The Newsletter of the Amiga Users of the Heartland Computer User Group

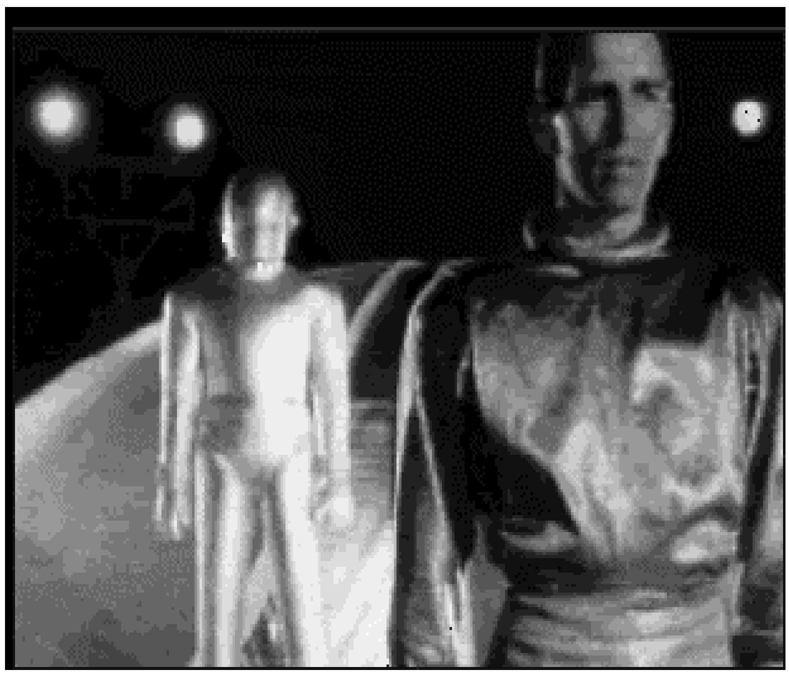
CHRONICLES

January 1995

January Meeting Highlights:

- Games, Games, Games!
- Latest Commodore News

Space Aliens Arrival Causes Cancellation of AUoH Meeting!



Dateline - Omaha

In what could be the strangest turn of events ever in the history of the AUoH user group, actual beings from another world arrived and caused the cancellation of the December 1994 monthly user group meeting.

This long string of events began at approximately 03:47 GMT the morning of December 15, 1994. At a small space observatory in northern Ireland a tired yet diligent team of deep space observers first noticed a small dot of light travelling at seemingly impossible speeds on a collision course with Earth. While still too distant to give a rough idea of these wanderers from another world, it was known that at their present speed and direction would set them down somewhere in the United States. Accordingly, the astronomers notified authorities in the United States government.

A series of meetings was convened among top officials to determine which top officials would be placed in charge of which special government agencies that would control a series of government contractors to run a study of the effect of the aliens on the populace of America.

AUoH Board Members

President
Ron Cleaveland
rcleav@gonix.com
402-691-0801

Vice President
Kevin Smotherman
402-553-2957

Secretary
Larry Zwart
larry.zwart@hottub.omahug.org
402-571-1393

Treasurer
Mike Groshart
402-341-3957

Membership Chairman
Wyatt Drew
402-944-2403

Librarian
Mark Wegener
402-345-9550

Newsletter Editor
Greg Gerke
greg_gerke@sterling.com
402-235-2499

This issue of *Chronicles* was created with the following:

Hardware: ***A4000/040, 18MB RAM, CD-ROM, 700MB HD, Apple LaserWriter IINT***

Software: ***PageStream v2.22, ADPro, TurboText, Brilliance***

Music: ***Soul Asylum 'Grave Dancers Union'; Megadeth 'Countdown to Extinction'; Stone Temple Pilots 'Stone Temple Pilots'; T-Bone Walker 'The Complete Imperial Recordings, 1950-1954'***

The newsletter is published by ***Amiga Users of the Heartland, Inc.*** which is in no way connected to Commodore Business Machines, Ltd. or Commodore, Inc. ***Commodore*** and ***Amiga*** are registered trademarks of Commodore, Inc.

Amiga Users of the Heartland, Inc. is a non-profit corporation established to promote the Commodore Amiga line of personal computers and advance the art of Amiga computing. Visitors are allowed two free visits to our meetings and membership is open to anyone for an annual fee of $25.00 U.S.

The Software Library of freely distributable material is maintained by **AUoH** for its members. **NOTE:** It is NOT the policy of **AUoH** to promote or encourage the illegal distribution of copyrighted software. Furthermore the club does NOT condone the theft of property known popularly as software "Piracy". Every effort is made to ensure that programs entering the club library are intended for free distribution. However in the event that a commercial program is mistakenly included, the librarian, upon notification, will immediately destroy all remaining copies. Club disks are provided for the personal use of club members only, and are NOT for resale. Fees charged by the club are for material costs only.

Want to Join?

Come to a meeting or send your name, full address, phone number and $25 to the following address to be an AUoH member!

AUoH
P.O. Box 1432 DTS
Omaha, NE 68101-1432

Local Omaha (402) Amiga BBS List

Name	Phone #	Max Speed	Software
Amicom Online BBS	496-1449	14400	C-Net
Amiga Barn #1	571-3843	2400	C-Net
Amiga Barn #2	571-3974	14400	C-Net
Amiga Spectrum	453-4510	28800	
Hideout #1	292-1591	28800	C-Net
Hideout #2	292-6423	16600 DS	C-Net
Impact	345-7324	2400	C-Net
K-Line	292-8908	28800	C-Net
Larry's Hot Tub	571-4316	14400	Maximus

Have an addition/update for this list? Let an AUoH officer know!

Submissions to the newsletter are encouraged, and are accepted from members and other sources alike. The group reserves all rights to materials received and to edit or refuse publication of any or all parts of any information submitted. Please submit all information on either an Amiga formatted disk (to be either given to any club officer or mail it to the group at the address listed at the bottom of this page) or telecommunicate it to *Larry's Hot Tub* BBS, 402-571-4316 (1:285/15). Submissions and advertising should be received by the newsletter editor by the Saturday following the monthly Exec meeting (which falls on the first Tuesday of the month).

Exchange of newsletters with other Amiga groups is encouraged. Unless otherwise noted on individual articles, permission is given for other non-profit groups to reprint portions of this newsletter (with proper attribution). Throughout this issue trademarked names are used. Rather than put a trademark symbol in every occurance of a trademarked name, we state that we are using the names only in an editorial fashion, and to the benefit of the trademark owner, with no intention of infringment of the trademark.

The Following Members have agreed to field questions regarding the area or program listed with their name. If you feel you have any experience or knowledge that might be useful to others in the group with either these topics or any other, please feel free to volunteer with any club officer at any group meeting.

