

September

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# MAGOT SIG News

Sept. 1

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Memphis Amiga Group  
Box 381462 Memphis, Tn. 38183-1462

President Audrey McCalla  
Vice-President Joe Ricklefs  
Secretary Todd Eifert

This is the first edition of a bi-monthly newsletter called the MAGOT. I will try to put out a SIG newsheet, such as this one, once a month and a larger newsletter with articles and reviews two weeks from the newsheet. If any one would like to submit articles or reviews contact me (Todd Eifert) at 901/325-6083 or at the MAG Meeting.

## September's Calendar of Events

- 5 (Friday) The first meeting of the Hacker's SIG is scheduled for 7 p.m. at Al Davidson's house. The meeting will be primarily organizational. Possible projects to be discussed are the 68010 upgrade and building an outboard RAM card. If you need directions to Al's house call him at 362-1435, or call the SIG chairman, Steve Gaines, at 362-5632.
- 13 (Saturday) There will be a joint meeting of the Music and Graphics SIGs at Ron and Audrey McCalla's house at 7 p.m. Todd Eifert will discuss his proposed Christmas Video project. Don Lockard will demonstrate his video digitizer. Music SIG Chairman, Tom Jones, will discuss a proposed project: building a MIDI interface for the Amiga. For directions to the McCalla house, call 755-4641.
- 27 (Saturday) This month's 11:00 a.m. general Memphis Amiga Group meeting at ComputerLab of Memphis, is tentatively scheduled to discuss word processing. President Audrey McCalla is actively seeking volunteers to demonstrate their favorite WP software. Call her at 755-4641 if you have commercial or public domain software to demonstrate.

(If you have news of an upcoming event of interest to your fellow Amiga owners, and would like to have it published in the calendar, contact Ron McCalla at 755-4641.)

# The PREZ SEZ ...

The Memphis Amiga Group was formed in January of this year with high hopes and expectations of sharing ideas and helping fellow users with this powerful new computer.

Many of these aspirations have been fulfilled. Our membership continues to grow each month, starting with a handful of enthusiastic owners to an equally enthusiastic 27 members in just eight months.

Many of the monthly meetings have been devoted to providing demonstrations of various software and hardware products to share information, and many times insight, into the use of the product. I would like to take this opportunity to thank all of you who have assisted in these demos; most recently Don Lockard and Todd Eifert at the meeting held at Mike Harris' home. I think special thanks should go to Jim Walton of ComputerLab for allowing us to demonstrate the newest arrivals of software and hardware at his store. We hope to continue with more product reviews in upcoming meetings.

Also, in past meetings, members of the group have provided seminars on various topics, including CLI and the programming language C. This tradition of helping fellow users will continue in the newly announced seminar in AmigaDos being provided by Steve Gaines and Joe Ricklefs during the next month.

In our most recent meeting, the group took another step forward in its growth by beginning the organization of several Special Interest Groups (SIG's). The development of these SIG's should provide each member the opportunity to share common interests and to delve more deeply into the many specific capabilities of the Amiga. I hope each member becomes actively involved in one or more of these SIG's.

The next general meeting of the Memphis Amiga Group will be held Saturday, September 27 (the fourth Saturday of the month) at ComputerLab at 11:00 a.m. Tentatively scheduled is a review of the major word processors available for the Amiga, such as Textcraft, Scribble!, and Write Hand. If you have purchased any word processing software and would like to share your opinion with the rest of us, please give me a call at 755-4641.

I look forward to seeing all of you at the next meeting!

*Audrey McCalla*



**MAGNET**  
**Memphis Amiga Group Newsletter**  
**Issue # 2**

**Box 381462 Memphis, Tn. 38183-1462**  
**President Audrey McCalla**  
**Vice-President Joe Ricklefs**  
**Treasurer/Secretary Todd Eifert**

**Newsletter contributors:**  
**Ron McCalla**  
**Audrey McCalla**  
**Tom Jones**  
**Charles Williams**

**Upcoming September Events**

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(If you have news of an upcoming event of interest to your fellow Amiga owners, and would like to have it published in the calendar, contact Ron McCalla at 755-4641.)



Well mates, another month roles around and I've finally gotten this newsletter finished! As you can see, I have changed the name due to the many protests I received. Charles Williams came up with MAGNET and it sounds pretty good so until someone comes up with something better it will be the name of the newsletter. I had several people contribute to this month's newsletter but will still need articles for future issues. I am planning to have several printer reviews in upcoming issues so if you would like to warn people about your terrible turtle or brag about your chromatic cheetah then get your review to me. Software reviews and interesting how-to's are welcome also. If at all possible please upload the articles to the MAG section on the Duck Pond. Hope to see you all at the meeting Saturday.

