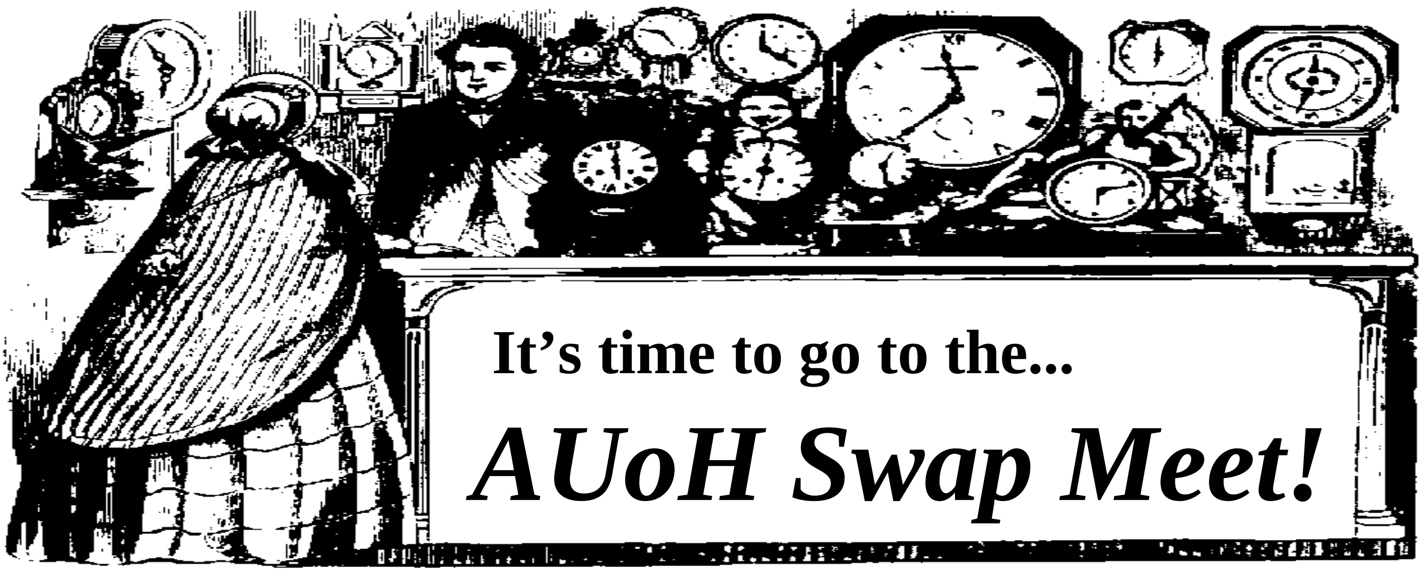
AMIGA

Users of the Heartland, Inc.

September 1994



From the Dead Chip Scrolls

translated by W. Brzozowski (GEnie Amiga RT)

(this text was retrieved from then Amiga Friends Users Group newsletter, June, 1994.)

I just happened upon some interesting passages from the Dead Chip Scrolls that I thought I'd share with everyone. Perhaps you'll find them interesting...

In This Issue . . .

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Amiga Users of the Heartland, 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.

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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).

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.

Local Omaha (402) Amiga BBS List

Name	Phone #	Max Speed	Software
Impact	345-7324	2400	C-Net
Amiga Barn #1	571-3843	2400	C-Net
Amiga Barn #2	571-3974	14400	C-Net
Blue Silver	496-4325	2400	C-Net
Blue Silver	496-1489	14400	C-Net
Tiefron Rebel Outpost	393-9505	2400	
Tiefron Rebel Outpost	398-1692	14400	
Hideout	292-1591	16600 DS	
Larry's Hot Tub	571-4316	2400	Opus
Omaha AmigaNet #1	333-5110	14400	DLG Pro
Omaha AmigaNet #2	691-0104	14400 DS	DLG Pro
Great White North #1	895-7998	14400	IceBBS
Great White North #2	895-7716	14400	IceBBS

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

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		
CanDo	Ian Gunn	402-895-7898
Terminus	Greg Gerke	402-235-2499
Deluxe Music	Bob Dufford	402-280-2208
BridgeBoard	Mark Kenne	402-571-8975
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

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AGNUS 4:15-21

"...and so it came to pass, two score days after the first equinox of that year, that the fourth horseman came to Commodore atop the mountain and said, "Your nation falters and you do nothing. Your people cry out, but you do not hear them. You have squandered the power entrusted to you so long ago. Therefore, your time is at an end." And Commodore opened one indolent eye and beheld the horseman, who stood before the blazing sun. With a wry smile, he spread his arms wide and said, "Take me as you will." At this the fourth horseman unsheathed his sword and drive it deep into the breast of Commodore, who gurgled his last in disbelief. At this the ground heaved and sky became black as coal and the clouds grew red as blood. The people in the cities below looked about them in confusion and consternation, though many had warned of the coming of this day. The great tower of the CD32 cracked and crumbled, and thus it was that the age of Commodore passed."

GARY 5:11-16

"...for there was much anxiety and gnashing of teeth among them. With the fall of the false prophet, many wished to flee to the great cities of the DOSites, whose nation spread far and wide. The fomenter of this faction was Malkemeth, who gathered many of those wandering in the wilderness and prepared them for the journey out of the desert of Atarian. Malkemeth stood upon a rock and addressed the people, saying, "Our nation is dead. Our people scattered to the four winds. If we remain here, we will surely die. The DOSites are a prosperous people. It is to their nation that we must go!" But from out of the crowd stepped Ezekiah, who spoke to Malkemeth and those he had gather to him, "The true prophets have said not to seek wisdom from among them, for there shalt thou find only conformity." The faithful nodded in agreement, but an angry Malkemeth and his followers drew up and left from their sight.

PAULA 12:4-5

"...to be one people. And so Ezekiah searched the land that was once ruled by Commodore and gathered the tribes, so that they might form a new nation unto themselves. And thus was born the second age..."

...and so it will be (inshallah). Marid

AmigaDOS 3.1 - A User's Perspective

by Bill Maxey

12 Aug 94

Well UPS delivered the AmigaDOS 3.1 package for my A3000 yesterday and I thought I'd post my feelings about it.

