# Commodities Part 2
## by Larry Moonan

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by Larry Moonan

In part one of this series I talked about what an Amiga Commodity is and why they are very desirable items. Now I'm gonna delve into some of the specific Commodities that are now available for AmigaOS V2.04, V2.05, V2.1 and V3.0.  Let's start with the Commodore supplied Commodities that come with V2.04/2.05 (V2.05 is the same as V2.04 only with support for the PCMCIA card slot).  There are seven Commodities:

AutoPoint
This will automatically activate a window when you place the mouse pointer over it, no click is necessary. This is just like those "Sun Mouse" utilities.  Unfortunately this can get quite confusing if you are moving the mouse pointer over a number of windows quickly as there is no delay associated with the activation (the minute the mouse pointer is over a window the system activates it).

Blanker
This will blank the screen if no input has been received by the Amiga for a specified amount of time determined by you.  This is one of the most boring blankers there is since it just uses a blank black screen.

ClickToFront
This one I found very handy, it allows you to bring a window to front by simply double-clicking on it while holding a qualifier key (you can assign which key to use).  This is especially handy for when the front/back gadget

of a window is obscured.

FKey
Allows you to assign text strings to the function keys.  This can be handy for frequent CLI/Shell users, but I really don't find it of use to me.  It can get in the way of other programs who want to use the Amiga's function keys (FKey does not pass on the function key press event).

IHelp
This is my favorite Commodore Commodity, it allows you to assign certain operations usually performed by the mouse to what ever key-combinations I like.  I really like the enlarging/shrinking of windows feature, while cycling screens or windows can come in handy as well. I often have a number of windows open at once on the Workbench and this little gem allows me to shrink them quickly when I need to clear-up some screen area, while returning them to their original size and position when I'm done.

NoCapsLock
I've never used this commodity, it will disable the Amiga keyboard's Caps-Lock key's function (to get Capitals you use the shift key only). I'm not really sure why anyone would even want to do this.

Exchange
This is my second most favorite, as it allows me to manage all the commodities running.  I've got mine setup so that it opens its window (with the list of commodities running) when I press the Left-Amiga-Help key

## From the Editor . . . .
by Brian Ginett

Several issues ago, I reported the demise of Software and Such. We were left with one Amiga dealer in our immediate area.

Now, within the last month, I have received mailings announcing the opening of two new Amiga dealers:

TUTE Technologies, Inc.
1481 State Street
Schenectady, NY 12304

Camelot Systems, Inc.
950 New Loudon Road
Latham, NY

TUTE expects to open its store at the above address during March. While Camelot expects to open on April 15.

Welcome news to our local Amiga community.

Two other items of importance:

Amiga Day - Is scheduled for May 1, 1993 at the Colonie Town Library. Volunteers are needed.

World of Commodore Amiga Show takes place on April 2,3,and 4 in New York City. cdAug will be sponsoring a bus trip to the show on April 3.

### Advertising
There is no cost to c.d.A.u.g. members for placing an advertisement in the newsletter for any personal items they want to sell. Ads for software must specify original disks and manuals, as no ads supporting piracy, whether direct or implied, will be accepted. Please include your name and phone number with the request.

Amiga Dealers can advertise in the c.d.A.u.g. newsletter for the following fees:

One time Ad:   $50 - full page Ad
      $30 - half page Ad
Quarter page
recurring Ad:      $180 - 6 months
      $240 - 12 months

Alternate options can be tailored to your needs. Please contact one of the Officers for further details.

# Capital District Amiga Users Group

## General Meeting
c.d.A.u.g. meets on the third Thursday of every month starting at 6:30 p.m. at Contemporary Computers, 893 New Loudon Rd., Latham, NY. Membership is not required to attend any c.d.A.u.g. functions.

## Officers
President:      Dan Martin      482-0045
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## c.d.A.u.g. BBS
The DAUG House BBS   (518) 370-5207
1200/2400/9600/14400 F8N1 (24hours/day)
Limited access for non-members.