Todd Elfert



## Instant Music Instruments

by David L. Jobusch

THE FOLLOWING HOW-TO BY DAVID L. JOBUSCH WAS DOWNLOADED FROM THE DELPHI INFORMATION SERVICE. IT BRIEFLY EXPLAINS HOW TO COPY THE WORKBENCH SOUND DEMOS INTO EA'S INSTANT MUSIC.

Just got Instant Music from Electronic Arts a couple of days ago. Lots of fun. After experimenting for awhile I found a quick and dirty way to convert the digitized sound files from the Workbench Demo Disks (The ones with BOING! on them) so that Instant Music would think that they are IFF compatible.

- Step 1: Create an EMPTY IFF BSVI header. I took Instant Music's DOVOICE and used the first 64 bytes. Use your favorite truncate program.
- Step 2: Take the WB Demo sound file and strip off the last 234 bytes. This info is apparently used by the demo program.
- Step 3: Cat the stripped WB sound file to the end of the empty header file. JOIN works fine for this.
- Step 4: Install the new sound file on your favorite Instant Music Instrument library disk!

Notes: If you do a filezap or type opt h, you will note that the body part of the IFF formatted file is identical to the WB Demo sound file after the first 24 bytes. A good example is the DOVOICE on Instant Music and DO.SAMPLES on the WB Demo Instruments 2 disk. The bytes match at byte 65 (IFF) and byte 25 (WB Demo), and do so until the end of the file.

This is NOT the way to convert to IFF! All I know is that it works. As far as Musicraft sound files and others, I have not experimented with these, but will be trying soon, and will post the conversion programs if they ever come about. A friend and I called Electronic Arts today and informed them about the trick, so you may see some Instant Music demo disks coming out/floating about soon. EA, if you are listening, we would appreciate any information additional to the RKM's concerning your music/sound IFF formats. At least a couple of us at ISU plan on doing some serious work with the Amiga/MIDI/IFF.

## BUILDING THE MIDI INTERFACE

BY

TOM JONES

The Amiga is touted as one of the greatest sound generating computers around. If you own one or have seen one in action you know this to be true. But, when introduced, the Amiga people said that the computer could sound as good as some stand-alone synthesizers, albeit probably older ones. Now you can make your computer and these synthesizers work together to produce the best sound possible. The process which makes all this happen is called MIDI or Musical Instrument Digital Interface. I call it a process because it is really just a serial protocol which the instrument manufacturers have adopted to allow their products to communicate with each other and to computers through a MIDI interface. This is where my little project enters into the picture.

Being extremely unemployed, I could not afford to pay the \$50 to \$80 price tags on most interfaces so I decided to attempt to hack one together using plans and schematics which I downloaded from The Duck Pond; (I believe it is in the utilities section under the name MIDISCH.ARC). The interface was designed by Steve Stevens and has all the features most would need to start MIDIing. After printing out the schematics (it's a DPaint hi-res pic) I started gathering all of the parts needed. The list is not long: 7 resistors, 2 IC chips, 1 diode, cable, assorted plugs, and a board and box on which to put them all. It should be noted that I have not really ever made anything like this before and I encountered no major problems in the construction of the interface itself. Parts are another matter. I had a lot of trouble finding one of the chips in town (the 6N138 opto-isolator) so I got hold of Stevens who said he would send me a chip. Several mail order places have the chip at little expense, but most have minimum orders. I paid Radio Shack prices and still have only \$15 or so invested in it. It would probably be much more inexpensive if several people got together and bought parts in quantity.

I bought a small (about 2.5" by 3.5") PC board to mount the parts on and chip sockets to plug the chips in. The most expensive single part was the project box which all of the stuff must go in. It was about \$3. The completed interface itself has one MIDI-in, one MIDI-thru, and 3 MIDI-outs. The three outputs may eliminate the need for daisy-chaining MIDI devices and eliminates the delay caused by having too many things connected to one output. One last note: make sure, if you are soldering, that your iron is hot enough. I don't mean nuke it, but around 700 to 750 degrees worked for me.

In conclusion it was a pretty fun little project. Following the schematic was alot like following a map. Just make sure you check the routes many times. Good luck and many happy MIDI's (or is that midi happy MINI's).