I ordered it from Devine Computer for $149.00 plus $5.00 shipping on Friday. Several people told me that they thought that was too much for a DOS upgrade. I didn't think so at the time but considering what UPS delivered I may be changing my mind. On Thursday, UPS delivered to my door, 1 each 5 by 9 padded envelope. Inside were 2 V3.1 ROMs and 6 880K diskettes, NO MANUALS! Figuring $50.00 for the ROMs, that makes the diskettes $16.50 each (OUCH!).

Slightly bummed, I proceeded to backup my Hard Drive and install the ROMs and new DOS.

Check list:

1. Backup 52 Meg Hard Drive using Quarterback V6.0 & 1.76M floppies, while draining water bed. (yawn......yawn........yawn.........yawn)

2. Remove old SuperKickStart ROMs and install new V3.1 (40.70) ROMs paying close attention to which is ROM0 and which is ROM1.

3. Put everything back together and fire this puppy up!

4. Punch the button, drive spins up, drive light off, screen blank, ERRRR!

5. Reseat everything that I had to unplug for the installation.., No Help!

6. Reinstall old ROMs...., System boots and runs as it should.

7. Reinstall new V3.1 ROMs, turn it on, NOTHING, NADA, ZIP, PISSED!!!!

8. Take everything apart, scratch head, decide to SWAP ROM0 and ROM1 locations, power on, System Boots, new colors look nice (at this point they looked down right beautiful!).

9. Those idiots (Expert Systems I guess) mis-labeled the ROMs!

10. Reformat Hard Drive using FFS International Mode, run Commodores Installer Program, Restore from QB Backup set (Major Yawn!).

11. Finish at 03:30. Sleep.

Impressions

- If you already have DOS 2.1 or 3.0, you'll probably be disappointed.
- Both Workbench and the CLI seem to be a little faster.
- Hard Drive speed is about the same but floppy speed increased by 13 percent. (DiskSpeed v3.1)
- The look is about the same as 2.1. (You do get ToolTypes and a new Palette.)
- There are many improvements for the programer that the average user won't see until the new software starts showing up.
- Supports 2 internal HD floppy drives. (I couldn't get 2.1 to do this, worked great in QB Restore.)
- Picked up 512K of RAM due to replacing the SuperKickStart ROMs. (Now have a full 6 Megs and not 5.5 Megs)

Would I Do It Again?

Yes. Having 2 HD floppies and only being able to use one at a time irritated me to no end. I also got 1/2 a Meg of RAM. I will call Experts Systems and Devine to complain about not getting manuals and the ROMs being mis-labeled. The price is a bit high but for me it was worth it. It might not be for you.

13 Aug 94

FLASH! Update! File Amended! I Called Devine Computers and was told that the manuals were on the way. They had been back ordered through Expert Systems. Devine decided that most of their customers would prefer to have the ROMs and Software and wait for the Manuals. I know I would.

Did some performance comparisons using AIBB V6.5 and the system shows major improvements in almost every category. (see Figure #1)

Most other tests showed the same values or 1% faster. As you can see, Graphics are handled in a mush more efficient manner. This can be seen in the display of IFF and GIF images, which seem to be faster. I think that I'll also continue to use the C:CPU program to copy KickStart to RAM, or reinstall my SuperKickStart ROMs. Anyone want to buy a pair of A3000 v3.1 Roms? (Just Kidding!)

	KS in ROM		KS in RAM
EMUTEST	+ 9%		same
WRITEPIXEL	+31%		+70%
DHRYSTONE	+10%		+11%
SORT	+ 4%		same
ELLIPSETEST	+12%		+23%
IMATH	+ 2%		same
MEMTEST	-21%	<- I'll research this	same
TGTEST	+11%		+22%
BEACHBALL	+ 9%		+14%
TRANTEST	+ 2%		+ 3%
CPLXTEST	+ 5%		same

Figure #1

Wife vs. Email

The following was written by a friend (beej@ecst.csuchico.edu) and posted to a local humor group. Submitted with permission.

[local thread about wives who don't appreciate the finer points of husbands spending hours online reading mail]

"Do I have to read my mail every day? It's not a question of, 'should I log in and check my mail', it's 'when _can_ I log in and check my mail and read news and play netrek?' This is a necessity! Why do you think I'm cutting back on food? Saving for retirement? No way! I haven't eaten in a week so that I'd have enough money for a 14.4 modem so I can SLIP to school and _really_ be on the net! Why should I spend my time cleaning the house and 'taking out the trash' when 'rn' is just two measly characters away? And 'irc' and 'elm' falling in at a close second with only three characters? I can live off of 7 characters and the space-bar, dear, so I'll be damned if I'm going to waste 15 minutes of my on-line time scrubbing

the bath tub. It's only dirty around the edges anyway! Who stands on the _side_ of the bath tub? Look, right there in the middle, right where we all stand when we take a shower, what do you see? That's right, white bath tub. And what is that you're throwing away? A scrap? Look how it sits nicely right on top of the trash bag? It's not going anywhere! You could fit a lot more stuff on top of that trash bag. And why should I cook dinner at home when I could make a phone call and have someone else make it and bring it to me? Hey, don't even think about picking up that phone, now! Can't you see I'm using the modem!? So don't you come to me complaining about the state of the house and about how we don't have any more money. Look at this computer! It's worth the amount we paid for it in productivity alone! I mean, how could I do my term papers without a 486DX-66 with a VESA local bus? And, my God, I've done nearly two complete papers this year! So it's definitely time for a break and you know what I'm gonna do about it? Two letters: r-n."

But what I really said was:

"Coming, dear!"

APPLE SUED BY BOB DYLAN

(this text was retrieved from the "The HiTek Report", August 29, 1994 issue)

LOS ANGELES, Aug. 24, 1994 -- Singer Bob Dylan has filed suit against Apple Computer Inc, alleging that it is promoting a software program packaged like a CD and called "Dylan," trade paper Daily Variety said in its Thursday edition.

Hardware Review: Warp Engine 4040 Accelerator

by Andre Perusse
(aperusse@fox.nstn.ns.ca)

(this text was retrieved from comp.sys.amiga.reviews)

BRIEF DESCRIPTION

The Warp Engine 4040 is an accelerator, RAM expansion, and SCSI-2 card for the Amiga 4000.