## c.d.A.u.g. Newsletter
The c.d.A.u.g. newsletter is published monthly using an Amiga A3000 (25MHz/50MB/6MB), Soft-Logic's PageStream V2.21, New Horizon's ProWrite & Flow, GoldDisk's ProDraw, AGFA Compugraphic fonts, Adobe Type 1 fonts and printed on a Hewett-Packard LaserJet HP-IIP printer.

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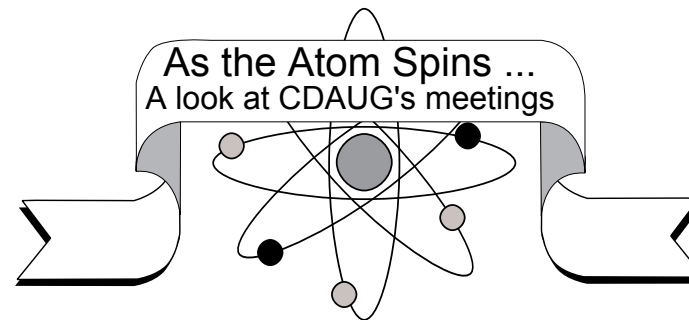
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## Article Submissions
Anyone may submit articles for publishing in either the paper or electronic newsletter provided the article does not constitute advertising. Articles received by the monthly General Meeting will appear in the following month's newsletter, depending on space availibility. Please submit articles articles in eletronic form (by disk or the DAUG House), stating what program you used to write it.



## As the Atom Spins ...
A look at CDAUG's meetings

### General Meeting (1/21/93) ....
by Glenn Winters

World of Amiga - The show is April 2, 3 and 4, 1993. cdAug will arrange for a bus, as in previous years, at around $50. Price will include show ticket. Details to follow.

Font Catalog - Volume 1 of the cdAug Font Catalog is complete. About 15 copies are available for sale. Orders will be taken also. A soon to be available update will be the Volume 1 fonts in Compugraphic format. Other volumes to follow in future months.

BBS Committee - Lou Matrazzo reported that the BBS Rules are being rewritten, with only editorial changes planned.

Amiga Day - Al Muller and John Ryan reported that a few people had signed up for working on this event. The planned date, May 1, is rapidly approaching so they will set up a volunteers meeting soon.

Beginner's Class - Al Muller and Carmine Artino are resuming this popular program for the 2nd and 4th Thursday each month. Meeting location is Al,s house. A signup list was circulated for people who wanted to be notified. Meetings planned to start in February.

Intermediate - Brian Ginett reported that the first meeting was held, despite the weather, and was a success. Another meeting is scheduled for February 11, also at Ralph Hopkins' house.

News

Lou Matrazzo announced that The Daughouse will be down Saturday, January 23, for maintenance.

February Demonstrations - Dan Martin announced that the planned demos for February are PageSetter and, perhaps, GVP Phone Pax..

Demonstration

The January demonstration of, the BBS software for The Daughouse, was continued by Dave Leach. Use of the Message Area was completed and use

of the Files area was covered in detail.

MorphPlus and Art Director Pro - A sales video showcasing these two programs was shown during the break.

Amiga 4000 - Larry Moonan

Larry boxed up his new A4000 and set it up for display and demonstration during the second half of the meeting. Larry explained some of the vagaries of the available display modes. This raised many questions and vigorous discussion about the pros and cons of various monitors and graphic modes. He briefly discussed the new Gadgets concept, usable by other programs and also the new Datatypes to convert display formats, provided the application is writted to use it. Larry noted that MultiView is a replacement for More and Display, and uses Datatypes.

### cdAug is sponsoring a trip to NYC to the World of Commodore Amiga on April 3rd.

The cost of the trip is **$45.00** per person and incudes;

**Bus trip to NYC and return.
Ticket to the show ($15.00 at the door).
Refreshments on the Bus.**

We will be leaving at 6:30 am from in front of Duane's Toyland at Westgate Plaza in Albany.