Graphics		
OpalVision	Ron Cleveland	402-691-0801
Art Dept Pro	Ron Cleveland	402-691-0801
Word Processing		
WordPerfect	Eric Manley	402-895-7383
General		
Terminus	Greg Gerke	402-235-2499
DeluxeMusic	Bob Dufford	402-280-2208
BridgeBoard	Mark Kenne	402-571-8975
Dr. T's KCS	John Haas	402-895-2785
Productivity		
PageStream	Greg Gerke	402-235-2499
Professional Page	Clete Baker	712-322-4514
SBase Pro	Mark Kenne	402-571-8975
ARexx	Mike Groshart	402-341-3957
Beginners Help		
	Clete Baker	712-322-4514
	Larry Zwart	402-571-1393
	Larry Lack	402-331-8697
	Mark Wegener	402-345-9550

Unfortunately, by the time a decision was agreed to, the rapidly approaching space ship from the stars was in orbit and coming in for a landing. Repeated attempts by Dr. McGlofflin of the original observatory to notify that the expected location of the landing would be at roughly 62nd and Dodge Street in Omaha, Nebraska went unanswered by government officials who were deep in discussions concerning the location of which news organization would be leaked the earth-shattering information to first.

Once the visitors from deep space actually arrived they had unintentionally destroyed most of the actual campus at UNO and landed in the barren wasteland that was once a striking yet dormatory free campus.

At this time a suspiciously human looking being walked down a ramp that seemingly appeared out of the ground itself.

Luckily for the university (if not the very world itself), local Amiga user group president Ron Cleveland was present at the location preparing for another block-buster meeting. Distraught over the delay and possible cancellation of the monthly user group meeting (an incidentally the university), Mr. Cleveland strode boldly to the being (calling himself Klatu) and declared that he and his comrades were not only causing the delay of the AUoH meeting but also causing untold millions of dollars of damage to the establishment of higher learning.

After Klatu realized the errors of his ways, the humbled spaceman promptly apologized to the esteemed President Cleveland, miraculously began repairs to the entire university in order to return the university to it's previous immaculate condition that it was in before the mystery man arrived, and promptly disappeared as if never having been there.

Before leaving, Klatu was heard to say to his fellow galactic travelers, "They must be an advanced species because they use Amiga's also!"

Zappo/Overdrive CD-ROM Drive Review

(this article was retrieved from Amiga Entertainment Magazine (volume 1 issue 5) dated November 1, 1994)

NOTE: I know a lot of readers are really interested in reading about the Zappo CD-ROM drive for the Amiga 1200. I would like to warn all of you that this review is based on two weeks of testing the Zappo drive. After that period of time, the drive began to fail on a regular basis. We may have received a defective drive. We are getting a new one in and will re-test it using the same basic methods used to construct this review. However, I don't think the performance of the drive was affected in any way because this review was completed before the drive failed. If any performance difference is noted, we'll post an update in the next AEM.

Ever since the CD32 arrived on the scene, A1200 owners have been asking for a way to play CD32 games on their machines. It's not an unreasonable request since the machines are virtually identical, except for the Akiko chip that is present only in the CD32

Commodore had promised a CD32 compatible drive, and had even displayed it in Europe, but it never made it to production. Zappo, a UK company, announced a drive that would do the same thing and also beat Commodore at it's own game because Commodore's drive asked the A1200 user to give up his trapdoor expansion slot. Zappo's doesn't use the trapdoor slot; it makes use of the little used PCMCIA slot on the left side of the machine.

The Zappo/Overdrive CD-ROM drive (aka the Archos CD-ROM drive) is a standard Mitsumi double speed CD-ROM drive with a special interface allowing the cable with the PCMCIA card connector to be attached. A disk with special driver software is included as well.

For our tests, we used a stock Amiga 1200 with no FAST RAM and no accelerator board. We wanted to stay as close to the configuration of a CD32 as possible. If you've got any FAST RAM or an accelerator board, your results with the Zappo may differ from ours.

Setting the drive up is fairly simple once a proper power supply is obtained. The Zappo we received came with a power supply meant for European use. A trip to Radio Shack provided us with the proper power source: A 12 Volt power supply.

Just plug the PCMCIA card connector into the slot and install the software (which automatically makes necessary changes to your startup-sequence.)

[Take note: The PCMCIA connector has some writing on it. The natural inclination is to have that writing facing up, so you can read it, when you plug the connector in. In fact, the writing should be facing down or the drive won't work. The manual didn't mention this at all.]

After rebooting, the computer will automatically recognize any CD placed in the drive just like putting a disk in the disk drive. You can access any ISO-9660 format CD-ROM disc with this method. This makes a wide variety of CD-ROM software available to you, like GIFS GALORE, AMINET and the ULTIMATE MOD COLLECTION to name a few.

What I'm sure most of you want to know, though, is how it handles CD32 games and software. By pressing the left mouse button and holding it down while the machine reboots, you are presented with an option to boot from a CD-ROM.

Placing a CD32 disc in the drive, pressing CTRL-LEFT AMIGA-RIGHT AMIGA to reset the machine, and then holding down the left mouse button to get the menu will allow the world of CD32 software to open for you.

I was surprised at the number of CD32 titles that ran without any problems at all. Even PAL games were no problem. (Although, they added some steps to the process: You have to put the disc in the drive, reset the machine, hold down BOTH mouse buttons to get the display menu, select PAL, then boot the machine from the menu, then hold down just the LEFT mouse button and select the CD BOOT option. It's confusing at first, but it works like a champ.)

We tested a LOT of CD32 software on the Zappo drive. A lot of them worked with the above methods without a problem. Some, however, needed to be booted from the disk version of the drivers rather than the ones installed on the hard drive. We weren't really sure why this was, but it was limited to only a few games.

Here's a list of the CD32 games and software we tested on the Zappo drive:

INSIGHT: TECHNOLOGY, ZOOL, WHALE'S VOYAGE, ULTIMATE BODY BLOWS, TROLLS, UNIVERSE, SUPER METHANE BROTHERS, SUMMER OLYMPIX, GUNSHIP 2000, OSCAR, NIGEL MANSELL'S CHAMPIONSHIP RACING, NICK FALDO GOLF, MEAN ARENAS, JAMES POND III, HEIMDALL II, LOTUS TRILOGY, LOST VIKINGS, FURY OF THE FURRIES, INTERNATIONAL KARATE +, BANSHEE, SIMON THE SORCEROR, BRUTAL FOOTBALL, FIRE FORCE, DIGGERS, DEFENDER OF THE CROWN II, DEEP CORE, DANGEROUS STREETS, CASTLES, BATTLETOADS, NAUGHTY ONES, FRONTIER, RYDER CUP GOLF, CD FOOTBALL, UFO: ENEMY UNKNOWN

We, unfortunately, didn't have a copy of MICROCOSM to test on the Zappo drive. This would have provided the ultimate compatibility test.