COMPANY INFORMATION

Name: MacroSystem Development
Address: 24282 Lynwood, Suite 201
Novi, MI 48374
USA
Phone: (810) 347-3332
Fax: (810) 347-6643

LIST PRICE

$1695.00 (US).   Street price is about $1450.00.

SPECIAL HARDWARE AND SOFTWARE REQUIREMENTS

HARDWARE

An Amiga 4000 or A4000T.

[MODERATOR'S NOTE: A previous reviewer stated that the board works on the A3000T as well. - Dan]

SOFTWARE

AmigaDOS 2.1 or higher.

COPY PROTECTION

None.

MACHINE USED FOR TESTING

Amiga 4000 Tower, 2 MB Chip RAM, 16 MB Fast RAM (60ns).
Workbench 3.1.
Quantum 1800S 1.8GB SCSI-2 Hard Drive.
NEC 3xi Internal Triple-Speed CD-ROM (with ASIM CDFS v2)
Emplant Deluxe w/ v4.7 of the emulation software.
Multiface III I/O card.

INSTALLATION

[MODERATOR'S NOTE: If you are not comfortable opening up your Amiga, then you should have the work done by an authorized Amiga service center. Opening your Amiga yourself may void your warranty, and careless work may even damage the machine. - Dan]

Installation of the Warp Engine involves removing the Commodore supplied 68040 processor card and replacing it with the Warp Engine. Note that the Warp Engine does not occupy a Zorro slot. The 4040 model comes with its own CPU, so you can sell your old processor card to an Amiga 3000 owner. A heat sink and fan (one unit) is provided with the 4040 though there is no mention of it in the documentation. You must peel off the sticker and stick it on top of the 68040. Placing the Warp Engine in the CPU slot of the 4000 can be tricky. The plastic standoffs are rigid and I had a tough time getting them to snap into the holes on the Warp Engine board. The documentation states that it might be easier if you place the standoffs on the 4000's motherboard first and then put the Warp Engine in. I found, however, that it was easier the other way around.

If you want to connect your internal hard drive to the Warp Engine, a cable is provided. There is no SCSI activity LED connector on the Warp Engine card, however. You must connect your computer's hard drive activity LED directly to the hard drive. There is also no way to connect external SCSI devices to the Warp Engine. The manual states that an external connector is available from MacroSystems, should you want one.

Next, there is a series of jumpers that must be configured for your system. You must tell the Warp Engine whether or not to AutoBoot off of the integrated SCSI-2 controller. The behaviour of the controller must also be set (you can make it slower or faster depending on your hard drive), including whether or not to support LUNs. You must also tell the Warp Engine what kind of memory you have installed on it. You must set jumpers for the size of the biggest SIMM module, and whether or not you have any double-sided SIMMs installed. Double-sided 16MB SIMMs take a lot of power and are not recommended by MacroSystems.

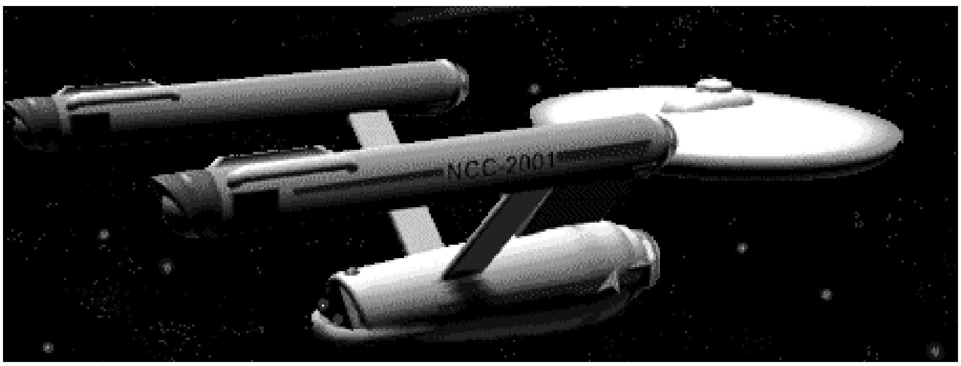
A disk comes with the Warp Engine that contains various utilities. There is no Installer script. Just drag the drawer labeled "Warp Software" onto your hard drive.

REVIEW

I can sum up this entire review with one word: AWESOME!! The 4000 Tower used for this review virtually hovers off the floor! I am indeed greatly impressed with this unit.

The Warp Engine comes in an unassuming, white box with the same kind of cover as the advertisement in AmigaWorld Magazine. The box contains the Warp Engine, a heat sink & fan, plastic standoffs, a thin, spiral-bound book, and a disk.

If you have any Fast RAM on the motherboard of your 4000, you can move it onto the Warp Engine for increased performance. The Warp Engine has 4 SIMM slots (which accept industry standard 72-pin SIMMs) that can hold 4, 8, 16, or 32 MB SIMMs in any configuration. Very flexible. 60ns SIMMs are recommended to achieve the best performance.



For all of you who think benchmarks are important, here they are (courtesy of AIBB v6.1 - compared to stock Amiga 4000/040): (See Figure #1)

Sysinfo (version 3.23) reports 29.89 MIPS and 7.58 MFlops.

Most startling in the above benchmarks is the memory speed of the Warp Engine. With the 60ns 16MB SIMM module, the Warp Engine's RAM speed is over 4.5 times faster than a stock 4000!! Ssssssssmmmmokin'!!

With a Quantum 1800S 1.8GB SCSI-2 hard drive, SysInfo reports a read speed of over 3 MB per second. DiskSpeed 3.1 reports a slightly more conservative speed of 2.5 MB per second. While the Quantum 1800S is no Seagate Barracuda, this is still very fast.

Real world performance is the only benchmark in my book, however. I am running a 16 colour Workbench that feels like a 4 colour Workbench. Icons and windows just fly onto the screen. Response from the Amiga is instantaneous. Click on the close gadget of a window, and it's gone before you can blink. Screens open faster and programs load much quicker. Boot-up time was reduced by almost 10 seconds over a stock 4000 with an IDE hard drive. I can run the Emplant Macintosh emulator in 256 colours with absolutely no slowdown. PageStream 2.2 screen updates are so much faster with the Warp Engine 4040, it's a dream to use.