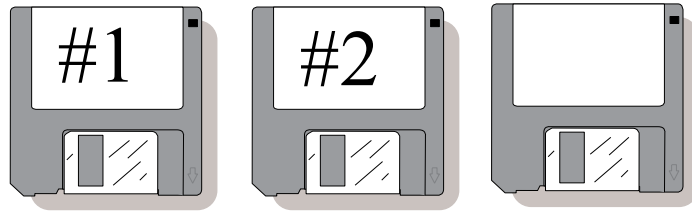Send $45 per person to along with Name Address and Phone number to:

CDAUG
PO Box 14353
Albany NY, 12212

**Don't be shut out by waiting like some unfortunate people in the past.**

For questions of information contact:

**Lou Matrazzo 370-3316 or
Dan Martin   482-0045**

Join the fun and scarf up those bargins (yes Commodore will be there)

# cdAug Disks of the Month...

**#1** **#2** **#4**

c.d.A.u.g. Disks-Of-The-Month
February 1993

## Disk #1

**AsteroidsII V0.9 (by Mike Seifert) [works only with 2.x & up]**
This is a an Amiga version of the old asteroids arcade game. The graphics are only Black & White, but the sounds & graphics are all loaded from standard IFF files so you can easily change them to you own preferences.

**Sounds (by Richard Lee Stockton) [works with V13.x, 2.x & 3.0]**
This is a very nice sound file player, it understands Fibonacci compression files, if expansion memory present it will double-buffer through fast ram thereby only using 4-5k of chip ram for any-length sound files and has an option for playing a sound direct from disk! Very nice piece of work!

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## Disk #2

**Hyper V1.0 (by Koessi) [works with V13.x, 2.x & 3.0]**
This is an AmigaGuide compatible reader program. Gives you that needed support for accessing AmigaGuide help/information files (if you don't already have Commodore's AmigaGuide system). AmigaGuide files are hypertext-like help/information files you'll see appearing for many Amiga programs as it is the official Amiga help-system (soon to become part of the standard operating system we'll all be using). AmigaOS V3.0 users already have AmigaGuide support built-in.

**Laboratory of Life (by Accursed Toys) [works with**

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V13.x, 2.x & 3.0]**
Very nice game based on a "life" type system, goal is to create a certain number of life forms within a specified time limit. This game has the same neighbor rules, etc. that most other life programs allow you to play with. Much more entertaining as a game than the usual "life" programs where you just watch the screen after setting your "life" rules. The graphics are very nice (music is very familiar). Under AmigaOS V3.0 you should keep mode promotion turned off (or the screen will get weird on you).

**Mach IV (by Brian Moats) [works with 2.x & up only!]**
This is one of the all-time handy Amiga programs now in standard Commodity form. Lots of very nice features and heavily configurable. A real must for anyone's library!

**Proker V1.0 (by Christian Warren) [doesn't work under 3.0!, only 1.3x & 2.x]**
Very nice poker game, will even teach you how to play (as it will show you the various probabilities for filling you hand). Very nice graphics!

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## Disk #3

**CoinLists (by Michael Cochran) [works with V13.x, 2.x & 3.0(ECS mode only)]**
This is a Computerized Coin Checklist. Allows you to view your coin list or print it. The program is set up for U.S. Coins from cents to silver dollars.

**Concentration V3.3 [works with V13.x, 2.x & 3.0(ECS mode only)]**
Your basic game of Concentration, just like the TV show. You can pick form a number of topics, and can have up to two players. You can even

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have the computer play itself! Great entertainment for little children.

**RekopDemo V1.1 (by Joseph K. Zuccarello) [doesn't work under 3.0!]**
This is your basic cross between Poker and Tetris. You try to fill out you poker hands with the dropping playing cards. Nice graphics!

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## Disk #4
WARNING: All of this disk requires Amiga OS 3.0!

**agatest (by Loren J. Rittle) [requires 3.0]**
A set of programs to show off the new HAM8 capabilities of the new AGA chip set under V3.0.

**AlertTimer (by Pavel Troller) [requires 3.0]**
Version 3.0 of the Amiga operating system introduces some additional features for the Amiga Alerts (also known in prior terms as the Amiga GURUs when they were fatal), one of which is a time out variable setting. A fatal alert will automatically reboot the machine once you reach the time out setting. This program allows you to see/change this setting. Very handy for BBS operators!