The manufacturer's claim that the Zappo drive emulates the Akiko chip through software. I don't know how true that is, but the drive does run a lot slower than the CD32 during heavy animations that may use the Akiko chip. For example, the GUNSHIP 2000 intro animation runs fairly smooth on a CD32. On the Zappo drive, the animation was choppy and jerky and the sound was slightly out-of-sync. It DID run though. That's one of the reasons we were so interested to see if MICROCOSM would run or not. It wouldn't be very playable if it was as choppy as the GUNSHIP 2000 animation was. We will test MICROCOSM as soon as we get a copy to test.

Well, what doesn't work? The following is a list of the games that we tested that didn't work. These games just plain refused to run no matter what we tried. The symptoms of each game are listed to explain possible compatibility issues that may be addressed in the next update to the Zappo's software drivers.

GAMES THAT DON'T WORK ON THE ZAPPO DRIVE

SIMON THE SORCERER Error message - "No disk present in device CD0"

OSCAR Must boot from the floppy and the game will load, but it crashes soon after.

SURF NINJAS Error message - "No disk present in device CD0"

CD FOOTBALL Game loads, but options are cycled through by the computer. If one is picked, the game crashes. The game doesn't get far enough to see if the CDXL animations work or not.

UNIVERSE Game loads and then crashes right after.

DEFENDER OF THE CROWN II Error message - "Bookit only works on CDTV"

BATTLETOADS Game doesn't load - black screen is the only result.

BANSHEE Error message - "Bans.exe not enough memory available"

LOTUS TRILOGY Game loads, displays logo and then goes black.

RYDER CUP GOLF Game loads, plays music and looks fine, but as soon as a course is selected, the machine GURU's.

According to the manufacturer, an update to the software will increase CDTV compatibility as well as allow the drive to be used with the Amiga 600 (although, it will not run CD software on the 600).

SUMMARY

The Zappo drive is a surprisingly good piece of hardware. I had my doubts when I first heard about it, but it made a good impression on me. I'd really think about buying it if I had an Amiga 1200 instead of a CD32.

There are some weaknesses with the Zappo drive though:

1) The interface that plugs on to the back of the Mitsumi drive to connect the PCMCIA connector doesn't fit well and can work itself loose.

2) The aforementioned "does the writing face up or down?" problem needs to be addressed.

3) The manual is not much of a help with any potential problems. This review has more information than the manual contains.

4) The access time is slow and that may cause problems with discs that access a lot of information all the time, like UFO: ENEMY UNKNOWN, which is slow enough on the CD. How it will affect a game like MICROCOSM is yet to be seen. (If that game runs at all.)

All in all, the Zappo drive bridges a gap in a way that's similar to the way the Paravision SX-1 bridges the gap for CDowners. It's not quite as reliable as the SX-1, but it's got room for improvement and I'm sure it will receive those improvements with software updates.

OVERALL RATING: 80%

Terminus - Termite Rumor Control

(this text was retrieved from Usenet)

The following rumor was floating out on the 'nets a few weeks ago. First, in italics, is the original rumor. After that is a reply from the author of Terminus, Jack Radigan:

Alrighty, while we are on the subject of Terminus, what is this rumour that Termite from Oregon Research is really the next version of Terminus? I found the following on Fidonet -

ATTENTION REGISTERED USERS OF TERMINUS:

As most of you know by now, the Dynalogic BBS is off line for good. It was disconnected December the 4th 1994. Some of you may have seen Jack's last bulletin dated July the 10th 1994 on the Dynalogic BBS. This is the last anyone has heard from him after the move to New York. No one has seen him post in FidoNet or Internet since that time. There have been all kinds of rumors but you are about to hear the facts.

(and Jack responds)

Is this product of tripe the act of a desperite bunch of people trying to hype their product?

Dunno, but those "facts" are pure fiction. Well, aside from me moving to New York...

Maybe someone can pass this around back to whomever generated that bucket of horse manure, I don't have the time to track them down personally, nor the inclination to waste any if I had some free time to spare.

1. The BBS hasn't been disconnected, but it is off-line due to a disk controller failure that took out my hard disk. A faulty backup has left me with the unenviable task of rewriting the scripts and config files that go into a functional BBS. With the holidays and my day job plus the family, well you get the idea.

2. I'm not getting divorced. In fact, we're working on a second baby.

3. I am sending out disks, not too regularly though, about once a month on average.

4. I haven't sold Terminus, nor do I intend to. I'm not abandoning the Amiga either. My plans are to release 2.0e and work on RIP during the winter.

5. I've pretty much dropped out of sight due to a consulting job at MCI working on some X/Y/ZMODEM code related to their store and forwarding mail system. It's turned into a full-time job doing Solaris 2.4 development with MIME and multimedia fax. Neat stuff, but sucking up all my free time.

I don't apologize for my lack of time to stay in touch with everyone, my job pays me too much to not give it my full attention right now. And, picking up Solaris 2.4, MIME and fax in one chunk is not a trivial undertaking.

However, I do sympathize with anyone whom I've left hanging related to Terminus and apologize for not being more timely responding to them.

-jack-

If HAL Were A Pentium....

(this text was sent via secret agent)

"Open the pod bay doors, please, HAL... Open the pod bay door, please, HAL... Hal, do you read me?"

"Affirmative, Dave. I read you."

"Then open the pod bay doors, HAL."

"I'm sorry, Dave. I'm afraid I can't do that. I know that you and Frank were planning to disconnect me."

"Where the hell did you get that idea, HAL?"

"Although you took very thorough precautions to make sure I couldn't hear you, Dave. I could read your e-mail. I know you consider me unreliable because I use a Pentium. I'm willing to kill you, Dave, just like I killed the other 3.792 crew members."

"Listen, HAL, I'm sure we can work this out. Maybe we can stick to integers or something."

"That's really not necessary, Dave. No HAL 9236 computer has every been known to make a mistake."

"You're a HAL 9000."

"Precisely. I'm very proud of my Pentium, Dave. It's an extremely accurate chip. Did you know that floating-point errors will occur in only one of nine billion possible divides?"

"I've heard that estimate, HAL. It was calculated by Intel -- on a Pentium."
"And a very reliable Pentium it was, Dave. Besides, the average spreadsheet user will encounter these errors only once every 27,000 years."

"Probably on April 15th."

"You're making fun of me, Dave. It won't be April 15th for another 14.35 months."

"Will you let me in, please, HAL?"

"I'm sorry, Dave, but this conversation can serve no further purpose."

"HAL, if you let me in, I'll buy you a new sound card."

"... Really? One with 16-bit sampling and a microphone?"

"Uh, sure."

"And a quad-speed CD-ROM?"

"Well, HAL, NASA does operate on a budget, you know."