The included software consists of SCSI hard drive partitioning and formatting software, a modified HDToolBox icon to work with the Warp Engine, a device driver, a SCSI handler (if do not set the Warp Engine SCSI controller to autoboot), and a CLI command to map Kickstart into Fast RAM. The lack of an Installer script is disappointing, but then there's not much to install. In fact, the Warp Engine will work fine without any of its supplied software installed. The included SCSI drive partitioning software is not as good as HDToolBox, in my opinion. It does not tell you how big your drive is in megabytes, only in blocks.

DOCUMENTATION

The small manual is clear and concise. It contains detailed technical information on how the Warp Engine works, which is great for all you techno-nuts out there. The installation instructions are well laid out in a step-by-step fashion. The only thing missing was an explanation of the heat sink. Although I knew how to install the heat sink and fan unit, I think MacroSystems should have at least mentioned it.

LIKES

This board is fast! MacroSystems did not cut corners at all on this card. It has a fast SCSI-2 controller and easy memory expansion. Its performance with Emplant is most impressive. The integration of accelerator, SCSI-2 controller, and RAM expansion on one card is a definite plus. And no precious Zorro slot is taken.

DISLIKES

The Warp Engine is rather expensive. Certainly not in everyone's budget, at $1500 (US) it's a bit steep.

Installation of the 4040 in a 4000 Tower presents a problem, as well. With the fan on the CPU and/or SIMMs installed on the board, the drive bracket can no longer be installed. You must use a hack-saw to cut out areas for the fan and SIMMs to poke through. Luckily, it's not that difficult.

Lastly, the lack of a SCSI activity LED connector on the Warp Engine is a bit of a let-down. If you have more that one hard drive, you can only connect your computer's LED to one of them. On a board that it so well designed, this oversight is inexcusable. The lack of an external SCSI connector is also a mark against the Warp Engine.

COMPARISON TO OTHER SIMILAR PRODUCTS

The only other product that compares to the Warp Engine is GVP's G-Force 040. I have never used the G-Force, so I don't know how its speed compares. However, the G-Force uses GVP's

EmuTest	1.88	Writepixel	1.47	Sieve	2.87	Dhrystone	1.61
Sort	1.76	EllipseTest	1.12	Matrix	2.25	IMath	1.61
MemTest	4.61	TGTest	1.15	LineTest	1.02	Savage	1.63
FMath	1.61	FMatrix	2.80	Beachball	1.71	InstTest	2.41
Flops	1.60	TranTest	2.22	FTrace	1.69	CplxTest	1.71

Figure #1

custom SIMM modules, which are much more expensive than the industry standard SIMMs the Warp Engine uses. And the G-Force does not come standard with a SCSI-2 controller - it's an option.

BUGS

None found.

VENDOR SUPPORT

I've had no reason to call MacroSystems, so I have no idea how well they support their products. I did call their support BBS, however, and the technicians appear to answer all questions.

WARRANTY

Because the unit is not mine (I am a dealer configuring this for a client), I was interested in the warranty of the Warp Engine. So I started to read the legalese on the first page. About 3/4 of the way through the disclaimer, there is a sentence that says, "If you have read all of this, your brain, herein, will be turned into mush." I heartily agree with that sentence as I can never figure out what exactly the warranty covers. As it turns out, the last page of the manual states that the Warp Engine is warranted against manufacturing defects for 2 years.

CONCLUSIONS

If you can afford it, buy this card. If you can't afford it, sell your grandmother. You will not regret it.

As the Editor Mumbles...

by Greg Gerke

Commodore Update

As in the last few months I've given the AmigaWorld Hotline a call to check on what they have for the latest update on the Commodore buyout information. As I'm writing this on the Saturday before the newsletter goes to the printers (which makes today the 10th of September). Anyway, there are a few updates on the current news on the Hotline. First, there is still no official announcement for the selling of Commodore. Commodore UK is still in the front-running for buying the old company. There probably won't be any official word until after the 15th of September.

Also, AmigaWorld has changed the Hotline number from being a toll call to being a direct call (ie no more freebie calls). The message stated that the cost of keeping the 800 phone number was getting in the tens of thousands of dollars, mainly because people are/were calling up once a day (or more) to check on the current status. The new phone number for the Hotline is 603-924-2195 and should be available by the time you get this newsletter.

Another month and no definite answer. Oy. I've heard that even some of the long time Amiga fanatics are getting annoyed that this is taking so long to complete. As anybody that works for a company larger than five people knows nothing moves very fast in business. But this has dragged on for what should be obvious to quite a few people too many months, no matter what size the company. As time drags on consumers are only going to wait to see what happens with the Amiga. Some of the larger companies in the Amiga kingdom are hanging on by diversifying their product line by porting over to other platforms. But what happens to those small companies that aren't able to port their software? They can either hope their money reserves hold out, cut costs anywhere (staff cuts most likely) they can to keep alive, or simply fold and go find a livelihood someplace else. This last possibility is, of course, the worst. The more companies leave, the harder it is for the consumers to hang around waiting for what they can only hope happen, happen. And the more developers that leave the ranks of the Amiga just makes it worse for if the Amiga line is bought out and rekindled. As it currently sits, it's hard for folks to justify buying new hardware or software if the machine they're using could lapse into oblivion.

New Toys of the Month

After writing all of that what I'm gonna say next is pretty much going to prove that I don't have both oars in the water. I'm now the proud owner of a 28.8K modem and a serial board for use with my A4000/040. The serial board is a MultiFaceCardIII from AlfaData and is quite nice. The addition of this board gives me two more serial ports and another parallel port. Features are too many to list here, but here's some of the real highlights:

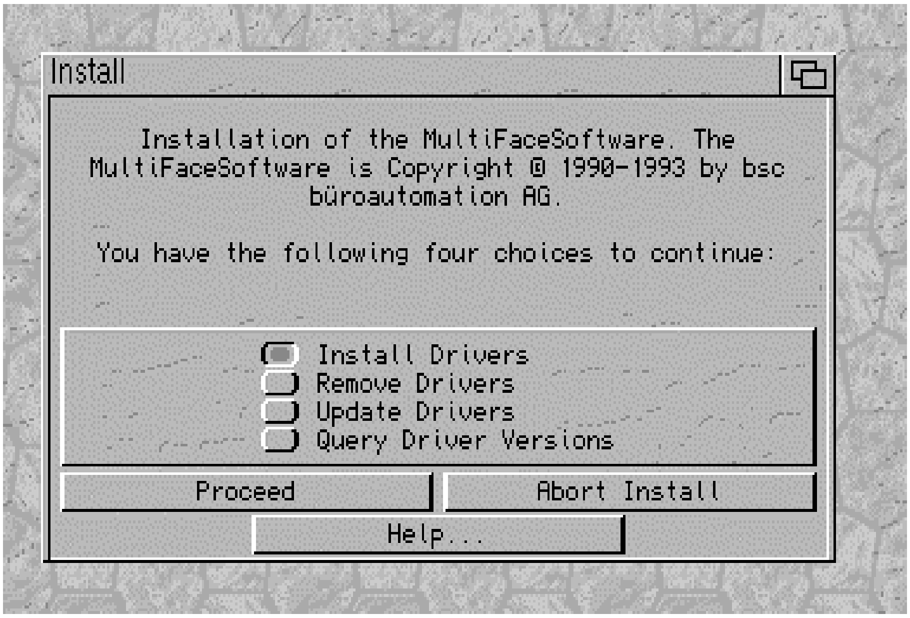
- Data transfer speeds up to 115200 baud
- Ability to use ParNet with the built-in parallel port
- Install program allows deinstalling software
- Ability to divert output from built-in ports to MFC-III ports
- Nicely done manual with pictures and easy to read examples

The board itself is easy to install. All I did was power off the Amiga, take out the little metal slot cover (that's destined to get lost :), slide the board in and put the screw back in to firmly hold the board in place. Put the case back on the machine, hook up a few hundred cables and the hardware part of the job is done.

Now to install the software. Again, simplicity. The MFC-III software is installed via the Commodore Installer as all software on the Amiga should be. After picking and choosing from the easy to understand menus the installer

NOTICE!

We'll be moving the general AUoH meeting for the October Meeting! Details to follow!



puts all the utilities, drivers, etc. away in the proper locations you're set to configure the serial ports on the board (see Figures #1 and #2). Since I've got a pretty speedy machine I opted to set the board for as fast as it'll shovel data.

But what to connect to this board? Why, the new modem! After looking at the various models, getting mail from a few modem manufacturers, and reading reviews in the magazines I decided on buying the BocaModem 28.8K V.FC external modem. The modem can be upgraded to the V.34 standard that is supposedly very close to being settled on. The BocaModem comes in a size that's roughly the size of your average paperback book and just a bit heavier. It's always amazing that the better modems get the smaller and faster they get (anybody else remember those acoustic 300 baud babies that you had to hit the button on the front once you got a carrier? Multi-Tech's, weren't they?) Anyway, the extent of me installing this modem was unplugging the power and serial cable on the old one, putting this new one in its place and turning it on. It's nice to have these kinds of peripherals be compatible. The modem also does FAX at speeds up to 14.4K and comes with a high-speed serial board for those that use this with Intel based computers. The package also comes with software to do FAX and communications under Windows and DOS.

Now it's time to go into my trusty communication program (I've used Terminus and JR-Comm before it for years and never had a problem) and fire it up. Now I simply go and configure it to use the device driver for the board and choose the correct unit number. Next change the speeds from 19200 on up to the blazing speed of 115200 and I'm set. Save those settings and quit just so I can verify that they stay set (and the do, natch). Now it's time to try calling up some of the BBS' that are supporting these boards. One naturally choice for me is calling Andy Wasserman's Omaha PowerNet. The line that has another 28.8K modem (USRobotics) is just crying out to me to dial it up (don't ask how I hear these things :). First thing I naturally do is try sucking down a file (what else do you get a modem like this for!). I find a file and start the download. The file was a 60K archived file.

I should've picked a bigger file.

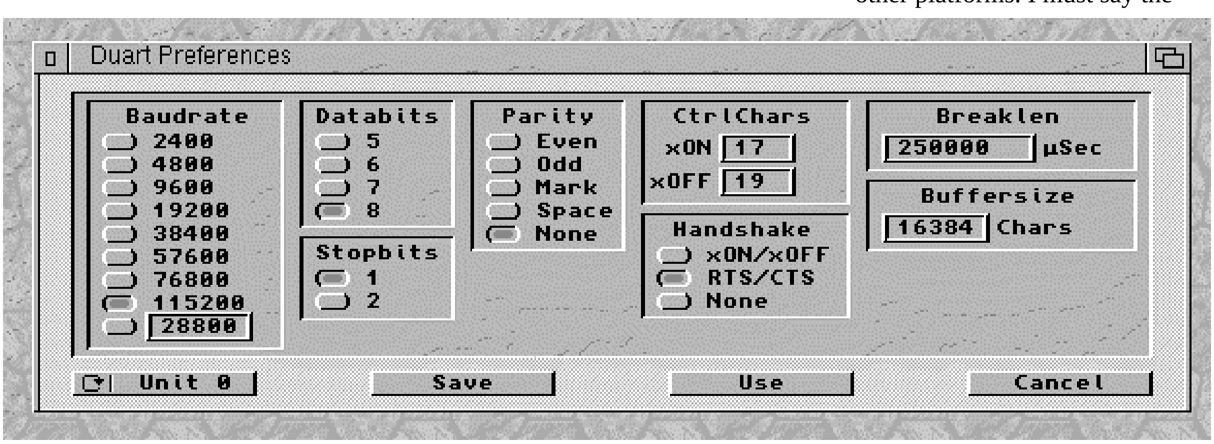
Transfer time was 22 seconds and the CPS counter made it to 2675 before the file transfer finished. Well, that wasn't much of a test since the CPS hadn't topped out yet. Time for a bigger file! I next try downloading the file "pbill30.lha" (a utility to analyze the log file from various communication program). This file is 164,244 bytes. This time the transfer rate did finally level out at 2710 CPS. Total transfer time was one minute, one second. This was truly incredible watching the meter on the transfer window just go zipping across.

About the only problem that I've seen is that there doesn't seem to be a local support phone number (but there is a phone number posted that's in Germany. You have to *seriously* need help to call it). I am happy to note that there is an internet address that you can send questions to. I haven't had to ask any questions, but it's nice knowing it's available.

Just as a side note: While looking through a Computer Shopper this afternoon I've found this modem going for $165, a full twenty dollars less than I found it for just a few weeks ago. Just my luck.

New PageStream Appears!