**cpk V1.0 (by Eric G. Suchanek) [requires 3.0]**
CPK is a program that renders space-filling representation of atoms in molecules. This is the type of representation one would find in the plastic 'CPK' (Corey, Pauling, Kendrew) models often used in organic chemistry. The program comes with a number of molecules ready to load (in .pdb - protein data bank files) and render (even has a IFF picture sample included). There are three programs supplied one for a 68000, a 680303 and a 68040 CPU. You have the option of spinning the molecule about x, y, & z axis (even saving the spin as an animation if you want). Very nice job!

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## Disk #5
WARNING: Most of this disk requires Amiga OS 2.+/3.0!

**DeluxePaint V4.5 Demo [works with 2.x & up]**
This is a demo version of the just released DeluxePaint V4.5 with support for the new AGA chip set graphic modes. All save/load/print functions are missing, but the rest of the DPaint features are all there.

**Event V1.0a (by Stefan Hochmuth) [works with 2.x & up]**
This is an absolute must for anyone's

Commodities collection! Event! is a commodity for managing all kinds of events that need to be executed regularly or on a specific condition (time, file notification or hotkeys pressed). It even has an ARexx interface!

**PKludge V1.0 (by Steven Koren) [works with 3.0 only]**
A handy AmigaOS V3.0 commodity that will allow you to promote any screen's mode to another screen mode. Very handy to get programs that aren't using the graphics database functions to work with one of the newer screen modes.

**WBVerlauf V1.4 (by Christian A. Weber) [works with 3.0 only]**
This program sets up a copper list for the Workbench screen. This program makes use of undocumented components of the AGA chip set, and is not programmed according to Commodore's rules so it will probably break on future hardware or software versions. Creates a nice "rainbow" effect using the supplied program settings.

**YACHT V1.1 (by Richard Gallagher) [works with V13.x, 2.x & 3.0]**
This is an Amiga version of the famous five-of-a-kind dice game. It features the familiar scorepad on screen, an easy mouse controlled interface and form one to four players. You can get information anytime in the game by hitting the help key. Very nice!

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## Disk #6

Disk #6 is an Amiga bootable disk, if you boot your computer with the disk it will automatically start running the GS2000 flight simulation.

**Balder's Grove (by Morgan Antonsson) [works with 2.x & up]**
This is a game based on the Boulderdash idea and is dedicated to all the Boulderdash fans out there. The author has tried to stick as close as possible to the old Commodore version, because he thought it was the best one. There are 40 levels to the game, although you can edit/change them as well as create another 20 using the supplied game editor. Very nice!

**GS 2000 [doesn't work under 3.0]**
This is a helicopter flight simulator. Doesn't have very good instructions, but the graphics and features are very nice.

## Upcoming

February 2, 1993 LAUG Officers meeting
February 4, 1993 cdAug Officers meeting
February 11, 1993 cdAug Intermediate Group
February 11, 1993 cdAug Beginners Group
February 16, 1993 LAUG Monthly meeting
February 18, 1993 cdAug Monthly meeting
February 25, 1993 cdAug Beginners Group
March 1 Deadline for Initial reservation for World of Commodore Amiga trip
March 5, 1993 cdAug Officers meeting
March 9, 1993 LAUG Video Sig
March 14, 1993 cdAug Business Sig
March 12, 1993 cdAug Beginners Group
March 26, 1993 cdAug Beginners Group
April 3, 1993 Bus Trip to World of Commodore Amiga Show in NYC

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## "The Hacker Crackdown"

### By Daniel Martin

The title of this article is also the title of a book which I just completed reading, "The Hacker Crackdown: Law And Order On The Electronic Frontier" by Bruce Sterling.  Mr. Sterling, part-time journalist and part-time Sci-Fi writer, became interested in the case because one of the primary locales of the action took place in his home town, Austin, Texas.

"The Hacker Crackdown" is not a how-to book about ripping-off   computers, the phone companies, credit card companies, or phone-phreaking, but a type
of real-life "Crime And Punishment" for what the author considers to be the "up and coming" crime wave of the future.   Stories about "hackers" and "phone phreaks" abound, but the main focus of the book might be stated as the "before and after" of perceived computer crime: how it effects the "hackers" and the cops who hunt them down.  It dispelled for me some of the myths I had heard about such miscreants and even includes a revealing and frightening fact about hacker techniques, when the author, with some time to kill, indulges in some "hacking" himself.

