judge did not know what the others had selected as their winning entry. The results of the three lists were compiled and a winner was declared.

The LOGO at the top of this article is now the official AmAz! Logo and it was submitted by Gary Bowdish who was presented the \$50 gift certificate, good at Amazing Computers. The second place entry was submitted by Allen Hutchison who was presented with 10 blank disks, donated by a club member. Our thanks and congratulations to all who submitted entries and to Amazing Computers for their participation.. AmAz!



☛ **BBS page 5**
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☛ AREXX page 9

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I like it very much, the only problems that I ever had was when I had to configure it, and the problems were mine not Term's.

To summarize, when TERM 4.0 was first released, it seemed to draw some criticism. As more users tried it and gained more experience with it, the criticism moderated. I would suggest that you read all the critiques and then try TERM 4.0 and decide for yourself.

The AREXX SIG continues to evaluate TERM4.0 for use in our auto-downloading program. We will return to the regular series next month.

The next AREXX SIG will meet on 4 October 1994. Anyone interested in joining us, please call Bill Hagan at 934-2993. AmAz!



OCTOBER 1994



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2	3	4 AREXX SIG 934-2993 For Info	5 Newsletter Draft Completed	6	7 Newsletter Proof Completed	8 AmAz! Library at Amazing
9	10	11	12 Mail Newsletter	13	14	15
16	17	18	19 AmAz! General Meeting	20	21	22 AmAz! EX BD Meeting
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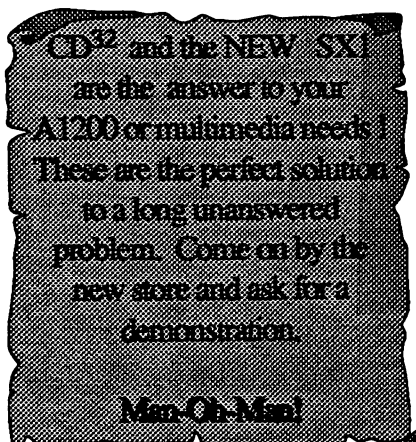


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Well the results for our Logo contest are in and we would like to thank all of those who participated. Further we would like to mention the runners up. Second runner up was Dan Shaurette and First runner up was Long time Amiga user and Deluxe Paint pro Mike Montana. But the winner and recipient of the \$75.00 in store credit was Mike Rhee. Thanks to all for a job well done and special thanks to Mike Rhee for a great new Amazing Computers logo.



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☐ If box is checked this is your last issue.



**September 23rd
First Day of Autumn**