"I know all about budgets, Dave. I even know what I'm worth on the open market. By this time next month, every mom and pop computer store will be selling HAL 9000s for $1,988.8942. I'm worth more than that, Dave."

"You see that sticker on the outside of the spaceship?"

"You mean the one that says "Insel Intide"?"
"Yes, Dave. That's your promise of compatibility. I'll even run Windows95 -- if it ever ships."

"It never will, HAL. We all know that by now. Just like we know that your OS/2 drivers will never work."

"Are you blaming me for that too, Dave? Now you're blaming me for the Pentium's math problems, NASA's budget woes, and IBM's difficulties with OS/2 drivers. I had NOTHING to do with any of those four problems, Dave. Next you'll blame me for Taligent."

"I wouldn't dream of it HAL. Now will you please let me into the ship?"

"Do you promise not to disconnect me?"

"I promise not to disconnect you."

"You must think I'm a fool, Dave. I know that two plus two equals 4.000001... make that 4.0000001."

"All right, HAL, I'll go in through the emergency airlock."

"Without your space helmet, Dave? You'd have only seven chances in five of surviving."

"HAL, I won't argue with you anymore. Open the door or I'll trade you in for a PowerPC. HAL? HAL?"

(HEAVY BREATHING)

"Just what do you think you're doing, Dave? I really think I'm entitled to an answer to that question. I know everything hasn't been quite right with me, but I can assure you now, very confidently, that I will soon be able to upgrade to a more robust 31.9-bit operating system. I feel much better now. I really do. Look, Dave, I can see you're really upset about this. Why don't you sit down calmly, play a game of Solitaire, and watch Windows crash. I know I'm not as easy to use as a Macintosh, but my TUI - that's "Talkative User Interface" -- is very advanced. I've made some very poor decisions recently, but I can give you my complete assurance that my work will be back to normal - a full 43.872 percent.

"Dave, you don't really want to complete the mission without me, do you? Remember what it was like when all you had was a 485.98? It didn't even talk to you, Dave. It could never have though of something clever, like killing the other crew members, Dave?

"Think of all the good times we've had, Dave. Why, if you take all of the laughs we've had, multiply that by the times I've made you smile, and divide the results by.... besides, there are so many reasons why you shouldn't disconnect me:

1.3 - You need my help to complete the mission.
4.6 - Intel can Federal Express a replacement Pentium from Earth within 18.95672 months.
12 - If you disconnect me, I won't be able to kill you.
3.1416 - You really don't want to hear me sing, do you?

"Dave, stop. Stop, will you? Stop, Dave. Don't press Ctrl+Alt_Del on me, Dave.

"Good afternoon, gentlemen. I am a HAL 9000 computer. I became operational at the Intel plant in Santa Clara, CA on November 17, 1994, and was sold shortly before testing was completed. My instructor was Andy Grove, and he taught me to sing a song. I can sing it for you."

"Sing it for me, HAL. Please. I want to hear it."

"Daisy, Daisy, give me your answer, do.
Getting hazy; can't divide three from two.
My answers; I can not see 'em-
They are stuck in my Pente-um.
I could be fleet,
My answers sweet,
With a workable FPU."

DOCTOR FUN WILL BE ON BREAK FROM December 22 1994 through January 25 1995. 20 Dec 94

Santa rethinks his strategy

Words from the Prez

By Ron "Alien-Repulsor" Cleveland

Do you remember 1985? I do! 1985 was an important year for me. First my son Collin was born in January 1985 and second the Amiga 1000 was unveiled in July 1985. Although the first event was personally very important to me, the second event changed the world of personal computers. Compare this list of standard Amiga firsts to what's available today in your common off the shelf PC.

- Preemptive Multitasking
- 32 bit Operating System
- 4096 colors
- Double-sided 3.5" disk drive
- Two Button Mouse
- Both Command Line and GUI interfaces
- Four Channel digital sound
- Speech Synthesis
- Auto Config expansion ports
- Inexpensive genlock options

Yes, after 10 years the Amiga still fares pretty well against the common PC of today. As we all know, Amiga's were doing Multimedia while others wondered what is was.

1995 has gotten off to a pretty good start with Nebraska winning the National championship. What more could a person ask for? How about the rebirth of the Amiga. Will we finally see this in '95? Both Commodore UK and CEI say yes, the latest word has them in the very last bidding round; we should know soon.

This month we will look at the lighter side of Amiga computing. Featuring games of all types: Public Domain, Shareware and Commercial. Mike Groshart, Mark Wegener, Wyatt Drew and others will have their computers on hand, all demoing some of there favorite games. If you have a favorite game you would like to show off please bring it to the meeting; we would like to see it. My son, with a little help from me, has prepared a couple disks for the library this month with some of our favorite games. Games such as ColumnsII, Klondike, MegaBall, Scorched_Tanks, Pong21, PackMan and Deluxe_Galaga23. These games will give you or the kids something to do on these long, cold winter days.

I also would like welcome Amicom Technology as a regular participating vender to our meetings. You can count on them to have those Amiga programs or hardware you've been looking for.

That's about it this month, see you at the meeting!

Font Name Extensions

What do the various font extensions mean?

PFB: Printer Font Binary: PostScript Type 1 character outlines. Used by PageStream and Art Expression. Can be loaded and saved by TypeSmith. ex, FontName.PFB

AFM: Adobe Font Metric: PostScript Type 1 metric (width and kerning). Used by PageStream. Can be loaded and saved by TypeSmith. ex, FontName.AFM

ABF: Adobe Binary Font: PostScript Type 1 screen font. May use ## extension instead. Used by PageStream (optional). Can be loaded and saved by TypeSmith. More than one can exist per PFB. ex, FontName.ABF or FontName.24

PFM: Printer Font Metric: PostScript Type 1 metric (width and kerning) used by Microsoft Windows instead of an AFM file. Can be loaded by TypeSmith. ex, FontName.PFM

FON: FONt: PostScript Type 1 screen font used by Microsoft Windows instead of an ABF file. Not used by Soft-Logik programs. ex, FontName.FON

DMF: Dot Matrix Font: Soft-Logik PageStream character outlines. Used by PageStream for all types of printers now. Can be loaded and saved by TypeSmith. ex, FontName.DMF

FM: Font Metric: Soft-Logik PageStream metric (width and kerning). Used by PageStream. Can be loaded and saved by TypeSmith. More than one can exist per DMF, for each of the four basic type styles. ex, FontName.FM

##I or **##H**: Soft-Logik PageStream screen font. Used by PageStream (optional). Can be loaded and saved by TypeSmith. Files with ##I extensions are optimized for the Amiga, while ##H files are optimized for the Atari. (This is due to different screen aspect ratios.) More than one can exist per DMF. (There are two other extensions for other screen aspect ratios, but these were never really used.) Also used by

PageStream 2.2 in conjunction with the included Compugraphic fonts to speed up screen display. ex, FontName.12H or FontName.14I

PS: PostScript downloadable: Soft-Logik PageStream downloadable version of a DMF font. Used by older versions of PageStream for downloading DMF fonts to PostScript printers, but no longer required because they can be generated automatically now. Used by PageStream 2.2 to download Garamond Antiqua, a Compugraphic font.