But first, I need to set the stage.

### Martin Luther King Day

On January 15, 1990, Martin Luther King Day, phone systems throughout the Eastern US began to fail.  Phone service was interrupted for hours in the large Eastern urban centers of New York, Philadelphia,and Washington.  AT&T had technicians working frantically to bring the system back up, and eventually, the problems were cleared, and service was restored.  Estimates of how much revenue was lost to business were in the millions and people wanted to know what was going on.  AT&T, in contrite and red-faced embarrassment, admitted that there had been a breakdown of their "switching stations", which were actually large. powerful, computers, caused by malfunctioning software.  Indeed, the next day, humble  representatives of the Texas software company  which had written the software, mumbled explanations about a "comma" being left out of one line of code which lay dormant, like a poisonous butterfly, wrapped in a never before called routine.  The software itself had, as one might expect, thousands of lines of code.

This was not a pleasant admission for the software company to make.  Nor was it pleasant for the phone giant to admit that the brain tissue of it's system was flawed.  The fact that the "bad code"

was in a little used routine did not quell the suspicion that the code may not have been tested as thoroughly as it should have been.  To the average person, this would lead to belief in the veracity of the AT&T statements.  But, like Holmes seeing Moriarity behind every crime committed in A. Conan Doyle's 19th century London, the law enforcement establishment did not see it that way.  They had good reason not to believe it.

### Lex Luthor & The Legion Of Doom

For years, stories about hackers and phone phreaks have abounded, particularly in the sub-culture of  computer users.  You just can't seem to get away from such stories, and often some of them are so  intriguing, you really don't want to get away from  them.  Hacker groups are an unusual, but ultra- modern paradigm for the work group of the future.   Loosely formed and "un-formed" they flow and ebb depending on the energy of their movers and
shakers.  Usually, it's like many socially deviant behaviors, people tend to grow out of it.  Often such groups have no clear-cut leader and meetings are "held" by means of e-mail areas on covert BBS's,  often run by group members or sysop's favorable to their "cause".

There is often much talk about the "hacker code".  The reality of it may surprise you.  But there are certain rough-shod rules that do seem to apply.  There is "winning" and "losing' behavior: ripping-off credit cards is "losing", busting into a NASA computer and taking a "trophy" out of the system to show your buddies that "Yeah, I did it" is "winning".  Doing something that is going to allow you to thumb your nose at a large powerful corporation is definitely "winning", but  ripping-off something that is
going to potentially hurt the pocketbook directly of the average man on the street, is "losing".

Hacker groups are very imaginative in naming themselves.  One of the most hated by the law enforcement establishment was "The Legion Of Doom" with it's principal, Lex Luthor, the handle of one of it's more prominent members.  But there is another side to the hacker elite that is not very well publicized, they aren't too brave.  All appearances and behaviors would dictate otherwise: openly bragging about exploits of computer espionage, passing usable phone codes openly on BBS's, and, that habit which led to the great hacker crackdown of 1990, the boast that they 'could bring the phone company down whenever they wanted to.

### Joining The Ends Of The Knot

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## PCMCIA
### A prelude to portability and a versatile expansion system or just another  marketing mistake from Commodore?

### by Greg Guthman (a.k.a. Amiga.Doc)
### Part I

With the release of the Amiga-based CDTV system, Commodore introduced the Amiga community to their first taste of an emerging expansion technology.  Since this first somewhat failed attempt, we now have two Amiga systems (The A600 and A1200) that have a fully compliant version of this very versatile expansion system.  In the first  of this two-part article, we will take a look at the  history and technical specifications of the PCMCIA standard.  In the following installment, we will wrap  up with a list of products available for the Amiga and what we might see in the future.