News on the 'net is that PageStream v3.0 is now shipping! Soft-Logik has teased us with screenshots and comparisons between itself and those on other platforms. I must say the



screenshots looked pretty darned impressive. Soft-Logik has been supplying the user group with a complementary copy of PageStream for years and is going to be fulfilling the shipping of the paying folk before they send out the notice to user groups that have been lucky enough to get a copy of this fine desktop publishing program. Understandable since real customers have paid for getting this (instead of deadbeats like myself) but it's just a bit frustrating knowing that it exists but still a couple of weeks away.

And yes, I know that PageStream v3.0 is just a tad on the late side shipping from the first date announced (well, actually about a year late) but isn't being patient what owning an Amiga is all about?

Swap Meet!

As you've noticed elsewhere in this issue this is the month that the user group does the Bi-Annual AUoH Swap Meet. This is a meeting that I look forward to, not only for the chance to trade or sell off that golden item that I just don't have a use for anymore but to also find what interesting pieces of equipment others bring for me to ponder over.

You Think I'd Learn

Well, it's hard to believe that I've agreed to do it again. Now that Ian has regretfully closed down the Great White North (the BBS, not the country) I found myself to be a free agent. Not to worry, gentle reader, it seems my option has been picked up by Andy Wasserman and now I'm a co-sysop of the Omaha PowerNet. I'll be filling in for him from time to time when he's either out of town, attending national plunger technology symposiums or just looking for an easy way to lay blame on somebody else. And don't worry, I fought for and received double my standard co-sysoping salary.

So, In Conclusion...

That's about all I've got to talk about this month. I've got new toys, I'm still waiting for word on what's going to happen to Commodore, and I'm once again a shining example of what co-sysoping is all about. What's left to buy now? Maybe go on down to Shopko and pick up a couple other minor necessities, maybe a mini-fridge (saves walking to the kitchen) and a few liters of soda...

My New Mass Storage

by Michael Grube

(this text was retrieved from AmiCON, the newsletter of the Amiga Central Ohio Network, Sept. 1994)

The Bernoulli Box, a kind of hybrid between a floppy and a hard drive system. When my brother said he'd sell me his for a <low?> price, I jumped at it. I've been running out of hard-drive space on my internal 50 meg Quantum in my A3000 for ages now. I've thought about getting a second hard-drive, one that I can mount internally, maybe even stack it on top of the 50 meg drive if there's enough clearance. The problem has been something that we are all facing, where will our favorite computer be in the future? And if I buy a drive specific to the Amiga, am I spending my money on something that will be useful for who knows how long?

Well, the Bernoulli Box solves this dilemma being an external (and transportable) drive that plugs into the SCSI port on my A3000, or any other similar port on any other machine (MSDOS clone or MAC). The advertisements for "the box" explain that the people who make "SeaQuest" and "Babylon 5" use this same drive for their work. Its biggest advantage is that it operates at similar speeds as a hard-drive, but has the convenience of removable "disks" or cartridges. Each cartridge has 150 megs of storage space, and like your VCR, you can plug in any one of your cartridges and play it all day long!

First off, when I brought it home, I had to decide where to put this "box". Its about 10 inches wide, almost 3 inches high, and without the plugs sticking out of the back, it's 11 inches deep. Curiously, it has a handle in front for carrying it around to show all the neighbors, but this thing folds nicely against the front panel with no extra space needed. I suppose the idea is that I can unplug the "box" and take it to all our general meetings to pull up all my files on someone else's Amiga. And supposedly on ano other personnel computer when the disk is compatibly formatted.

My brother was kind enough to give me the connector plug that he had to buy. One was not supplied with the "box" when he bought it. The only other plug coming out of the back is the power cord. THe other thing my brother "gave" me was a fresh cartidge which slips into a slot on the front of the "box" and hangs out about three-quarters of an inch, kind of like a tongue on the face of some frozen face of a little rascal.

After solving where to put this "box" (trying it on top of my A3000, just under my monitor, or even on top of my monitor, but finally put to the side of the whole mish-mash), it was time to plug it in and turn it on! Well, this promptly start some "hair pulling", as I like to refer to my mood when I can't figure out how to solve a pressing problem. This is just before I start uttering those four-letter words which is one step away from throwing objects at the floor with as much velocity as I can muster. I've been working up to breaking the sound barrier with paper wads after some Fighter Duels I've had lately, but that's another story.

My brother said, "it's easy, just follow the directions and DON'T LOW LEVEL FORMAT IT." "Okay," I say, "no problem." Needless to say, as soon as I got home and plugged it in, I called him up. "What did you say, don't low-level format it?" "Yeah, didn't you hear me?" he says. I say, "Hey, the instructions are a little confusing. Can you tell me again how you set it up?" "Okay, go to your 'SYSTEM' and click on 'HDTOOLS'. Follow the steps, and when you're done, the Bernoulli will be recognized and all ready to go."

In all fairness, its hard telling someone what your screen shows and he's trying to bring back a vague and distant memory of what each step was to get this thing running. Besides, I never have liked the Amiga manual. I simply don't find it easy to locate just the right information without going through a thousand pages describing how to put a

floppy disk into a drive. Well, my "hair pulling" mood was rising. That's when I start inducing a receding hair line out of frustration. My brother was trying to tell me I wasn't listening to him. All the while he was telling me something that just wasn't what I was seeing on my screen. Besides, what does he know, his A3000 died a quick death about two months ago and he's in the throws of middle age, which as we all know, leaves him with little in the way of active memory cells!

So, with a 'click' of the phone, I was on my own, forging a path to new enlightenment. My next step was to look for the instructions that came with this little box of hardware. Ah, one-and-a-half pages of something that looks like its been copied as many times as those chain letters that people foolishly send out to keep the postal service in a high level of job security.

The instructions say that I must "install" the Bernoulli drive before I can "configure" my Amiga and start using the "box". "Yeah, that sounds logical" I say to myself. It goes on to say that setting up the drive depends on what utility I'm using, but that the instructions are for those who are using the C= "HDTOOLBOX" utility that comes with "AMIGADOS". "If that's all there is to it, I'm home," a little parrot on my shoulder says. Yeah, and I just won the lottery!