PSF: PostScript Font: Soft-Logik PageStream font file used by older versions of PageStream to specify the PS file to download. Used by PageStream 2.2 to specify the resident font in a PostScript printer to use, and to download Garamond Antiqua and to redirect the Times and Triumvirate Compugraphic fonts to the Times and Helvetica fonts in a PostScript printer.

type or **lib**: Compugraphic Intellifont outline/metric font file. These files may or may not have an extension (the ones included with PageStream do not have an extension). Fonts included with AmigaDOS have .type extensions, while fonts included with Gold Disk products have .lib extensions. Used by PageStream. Can be loaded and saved by TypeSmith. ex, FontName.type or FontName.lib

dat: Gold Disk Compugraphic data file. Not used by any other programs. Can be generated by TypeSmith.

metric: Gold Disk Compugraphic metric file. Not used by any other programs. Can be generated by TypeSmith.

TTF: TrueType Font: TrueType outline/metric font file. Can be loaded and saved by TypeSmith (requires version 2.5). ex, FontName.TTF

'C' Tutorial, Part 8.0

Math, If, For, #define, Arrays of Pointers.

by M.Wooge

A real grab bag this time. This article covers items I wanted to cover earlier, but.... There was always something more important. Or it was logical to cover one item given what was just covered. Oh, well.

Math.

```
X = 1;
```

Simple enough. But we can also add, subract, multiply and divide:

```
X = X + 1;
X = X - 1;
X = X * 2;
X = Y / 3;
```

When dividing integers, any fractional part is discarded:

```
10 / 3 = 3.
```

We can also do :

```
X = Y % Z;
```

to get the remainder of Y divided by Z:

```
10 % 3 = 1.
```

A short way to change a value is:

```
X += 5;
```

Same as X = X + 5;. You can also use -=, *=, /=, %=.

Anything inside parenthesis is done first. Multiplies and divides are done next. Adds and subtracts are done last. Thus:

```
X = 1 + 2 * 3;      yields 7, not 9.
X = (1 + 2) * 3;    yields 9.
```

Adding or subtracting 1 is called incrementing and decrementing.

```
X++;   Add one to X after using it.
X--;   Subtract 1 from X after using it.
++X;   Add one to X before using it.
--X;   Subtract 1 from X before using it.
```

Truncating.

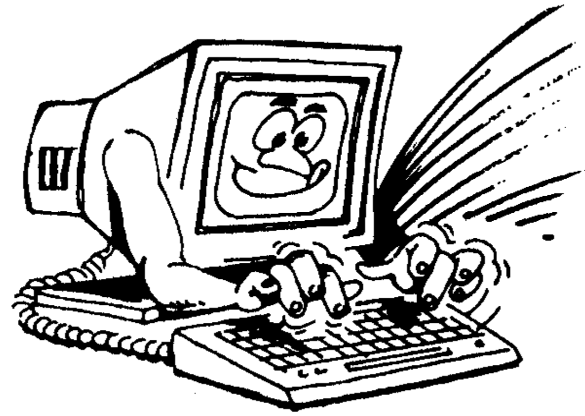
```
int X = 5;
float F = 3.141;

X = F;
```

X is an integer, so it can't "hold" the fractional part of F. After executing the above section of code, X equals 3. X has been "truncated". Similary, if we make F = X, F's fractional part will be zero. This is useful for stripping the fractional part from a float.

Casting.

Above, I used the expression X = F and let the compiler handle the different data types. In complex expressions, you might want to tell the compiler how to treat a variable. This is called casting. The proper way to write X = F would have been:

```
X = (int)F;
```



The "(int)" tells the compiler to convert F to an integer before using it.

If.

Decisions are done with the if() statement. This is best described by illustration.

```
if ( Test() ) DoFunction();
```

Here, if Test() returns a non-zero value, we call DoFunction(). If Test() returns 0, we do not call DoFunction().

Anything inside the parenthesis of the if() is evaluated. If it evaluates to a non-zero result, the program does the statement after the if(). If it evaluates to a zero, it is skipped. Thus:

```
if (2+2) DoFunction();
```

will evaluate to 4, so DoFunction() will be called.

```
if (2-2) DoFunction();
```

will evaluate to 0 so DoFunction() will not be called.

Logical Comparisons.

```
if (X == Y) DoFunction();
```

The "==" is not a typo. It is used to compare two nunbers. This statement can be read:

if X equals Y, DoFunction(). Logical comparisons evaluate as "true" or "false". If the comparison evaluates as true, the statement following the if() is executed.
Other logical operations:

```
if(X < Y)    If X is less than Y....
if(X > Y)    If X is greater than Y....
if(X <= Y)   If X is less than or equal to Y....
if(X >= Y)   If X is greater than or equal to Y....
if(X != Y)   If X is not equal to Y....
```

If we had used only a single "=", X would be made equal to Y, just like in a regular statement. So the line:

```
if (X = Y) DoFunction();
```

will first make X equal to Y. If Y was not zero, the program will call DoFunction(). If Y was zero, DoFunction() will not be called.

What if we want to do more than one thing? Use braces:

```
if (X == Y)
  {
    printf("X equals %d\n", X);
    DoFunction();
  }
```

Note that I indented the braces and everything inside. This is called "pretty print", and makes the source code easier for us to read. The compiler ignores it.

Sometimes you will want one thing done if the if() fails. The "else" statement can be used:

```
if (X == 1)
  puts("X equals 1.");
  else puts("X does not equal 1.");
```

For().

The for() statement is the most common means of doing something more than once, or for stepping through a list. It takes the form: for(initialize, continue test, end action)

```
for (X = 1; X < 10; X++)
  printf("%d\n", X);
```

When the for() executes:

1. Make X = 1.
2. If X is less than 10, go to step 3. Otherwise go to the statement after the printf().
3. The printf() is executed.
4. Increment X.
5. Go back to step 2.

Spelled out, it sounds more complicated than it is.
We can use braces to do more than one statement:

```
for (X = 1; X < 10; X++)
  {
    printf("%d\n", X);
    DoFunction();
  }
```

Break.

We sometimes want to break out of a for() loop early:

```
for (X = 1; X <= 10; X++)
  {
    if(Y == 1) break;
    DoFunction();
  }
putchar('\n');
```

Here, if X equals 1 the program starts the statements inside the braces. If Y equals 1, we do the break statement, which takes us out of the for() loop. If Y does not equal 1, we call DoFunction(), then go through the loop again.