### History:

In 1989, the Personal Computer Memory Card Association (PCMCIA), in the United States, and the Japanese Electronic Industry Development Association (JEIDIA), in Japan, jointly developed a new expansion standard.  This association now boasts some of the heaviest hitters in the computer industry, including our very own Commodore.  The first version of this standard (1.0) laid out the specifications for memory cards for portable computers.  This standard supported most memory types, including EEPROM (Electrically Eraseable Programmable Read Only Memory) and SRAM (The very fast Static RAM).  This system employs a very rugged card about the size of thick playing card.  The reason we have not heard much about this standard is due to its built-in limitation of only supporting memory cards.  Most portable manufacturers already had the foresight to include a proprietary memory card standard and the PCMCIA standard was just too little, too late.

By September 1991, the PCMCIA released version 2.0 of this expansion standard.  The PCMCIA worked closely with the JEIDIA to ensure that the standard remained compatible with the Japanese

version.  As a result,  version 2.0 PCMCIA is equivalent with JEIDIA 4.2.  The new version allowed for support of a host of new types of cards, including modems, LAN adapters and even hard drives on a card!  While most cards out on the market today still support the original standard, many more that need the 2.0 PCMCIA version are being introduced today.  The new standard also defined the way an operating system should interface with the cards, and even allowed applications to be loaded on an EEPROM and executed directly from within the card.  This Execute In Place (XIP) design could allow developers to sell a card with the application and the necessary RAM  all on one card,  including a lithium battery to retain the data files written directly to the card.  How does Deluxe Paint IV with about 8 Megs of its own RAM sound? The new standard also set forth the extended physical dimensions of the card itself.

### Specifications:

The physical specifications for the PCMCIA system did not really become useful until version 2.0 of the standard.  This set forth two card sizes and later added a third to allow very thick cards.  The card is 2.12 inches wide by 3.37 inches deep.  Type I cards are 3.3 millimeters thick, and the type II card extends the center of the card to a thickness of 5.0 millimeters with a 3.3 millimeter lip around the edge to retain size compatibility with Type I slots.

The Type III card has the same style as the Type II card, but includes a 10 millimeter thickness in the middle.  The Commodore slots in the A600 and A1200 support Type I and Type II cards.  To date, there is only one manufacturer who requires a Type III card, and that is for a hard drive. The physical specification also has a very sturdy and unique connection that allows one to remove or install cards while the host computer is powered up!  Recent extensions to the standard have allowed slightly longer cards that stick out of the port for LAN/Modem connections.

The electrical specification for PCMCIA defines a 68-pin connection with a female connector on the

card. It also defines a unique system of different length pins that guarantees that the card will have power applied first and removed last when inserted to a powered host. The standard supports a 16-bit data bus and a 26-bit address bus. This allows up to 64MB of address space, but unfortunately is half the data bus of the Amiga 1200. In the next article we will look on how this and some other limitations may make PCMCIA a second choice for your expansion needs. The standard does support another unique feature that allows a host to redefine the pins for either memory type cards or Input/Output cards. As you look at the pinout list below(see figure 1), you will that many pins have multiple personalities.

As you can see many pins have two functions. All cards are assumed to be memory cards until proven otherwise. At that point, the host redefines the pins to become an I/O device. This allows the I/O device to set up various parameters, like whether or not the device needs an 8 or 16 data

path (Pin 33 is enabled for 16 bit). An I/O device also h as access to the audio channel via Pin 62. This could be used to send Digital data from a sound sampler to the Amiga for editing. In the Memory card mode, the standard allows some interesting features. For example, take a look at pin 33 again. This pin will set write protect on the RAM and could be toggled via software to protect one from writing over valuable data. In fact, with battery backed up RAM, one could write data to the card, protect it, and then pull it out while the machine was still powered. Imagine having a whole box filled with 64MB cards with tons of data just waiting to be accessed.