The instructions continue with me making sure the Bernoulli drive is on, with a cartidge inserted. (I have to assume that they ean inserted ino the drive and not up *&#%@.) The next step was to get into the "HDTOOLBOX" utility and click on the "change drive type". As soon as I click on the utility, the Bernoulli starts whirring and clicking. "Good sign," I say to myself. Then comes up a box titled "Hard Drives in System". Examining this, I see my internal Quantum drive, just as it should be, and the other drive is "UNKNOWN". I quickly come to the conclusion that this is where I highlight the "UNKNOWN" and choose the gadget button called "change drive type".

Okay, cool, the instructions are going along just as smooth as a clean bathtub, ready to make you slip and break something vital. And all those big cleanser companies want you to clean away the soap scum! The next requester box to come up is a little more confusing, but infinitely more straightforward. Only one choice is available, with two other gadget buttons ghosted out. "Define new drive type" it says and with a little hesitancy, I click on it.

The next requester box is a lot more confusing. Its titled "Define a New Drive Type". Well, that's what I thought I was doing, but the rest of this requester has cylinders, heads, blocks per track, besides having a file name called "drive definitions". And down in the lower right hand corner are those little gadgets called "OK" and "CANCEL". I shrug my shoulders and ponder the choices. "Is this one of those 'yin-yang' things," I think to myself.

All along the big clue is staring me in the face. Its a little gadget called "Read Configuration From Drive". Like a ouija board, my mouse seems to be controlled by outside forces greater than myself, compelling me to left-mouse button on this gadget. However, I successfully fight off this attack and click on the "OK" gadget. Thus starts my indigestion as I'm taken along the dark tunnel that has a firefly at the end instead of the light of the opening.

To make a long story not quite as long, by steering away from the gadget that reads the device information from the drive itself, the default setup only defined the new drive with 20 megs of space. At this point, my journey seemed to be rewarded with a successful drive setup, it was just that it was only 20 megs in size! After clicking back to the beginning of the HDTOOLBOX utility, I found that the drive was recognized by the WORKBENCH and the only step left to do was format it, just as if it were a floppy disk. It formatted like a charm, but there was that nagging problem, only 20 megs available on what was suppose to be a 150 meg cartridge! I kept going back to the HDTOOLBOX and going through the same steps. Even a call to my good buddy, Howard, failed to come up with a solution. He suggested "unformatting" the disk so that the 20 megs would be erased and I could redefine the sotrage space area.

Well Howard, I went back to the "Define a New Drive Type" requester and finally gave into the "force". By choosing the "Read Configuration From Drive" gadget, the setup was directly read from the Bernoulli and showed all the correct device name, cylinder, total tracks, and all the rest. The trick was to click out of this requester, back to the starting point and saving the configuration. The outcome is a happy story and I'm doing my best to fill up the new 150 megs of storage I have to play with. And when that time comes I can get a second cartridge and have another 150 megs. And so on.

To wrap up this little story, using the Bernoulli is a snap. The access time is fast. So close to my Quantum hard-drive in fact, its just like having another HD! This is because of the SCSI interface and controller. My brother tells me that his new internal Bernoulli for his MSDOS Pentium machine (really fast IBM clone) doesn't access as fast because his computer only has an IDE controller and interface. For those of you out there who want to know, the SCSI interface is an industry standard for interfacing with add-on devices to home computers and the IDE is the second standard available. The C= machines have used the SCSI standard until the 4000 came along and then switched over to the IDE standard. All the while, the MSDOS-IBM clones were using the IDE standard, but are more recently converting to the SCSI interface. Happy trails!

Manufacturer:	IOMEGA
Product:	Bernoulli Transportable, Model 150 multidisk
Description:	Transportable mass storage device using removable 150 meg disk cartridges.
Mail addr:	Iomega Corporation 1821 West Iomega Way Roy, Utah 84067-9977
Phone:	801-778-3000 (voice) 801-778-3460 (FAX) 801-392-9819 (BBS)
Internet:	info@iomega.com

Long Distance Thoughts

by Dave Peterson

Greetings from Mickey Mouse land way down south (IE = Orlando, Florida). Well the BIG GUY up north (IE = Greg (he wants to wear the pants in his family) Gerke) says that I've got to drop you fellas a little note. So here goes...

I'm finally getting settled in down here and even though it's taken far longer than I figured it would it's finally about all done. The most notable thing I discovered down here was the tremendous amount of BBS systems in the local calling area. WOW !!! is about the only word which describes my delight. There are approximately 300

boards right here in the local Orlando area alone and around five to six times that many in the rest of the state. The weather has been really nice for most of the three months that we've been here, with temps ranging from highs of 98 degrees to lows of around 70 at night. The family and I have of course been going to the local area attractions from time to time and my son Robert has even gone on the new Disney/MGM tower of terror ride, but without dear ol' Dad since the people who own the ride would certainly not want to have to use cutting torches to remove my hands from the safety bars in order to get me out. To those unfamiliar with this particular attraction, it opened just a few weeks ago and is centered around an aging hotel elevator which drops the occupants a dizzying 13 stories straight down (IE = FREE-FALL). Not much else to say except that I trust all is good with the group and its members.

Dave Peterson

P.S. If any of you guys happen to get down this way - don't forget to give me a ring. My phone number is 407-299-3753

'C' Tutorial, Part 7.0

By M. Wooge

More on Functions.

This article deals with passing arguments to functions, and getting something back.

Write, compile, and run this program:

```
#include <stdio.h>
main()
{
  int X, Y;
  Y = 2;
  X = Function(Y);
  printf("Returned: %d\n", X);
  return(0);
}

Function(Z)
int Z;
{
  printf("Passed: %d\n", Z);
  return(3);
}
```

This is an example of passing and returning a values. Note that in main() we declared two variables on a single line. We could also have written it as "int X, Y = 2;" and ommited the "Y = 2;" later.

When we called Function(), we passed it the argument Y by placing it inside the parenthesis. Note that we are passing the value of Y, not Y itself. When we wrote Function() we put a label inside the parenthesis to tell the compiler something would be passed. Note that we had to declare what was being passed (the line "int Z;"), and that we gave it a different label. We passed the value we called Y, but the function will call it Z. The value of Y will not be changed when we return from Function().

At the end of Function(), we returned the value 3. Back in main(), this was put into the variable X as part of the function call. We could have added an extra line of code:

```
X = Function(X);
```

The compiler wouldn't be confused, as the function call is done first, and the assignment ("X = ") performed when we return from the function.