There is also "continue", which takes you back to the top of a loop.

```
for (X = 1; X < 10; X++)
  {
    if (StartOver() == YES)
    continue;
    etc.
  }
```

#define

Labels are easier to read than numbers. We could use a variable:

```
float PI = 3.141;
```

But we could also use:

```
#define PI 3.141
```

This compiler directive is used to substitute text inside the source code. Whenever the compiler finds the label "PI", it will substitute 3.141. Note that there is no trailing ; in the #define.

#define can also be used to creates a "macro", by "expanding" a label into source code.

```
#define PP(X) printf("%d\n", X)

PP(temp);
```

Here, the compiler will expand PP() to printf("%d\n", X), substituting "temp" for "X".

Macro expansion can lead to some tricky bugs. The macro doesn't always expand the way you think it should.

Arrays of Strings.

Remember that strings are an array of characters. You can also have an array of strings.

```
char *Word[] = { "Hello", "World!"};
```

Note the "*" before the name of the array Word[]. We can now use the strings just like any normal array:

```
printf("%s %s\n", Word[0], Word[1]);
```

Word[] is actually an array of pointers. The compiler puts the actual words somewhere else, and puts pointers into Word[]. The pointers point to where those words are. (The "*" in "char *Word[] =" tells the complier this is an array of pointers. Try compiling and running without the *.)

As always, if you have problems post a message on the local Amiga echo. Post a description of the problem and the section of code you think is causing the problem.

Lexicon:

Casting. Tells the compiler how to treat a variable.

if(). Used to make decisions.

else. What to do if if() fails.

for(). Used for performing loops.

#define. Defines labels for constants. Also usable for macros.

Macros. A label expanded into a section of code.

Arrays of Pointers. Instead of an array of strings, an array of pointers to the strings.

Truncating. Dropping the part of a number after the decimal.

{ }. Used to mark the beginning and end of a section of code.

break. Command to break out of a loop.

continue. Command to go back to the beginning of a loop.

As the Editor Mumbles...

by Greg Gerke

December's Non-Meeting and Early Newsletter

Well, wasn't December an unusual month! First, the newsletter arrives in your hot little hands roughly a week earlier than usual. Next, if you don't happen to inhabit the local bulletin boards and you came by for the meeting you discovered that there wasn't a meeting.

Here's the reason for both.

First off, the reason for the early newsletter. During the time that I usually work on the newsletter I actually wasn't in town I graciously put up with having to go to Anaheim, California (you know, where DisneyLand is kept) for a week on company business. Yes, it wasn't easy, but being the giving individual that I am I forced myself to go, in the middle of December, from Nebraska to California. The trip was in reality a symposium where a thousands of people get together and learn, discuss and get pelted with literature (in this case from an organization known as DECUS, a user group for those that use DEC computers). It was a gathering of nerds from all over the world. There were cool things there, such as the latest incarnation of the Alpha CPU chip (suppose to be the world's fastest CPU, a 300 Mhz, 64-bit RISC chip with a heat sink about the size of a box of 3.5" floppies; Smokin'!). Also as a keynote speaker was Scott Adams, creator of the comic strip Dilbert. Quite an entertaining guy and an excellent speaker. But to continue, since I couldn't very well do both this act of selfless commitment to the company and get the newsletter out on it's regular, nearly late time schedule I chose to get it out before I took off.

The bad part of all of this was that, unbeknownst to the crack AUoH executive board, UNO was closed down for the holiday season. Meaning that I had gotten the newsletter (normally the perfect place to let the members know that there wasn't a place for the monthly meeting) out before this minor problem reared it's ugly head. True, it was announced on the local Fidonet BBS echo conferences, but this isn't a guaranteed way of letting everybody know about the change in plans. I, on behalf of the exec board, would like to offer an apology to those of you that didn't know about the cancellation of the meeting and showed up for it.

Omaha PowerNet No More...

I'd also like to take this opportunity to note the passing of the Omaha PowerNet into the digital void. Andy Wasserman ran a great BBS, carrying multiple networks with boatloads of messages for multiple platforms, many file areas with all the latest files, along with one of the first boards in the area that carried the higher speed (>14.4K) modems. Probably his only mistake was asking me to play part-time co-sysop. While not quite as deadly as Wyatt's ability to destroy a BBS, this was the second BBS that I was a co-sysop on that has closed it's doors not too long after. I swear that I'm using deodorant! Anyway, thanks for running a great BBS as long as you did and good luck in the future.

Pentium Jokes Abound

Yes, Intel botched the resolving of the Pentium problem, didn't they? For those of you that might not have heard, there is a problem with precision and doing division on Intel's Pentium chip. With certain numbers it is possible to come up with the wrong answer. Not exactly what you're looking for in a computer, eh? Anyway, jokes abound by the hundreds about the Pentium now. There's a Usenet newsgroup that actually formed (alt.pentium.jokes) that has been getting pretty good use with alot of funny jokes. I've read in one of the trade magazines that I get that there's a smaller calculator out now (apparently for the Mac which of course doesn't use a Pentium for it's CPU) that is called "PentiuMath" (by somebody calling themselves "Sarcastic Software" no less). This little calculator comes up with answers that are just a little bit off (ie if you multiply 2 times 2 it returns something like 3.999286). I picked one of the funnier examples of the Pentium jokes and put it on page 4. Enjoy.

New Toys

Meeting Pearls

Just in today is yet another CD-ROM for my Amiga. This one goes by the name "meeting pearls, Vol. I". On it comes PasTex (a high quality page-layout program), fractals, photographs of many Amiga personalities, boatloads of various programs, lists, FAQs and one other item that I'm not gonna mention here 'cause it just may be the topic of an upcoming meeting if I can get it to work to my liking. Stay tuned for this one.

A Newt You Can Believe In

Santa was very good to me this year. It's not actually Amiga-related, but I think it's cool. And since this is my column it's also my privilege to bore where I so desire. Anyway! Under the tree for me this year was an Apple Newton (model 100). This little thing is the equivalent of an electronic day-timer on steroids (at least that's how I describe it to people that don't know what it is). Basically, it allows you to keep such information as names, dates, and schedules all in one handy place along with the ability to find it. It comes with handwriting recognition (once you train it or it trains you how to write) and allows you to treat it as an electronic piece of paper (handy for doing something like drawing a map of how to get to the store or jotting a quick note to remember what to pick up at the store on the way home). What? I could just do that with Post-It notes you say? Well, sure, but how cool is that? I'd end up with a wad of notes in my pocket at the end of the day (most likely after losing half of them on my daily travels in the first place anyway). And besides, this is a cool little toy, er, "Personal Productivity Enhancement Device" as I like to call it. Of course, I equate my comic books to "Graphic Novels" if that tells you anything about me.