The possibilities could be endless for the Amiga if the developer community embraces the standard. Fortunately, we may not have to wait for them because many devices designed for other platforms will be usable on the Amiga if "Driver" software can be written. In the next issue of ViewPort, we will take a look at the products available now for the Amiga and what we might see in the near future. With this information in hand, we can decide if this is a waste of prime computing real estate or if an Amiga 500/2000/3000/4000 PCMCIA adapter might

Figure 1

```
------------------------------------------------------------------------------
Pin Function          I/O  | Pin Function              I/O
------------------------------|-------------------------------------
 1  Ground (GND)         GND | 2  Data bit    3 (D3)        I/O
 3  Data bit    4 (D4)    I/O | 4  Data bit    5 (D5)       I/O
 5  Data bit    6 (D6)    I/O | 6  Data bit    7 (D7)       I/O
 7  Card enable (-CE1)      I | 8  Address bit 10 (A10)       I
 9  Output enable (-OE)     I | 10  Address bit 11 (A11)      I
11  Address bit  9 (A9)     I | 12  Address bit  8 (A8)       I
13  Address bit 13 (A13)    I | 14  Address bit 14 (A14)      I
15  Write enable (-WE/PGM)  I | 16  Ready/Busy or Interrupt   O
17  Power (Vcc)              |      Request (+RDY/-BSY(-IREQ))
18  Programming Voltage (Vpp1) I | 19  Address bit 16 (A16)   I
20  Address bit 15 (A15)    I | 21  Address bit 12 (A12)      I
22  Address bit  7 (A7)     I | 23  Address bit  6 (A6)       I
24  Address bit  5 (A5)     I | 25  Address bit  4 (A4)       I
26  Address bit  3 (A3)     I | 27  Address bit  2 (A2)       I
28  Address bit  1 (A1)     I | 29  Address bit  0 (A0)       I
30  Data bit    0 (D0)    I/O | 31  Data bit    1 (D1)      I/O
32  Data bit    2 (D2)    I/O | 33  Write Protect or I/O port  O
34  Ground (GND)            |      is 16 bit (+WP(-IOIS16))
35  Ground (GND)            | 36  Card detect (-CD1)          O
37  Data bit   11 (D11)   I/O | 38  Data bit   12 (D12)     I/O
39  Data bit   13 (D13)   I/O | 40  Data bit   14 (D14)     I/O
41  Data bit   15 (D15)   I/O | 42  Card enable (-CE2)        I
43  Refresh (RFSH)          I | 44  Reserved or I/O Read (-IORD) I
45  Reserved or I/O Write (-IOWR) I | 46  Address bit 17 (A17)  I
47  Address bit 18 (A18)    I | 48  Address bit 19 (A19)      I
49  Address bit 20 (A20)    I | 50  Address bit 21 (A21)      I
51  Power (Vcc)             I | 52  2nd Programming Voltage (Vpp2) I
53  Address bit 22 (A22)    I | 54  Address bit 23 (A23)      I
55  Address bit 24 (A24)    I | 56  Address bit 25 (A25)      I
57  Reserved                | 58  Reset (+RST)               I
59  Wait for bus cycle (-WAIT) O | 60  Reserved or Input      O
61  Register select (-REG)  I |      Acknowledge (-INPACK)
62  Battery detect 2 or Audio  O | 63  Battery detect 1 or card  O
    Digital Waveform (BVD2(-SPKR)) |      status changed (BVD1(-STSCHG))
64  Data bit    8 (D8)     I/O | 65  Data bit    9 (D9)      I/O
66  Data bit   10 (D10)    I/O | 67  Card Detect2 (-CD2)       O
68  Ground (GND)            |
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So now you can see how the paranoid law enforcement establishment, led by none other than the United States Secret Service, even though assured by AT&T that it was a software bug, went after hackers viciously. After all, hadn't they bragged that they could do it ? Maybe AT&T was denying that hackers could do it because they didn't want anyone to know that they were vulnerable. At any rate, the Secret Service, in liaison with local and state police officers swept down on hackers all over the country, confiscating every piece of electronic equipment they could find, from SONY Walkmen, CD players, sound digitizers, printers, and modems. Many hackers were awakened from their sleep in the wee hours to the vision of a gun pointed at their heads with their parents sobbing in the background, tearfully protesting "We had no idea what he was doing !"

Poof! to the hacker mystique. Almost to a man/boy (there were no females involved) they followed four points in writing the code of the busted hacker:first, they told everything they had ever done, second, they ratted-out every friend they ever had, third, they said they would plead guilty at their trials, and fourth, they offered to continue on in the hacker underground in order to spy on other hackers.

And Yet...