C loves sticking things inside other things, because anything done inside parenthesis is always done first. We could have written:

```
printf("Returned: %d\n",
Function(Y));
```

and dropped everything to do with X.

We could also have condensed main() into:

```
main()
{
  int Y;
  printf("Returned: %d\n",
          Function(Y = 2));
  return(0);
}
```

Y will still be made equal to 2 before going to Function().

Passing Strings.

Change your program to this:

```
#include <stdio.h>
main()
{
  Function("Hello!");
  return(0);
}

Function(S)
char *S;
{
  printf("%s\n", S);
  return(0);
}
```

This program passes strings. Instead of passing a value, as we did in our first program, we pass Function() a pointer to where the string is. Here, the string is written inside the function call. Down in Function, we tell the compiler that a pointer was passed by the '*' in front of the label 'S'.

Instead of the printf() as written, we could have used either:

```
puts(S);

printf(S);
```

Note that this printf() won't do a new-line.

Pointers Work Both Ways.

Rewrite and try this:

```
#include <stdio.h>
main()
{
  char ary[] = "Hello!";
  Function(ary);
  puts(ary);
  return(0);
}

Function(S)
char *S;
{
  puts(S);
  strcpy(S, "Bye.");
  return(0);
}
```

We usually won't want to change the original, so create a new string to play with just to keep the original safe.

In the program at the top of the article, we were passing the values of variables, not pointers to the variable, so the function did not change the original. It is possible to pass pointers of variables. This is done by using an '&' (ampersand) to tell the compiler we're passing a pointer, and inside the function using the '*' (star) to tell it we're using a pointer, not a value.

```
#include <stdio.h>
main()
{
  int X;
  X = 1;
  printf("X was %d, but now ",
X);
  Function(&X); /* Pass an    */
              /* address.   */
  printf("X is %d\n", X);
  return(0);
}

Function(Y)
int *Y; /* A pointer has been */
/* passed.            */
{
  *Y = 5; /* Store 5 -at- the */
        /* location of Y,   */
        /* not -as- the     */
        /* value of Y.      */
  return(0);
}
```

The ability to change the original value overcomes a functions limit of returning only one value. By passing two or more pointers, we can effectivly return more than one value.

Note that I put comments on the same lines as statements and declarations. You can also put multiple statements on a line:

```
Y = 2; X = Function(Y);
printf("Returned:  %d\n", X);
```

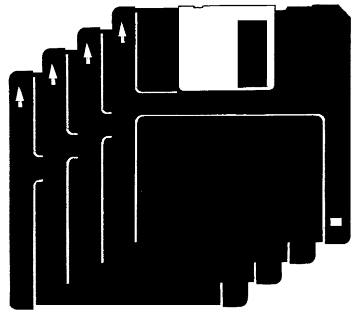
Functions can also be split, as long as you don't split a string:

```
printf(" %d %d %d %d",
       N_0, N_1, N_2, N_3, N_4,);
```

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:

Address. Everything in the computer has an address. An address is where in ram something is. Variables have an address, the first character of a string has an address, functions have an entry address.
Pointer. Pointers are a variable that hold the value of an address. A pointer points to the address of something.
Passing by Value. The value of a variable is passed to a function.
Passing by Reference. The address of a variable is passed to a function.



Dusting the Library Shelves

by Mark Wegener

The library is proceeding as usual, there are lots of new files coming in and plenty for everyone to enjoy but in order for this to continue we need access to even more exciting Amiga areas.

The way we do this is to jump on the Internet through GONIX. I've talked about this before and probably will again because I feel that it is the new frontier in information and most importantly, FILES! Larry Zwart and I have found that we can get a special User Group rate which would give all involved internet access at substantial savings. For only peanuts a day (and even cheaper with the 'user group rate') you get over four thousand news groups and you can call any Internet system anywhere in the world for information or files. And the great thing about all this is you do no have to pay long distance and time on GONIX is unlimited. This is very dependent on at least ten individuals, we need a least ten or more people who are interested in this program for it to work so if you want more information on what GONIX has to offer you talk to a club officer and we would be glad to answer any of your questions.

Anyway on with the show!

<u>Greg's Favorite Downloads - Sept '94</u>

ARQ1_83.lha: Replace system requesters with nice animated ones
PS.lha: Little utility to display all running tasks
Statis.lha: Like the "Status" command but gives more info
stow095.lha: Fill floppy disks to capacity
TurboCalc.lha: Excellent looking demo of a new spreadsheet program
RO_V080.lha: MUI based directory utility
peggerdemo.lha: Open JPEG files for programs that can't handle them

I personally am greatly looking forward to the swap meet and all those wonderful bargans! But unfortunately my monitor caught a bug and decided to blow up, so the library won't be there this month :-(I apologize for this inconvenience but right now I'm using my TV (At least Commodore gave us that little perk on the A1200) or if somebody wants to call me and let me know about a monitor they want to get rid of I would gladly entertain offers! If someone would like me to bring copied library disks to the meeting I would bring them to the meeting.

Well I think (and hope) that we'll be hearing something about our beloved Amiga soon because I don't know about you but the WAITING IS KILLING ME! I know that whatever the outcome of the remains of Commodore, we shall prevail and come out well ahead of the pack!

The second St. Cecilia swap/computer meet is coming up and we will need people to attend and bring their machines so if you have anything that you'd like to show or let us borrow WE NEED YOUR SUPPORT. I did the meet earlier this year and had a fantastic time, meeting new people and showing them that I.B.M.'s aren't the end-all, be-all computer in the universe. The look on their faces when I told them that I can do what I was showing them with only 2 megs of RAM it made the whole day worth it!

'Duh my computer can do that!'
'Yeah for $2000 dollars and 8 Megs of RAM'
'Well how much did you pay for your computer (heavy sarcasm)'
'Only $425 bucks mail-order BRAND NEW (BIG smile)'
Blank look on the I.B.M. users face--Exit stage right!

Oh yeah, last but not least on CNN the other night I saw a new museum exhibit for kids in Dallas, Texas. The exhibit is a hands on way of teaching kids the importance of brushing their teeth. They watch a computer monitor with their backs to a blue screen and they have to scrape plaque of the computer generated teeth. Very high tech, very interactive and very Amiga. Yes, a brand new state off the art exhibit making news everywhere run on an Amiga 3000 so if you think the Amiga's dead or has No Future (Ian) think again!