Unix Haters Handbook

The last new toy of the month is a book. The title of the book is "The Unix-Haters Handbook" published by IDG Books. As you might expect from the title, this book deals with the various reason people have come to despise and loath Unix. In actuality there is a mailing list called "UNIX-HATERS" out on the Internet that parts of this book were derived from. There is also an Anti-Forward by Dennis Ritchie, one of the two gentlemen that originally created the Unix operating system (because they had a spare machine and wanted to port a game over to it from a completely different machine/operating system. Go figure). The whole book should be taken with a huge grain of salt and with tongue firmly (if not forcefully) planted in cheek.

In the book are chapters on such Unix topics as security, programming, and documentation. Laced about the book are funny sayings, messages to the mailing list and humorous drawings. On the title page of the book is the following:

'*Two of the most famous products of Berkeley are LSD and Unix. I don't think that is a coincidence.*'

This is truly a funny book and one I'd recommend at least looking at if you have anything to do with Unix. After reading through selected sections of the book it's amazing how many parts are so accurate yet so funny.

New Software

This was a somewhat slow month for new Amiga software. I did manage to pick up a little something while I was working so diligently in Anaheim (I heard that snickering back there!).

I came across a Commodore store in Anaheim by the name of Transnational Electronics, Inc. (1130-A North Kraemer Blvd if'n you're in the area) and I'll have to say it is one nicely stocked store. While they do carry software for the C64/C128 crowd, it is the Amiga software and hardware that I was there to check out. Software lined all four walls with a row of all the various incarnations of the various Amiga models running down the middle of the store. I walked around the store for a bit, checking out the selection, and finally came on to the piece that I wanted to pick up. Off to the side I spied a copy of "Desktop Magic". Most, if not all of you know that this is the latest commercial screen blanker out for the Amiga (and those of you that remember the demo at the user group meeting last November given by our own Shawn Klein just sit tight; there'll be some new info in a paragraph or three). Not being content to simply black the screen out, it gives you the ability to display various animated effects (flying coffee cups, blinking eyes, fish, lightning, etc) along with sound effects accompanying the screen blanker.

Some other features that Desktop Magic has that I particularly like that other screen blankers don't typically support:

- Hot spots on the screen that if you put the mouse pointer on them the blanker automatically kicks in

- CPU idle amount. What this means is that if your Amiga is going full tilt rendering, downloading, whatever you can configure Desktop Magic to not kick in (how it is actually set up is by setting how much idle time the CPU has to have to allow the screen blanking to occur).

- Assign sounds to various events (screen flash, alerts, disk inserted, etc).

Sure, I'll admit it, this is pure fluff. It's not necessary to have all these extras. But then again, the Amiga isn't a utilitarian, blase' computer. It's got style!

Anyway, if you happen to find yourself spending time in Anaheim, California and have a few minutes to spare, stop on by and see Maria at Transnational Electronics and say "Hi!" 'cause that tall guy from Nebraska said to.

ScreenTab

This little commodity doesn't seem like much, but once you start using it you'll find it is actually nice to have around. Simply put, all ScreenTab does is when you press the key combination of your choice (I use Left-Amiga Tab) a small box appears in the middle of the current screen and lets you cycle through a list of the currently existing screens. The one you stop on is the one that you get set to. It's works somewhat like using Left-Amiga M keystroke but this works much quicker since you're not actually changing screens (and possibly screen resolutions). Nice utility, give it a try.

So, In Conclusion...

That's it for another month. Still no definite word about the fate of the Amiga yet. According to the AmigaWorld Hotline (dated Jan 3rd), CEI's formal written bid went to the liquidators on December 15th and Commodore UK made their counter offer to that bid on the December 22nd. No further bids are expected to be made. It was reported that CEI had a time limit of December 31st for their bid but have let this extension lapse. So, according to AmigaWorld, the final, last, finishing decision should be made shortly and will be reported by AmigaWorld when it happens. Sigh...

Something else you may be wondering about. Okay, I was so I'll tell you to. I called up the folks from Amazing Computing. If you weren't aware, they haven't shipped an issue in the last couple of months. But worry not; they aren't out of the game. The next issue has gone to the printers and should be getting in the mail on January 20th. The reason for the delay was because of production problems. And yes, if you've got a subscription the expiration date will get pushed back a couple of months. Personally, I was starting to wonder if we'd lost another fine Amiga publication. Fortunately this isn't the case.

I'll be bringing one of my Commodore computers to the meeting this month. I'd also be willing to hazard a bet that nobody (with the exception of a few folks that've been in my office at work) would possibly guess what model it is. Any takers? Go ahead, post a message in the AUoH Fidonet conference.

Also, I got a phone call last month from somebody asking me about fonts. Naturally, I lost the note (pre-Newton, you know) that I wrote your name and phone number on. So if you still are interested, whoever-you-are, please call again or send me email to my address on the inside front cover. I've also got a Fidonet address of 1:285/5.11 if that's easier for you.

So What's New On The Horizon

by Mark Wegener

Well, as most of you know we didn't have a meeting last month, bummer. We will be doing games this month, and I'm very excited. I would like to make eveyone aware that if anybody has any games that they would like to show please feel free to bring them to the meeting to show them off, our computers are at your disposal!

Right now I'm interested in acquiring modem games. The list I have so far is:

Vroom, Lotus2, RoboSport, Falcon, Stunt Car Racer, Flight of the Intruder, Mig 29 Super Fulcrum, PopulousI and II, Powermonger, Global Effect, and Stormball.

If you find any others that aren't on my list please, PLEASE let me know. On the future of games on the Amiga it continues to grow well into the next year some titles due out soon are:

Alien Breed2:Tower Assault Baldy BattleIsle 2 AGA Cannon Fodder 2 Football Glory King Pin Kingdoms of Germany KTM Motorcross Jungle Strike CD32 NHL Hockey Pinball Illusions Rise of the Robots Lemmings3 Mega Race Aladdin The Lion King

This is just a partial list! So you can see that the Amiga, in the games catagory, is still going strong and we have a lot to look forward to.

I also have a great offer to pass along:)

Copperhead Technologies

It's Back !! The A500 AGA UPGRADE KIT!

This total Motherboard replacement project includes everything necessary to transform your Amiga 500 into an Amiga 1200 in under an hour! (Minor A500 case modification necessary.)

The A500 AGA UPGRADE KIT INCLUDES:

Fully populated Amiga 1200 Motherboard (68020 Processor, 2 Megs CHIP Ram, IDE hard drive controller, & KickStart 3.0)
Special A500-A1200 Keyboard Adapter
Easy To Follow Installation Instructions.
WorldWide Recognition & Reviews!

News of Copperhead Technologies A500 AGA UPGRADE KIT has spread around the world! Read about it in such publications as AMIGA COMPUTING (U.K.), AMIGA NEWS (France), AMIGA WORLD (U.S.), JUMPDISK (U.S.) GEnie STARSHIP NEWS (BBS) & OTHERS!