But that is far from the whole story, and far from the real view of what happened and what was to happen. With the exception of a few "Fagans" (older hackers who were believed to teach and use younger hackers like Fagan in the Dickens novel "Oliver Twist") few went to jail, although they did lose their equipment. Some are contrite, some are not. The real meat of the story is subjective and is an exercise in future-thinking. The legal ramifications of hacking are examined and the implications for the future are thought through. The proverbial "U.S. Calvary" in the form of Mitch Kapor, co-author of Lotus 1-2-3, comes riding to the rescue under the flag of the EFF (Electronic Frontiers Foundation). "The Hacker Crackdown" in it's final chapters waxes eloquent in it's examination of first amendment freedoms.

"The Hacker Crackdown" may not be for everyone, but I enjoyed it, in fact, I devoured it in a few days. If you are interested in hackers, law, "future-thinking", and present-day events that will have implications for the future, I would recommend it to you. If there is enough demand for it, the Club will buy it to add to our library of computer-related books. For those of you who have not done so, unquire as to the resources available to you in the CDAUG Library. The Library is a collection of books and videotapes which can be borrowed by

combination. Great for temporarily suspending a Commodity's function or even removing it from the system. It also allows you to open up a commodity's interface window when you can't remember the commodity's hot-key.

With AmigaOS V2.1 you get a new commodity called CrossDOS. This controls the various text options (filtering and text translation) associated with running Amiga floppy drives as MS-DOS floppy drives. Commodore dropped the AmigaOS V2.0x IHelp commodity in V2.1, instead they added more functionality to the FKey commodity allowing you to define more than just the function keys (any key combination could be defined) and assigned to do one of the following: Cycle Windows, Cycle Screens, Enlarge Window, Shrink Window, Toggle Window Size, Insert Text, Run a program or Run an ARexx script. For some reason the Toggle Window Size doesn't work with every window (it particularly doesn't work for ProWrite V3.3.1 windows for some reason, but does for he Workbench windows). Even with this small annoyance this is definitely my number one favorite commodity now!

There are two more of the V2.04 commodities that retain their original name, but have been enhanced: Blanker now has color cycling and spline display options (much more entertaining) while AutoPoint now has a small built in delay (just under half-a-second) before activating the window so the window doesn't try to activate till the mouse pointer actually stops briefly over it (no more screen gymnastics).

With AmigaOS V3.0 (lucky A1200 and A4000 owners only at this time) you get another new commodity called MouseBlanker. This will blank out the mouse pointer from the display once you start typing at the keyboard and returns the pointer on screen when you move the mouse. Very nice.

The remaining V3.0 commodities are the same but now for whatever reason the FKey Toggle Window Size function works perfectly fine (even with ProWrite V3.3.1 windows).

And now for the interesting stuff...

Life would be boring if only Commodore was the source of all commodities, so of course we have lots of Public Domain and shareware Commodities to try out. In part three of this series I'll go over the group of commodities I've collected so far in more detail, for now here's the two I always run:

Arq

Arq is an animated requester commodity by Martin J. Laubach copyright 1990-1992. The version I'm running is V1.78 and simply replaces the Commodore boring system requesters with exciting animated requesters. I especially

appreciated the "Task Suspend/Reboot" requester - it's a dissolving Skull and cross bones.  The "Please insert disk" requester now shows a disk being inserted into a drive, and many more.  A real must have in my book!

Spliner
    Spliner is another screen blanker by Tom Rokicki and Sebastiano Vigna copyright 1991-1992.  The version I'm running is V37.15 and is a much more entertaining Spline Screen Blanker than the Commodore supplied one (I was using Spliner long before Commodore added Splines and color cycling to the Blanker commodity).  A few of my friends though Spliner was almost hypnotizing them, they were so mesmerized by it (these were Mac Users, who have a tendency to like screen blankers to begin with).  I think screen blankers due tend to be a personal preference type of item, if splines aren't your thing then Spliner won't be for you.

    Well, thanks for traveling down the Commodore Commodities lane with me and I'll meet you next time with more of the third party commodities.  Until then, safe computing...
-Larry M.

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