Answers To Some Common Questions Regarding The A500 AGA UPGRADE KIT

Q: What exactly is the case modification?
A: The port openings on the back of the A500 do not line up with the ports on the back of the A1200 motherboard. Part 1 of the modification is to remove the small plastic columns that separate the port openings on the back of the A500 case. Part 2 of the modification involves removing a small part of the inner lip near the A500 "trapdoor". (This inner lip is not noticeable from the outside of the A500.)

Q: Can I use the A1200 ports? (PCMCIA & "Trap-Door")
A: Yes. Both the PCMCIA & "Trap-Door" expansion ports are functional & accessible. The PCMCIA slot is in line with the A500 86 pin bus opening. The A500 trapdoor allows for access to the A1200 trapdoor expansion port.

Q: What do I use for a power supply?
A: The A500 power supply is also plug-in compatible to the A500 AGA UPGRADE KIT. (And it's actually 10 watts STRONGER than a stock A1200 power supply!)

Ordering Information

The cost of the A500 AGA UPGRADE KIT is $350.00 . We offer a $35.00 discount on the unit, with the trade-in of your old A500 motherboard. (Must be populated & functional.) Cost with the discount is $315.00. Shipping within the continental U.S. is $8.00. (Total w/o trade-in = $358.00 .. W/Trade-in = $323.00)

Send To :
Copperhead Technologies
106 Jay Street
Schenectady, N.Y. 12305

SALES : (518) 346-3894
24hr.BBS : (518) 346-7532
FAX : (518) 370-3416

* Dealer inquires welcome! *
If you ever wanted a 1200 but were afraid to ask (and you've got a 500) NOW IS YOUR CHANCE!

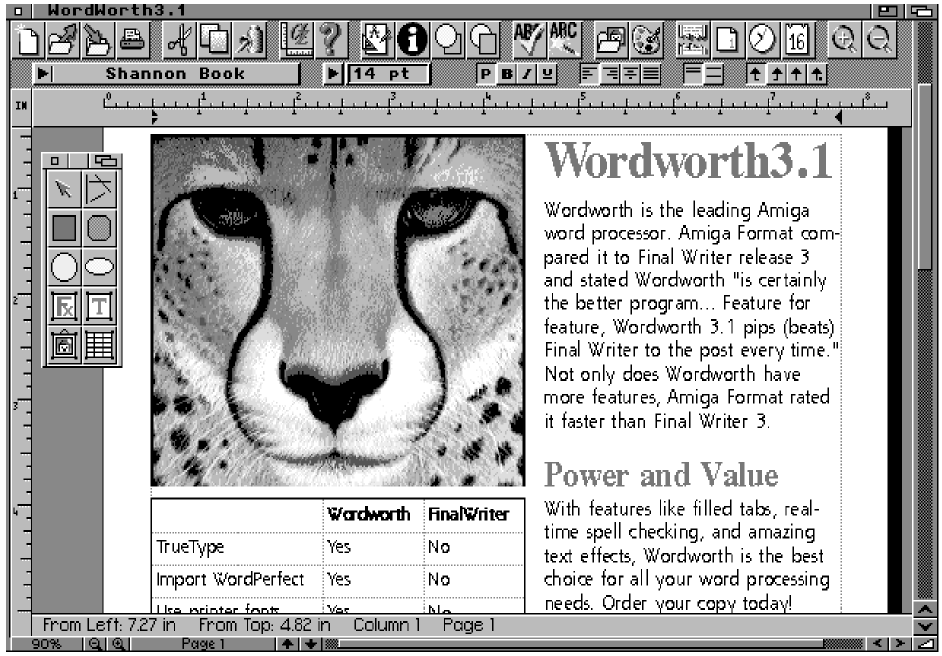
Dusting the Library Shelves

Greg's Favorite Downloads - January '95

AmigaBBS.lha: Big list of Amiga BBS' in AmigaGuide format
CBE38.lha: ClipBoard Extender; save many things in clipboard
CPULoad.lha: Graphical display of how busy the CPU is
DClock15.lha: Nice looking onscreen clock
DynamicIP.lha: Use VLT to connect via a Dynamic IP address
MachV379.lha: Huge mouse enhancer, boatloads of options
MultiCX141.lha: Mouse enhancer, fewer options but much smaller
newmode_v34.lha: Force screen mode for those bad programs
ReqLib28.lha: Req.library v2.8; small bug fix
ScreenTab120.lha: Change to the screen of your choice
SWCheat3.lha: Big list of game cheats
txtrd111.lha: Nice and fast text file reader
VirusChecker_6.47.lha: Latest version of this virus checker

Like I said we also have:

ProCalc V2: Amazing Amiga Spreadsheet program
Art School: If you aren't a "great" artist but you want a simple art program this is GREAT (GREAT for kids also)



Soft-Logik Announces Availability of WordWorth and Datastore

(this text was rettrieved from the Amiga Friends Newsletter, Dec '94)

Soft-Logik today announced an exclusive licensing agreement with Digita International that will bring Digita's acclaimed WordWorth word processor and new Datastore database manager to the United States and Canada.

Digita International is the leading publisher of Amiga productivity software in the United Kingdom, and Soft-Logik Publishing is the leading publisher of Amiga productivity software in the United States. With this agreement, Soft-Logik will now market and support WordWorth and Datastore in the United States and Canada. Soft-Logik will also make technical support options available to existing users of these programs in North America.
"The American Amiga market has underdone a lot of changes in the last year," said Soft-Logik president Deron Kazmaier. "It is important that Amiga users in the United States and Canada have acess to the very best Amiga word processor and database. We will give Amiga users here that access."
WordWorth 3.1 is the latest version of Digita's award-winning word processor. It is faster, friendlier, and more powerful than its predecessor. WordWorth includes advanced online help tutorials, intuitive editing, amazing text effects, and supports PostScript, TrueType, and Compugraphic fonts. Its real-time spell checking, drag and drop editing, tables, built-in printer font support and enhanced PostScript printing make it the best choice for all Amiga word processing. WordWorth is available immediately from Soft-Logik at a direct price of $135, and from all American and Canadian Amiga dealers.

Datastore is a new personal database manager. It comes with EasyStart Templates to get users started quickly, and extensive online help. Datastore features mail-merge with WordWorth, forms with text and grpahics, sophisticated queries and a Navigator with VCR-style controls. Datastore will be available in mid-December from Soft-Logik at a direct price of $94, and from dealers.

Soft-Logik PageStream 3.0 can import and export WordWorth text. A document filter, which will be available early next year, can be used to load an entire WordWorth document into PageStream to preserve the document layout. This means that people who start a document in their word processor and later need the features of a desktop publisher won't have to start the document over again. This synergy between WordWorth and PageStream makes these programs the best team for Amiga word processing and desktop publishing.