The DUCK Pond  
Copyright 1986 by Howard Duck

(This is the first of a series of articles devoted to computer telecommunications: articles designed to introduce the computer novice to the basics of computer telecommunications and to help others keep up with what's going on on the Amiga boards. Future articles will include comparisons of various brands of modems and terminal programs, how to access specific services, and reviews of public domain software available on these services and bbses.)

So just what is "Telecomputing"? Well, as its name implies, telecomputing is the transmitting of information over long distances from computer to computer, and although this can be done via various media, the most common method is by the ordinary voice-grade telephone line. All it takes to get your Amiga or most any microcomputer into the telecomputing game is to acquire a modem, a modem cable, and a terminal program.

What's a modem? Simply put, a modem is a device that translates your computer's digital signals into something Ma Bell can understand, and of course, the modem must also translate the incoming signals into something your computer can understand too. If you're shopping for a modem, you'll find a great variety of brands and models, each offering a range of features. The most important things

to look for are communication speed (baud) and instruction set (which allows your programs to tell the modem what to do, such as dial numbers or answer the phone). Common modems are rated at 300, 1200, and 2400 baud. Most users prefer 1200 baud or better. Good 1200 baud modems can be had for \$100 and up, while 2400 baud modems sell for about \$250 or more (though the prices are continually dropping). There are even a few 1200 baud modems for under \$100, but they generally lack some of the features most users prefer. Then there is the matter of the instruction set. Well, Hayes is by far the largest manufacturer of modems around, selling nearly half of the 1200 baud modems purchased in the U.S., and nearly 5 times the number of its nearest competitor. It's therefore not surprising to learn that the instruction set used by Hayes has become the de facto standard. If you plan to buy a modem that is to be compatible with a wide range of computers and computer programs, then buy a modem that, if not manufactured by Hayes, is at least "Hayes-compatible". Many modem makers can make that claim with reasonable veracity. You should be able to find a good 1200 baud "Hayes-compatible" modem for under \$150.

But a modem will do very little for you except make your already cluttered computer desk look a little more cluttered unless you have some software that can use it. Fortunately for you and my pocket books, there are some very good public domain and shareware terminal programs around. Programs like StarTerm, Comml3, VT100, and Wombat are all locally available for the cost of a blank disk.

But even if the software is free, why should you invest in the cost of a modem? Well most of us who have already done so will tell you its because its the best way around to get instant information and a good source of free(!) software. Services like Bix, CompuServe, Delphi and PeopleLink offer a wide selection of services like online games, tourist and airline reservations, computer shopping malls, and product reviews. But even the privately owned BBSes (computer Bulletin Board Systems) offer the most useful features such as public domain software and message bases where you and your fellow Amiga users can share information about any area of interest, be it how to beat Marble Madness or how to build a Midi interface for ten bucks.

But don't these services cost a lot? Well, the major services like Bix and CompuServe cost a lot more than I prefer to pay, but BBSes, if they're local, cost absolutely nothing beyond the cost of your normal phone bill! Which brings us to the most important question of all: Why the X11\* is the column entitled "The DUCK Pond" ??? Because it's the name of the bulletin board I run. That's why. And its a bulletin board that's primarily devoted to Amiga owners. Take a look at a list of file areas on The DUCK Pond:



----- File Areas -----

1 ... GENERAL\	Files of GENERAL interest
2 ... IBM\	The IBM and IBM Compatibles Area
3 ... COMMODOR\	The Commodore Users' Area
4 ... MAG\	The MEMPHIS AMIGA GROUP Area
5 ... AMIGA\BASIC\	The AMIGA BASIC (ABasic and MicroSoft AmigaBASIC) Area
6 ... AMIGA\C\	The C Programmers' Area (Lattice, Aztec, ...)
7 ... AMIGA\GRAPHICS\	The AMIGA GRAPHICS Area
8 ... AMIGA\SOUND\	The AMIGA SOUND, Music, and Speech Area
9 ... AMIGA\UTILS\	AMIGA Programs and Text of General Interest
10 ... AMIGA\GAMES\	AMIGA Games
11 ... LOTUS\	LOTUS 123 (and VIP) Templates

As you can see, over half of the file areas are directed at the Amiga user. And in fact, the preponderance of files on the system reside in those same Amiga files areas; over 90 % of the file space on the system consists of Amiga files. In upcoming articles we will examine the most popular files available to The DUCK Pond user, but to whet your appetite, here's a current listing from our most frequented files area:

File Area #9: AMIGA\UTILS\

AMIGA Programs and Text of General Interest

DIRUTIL.ARC	28288	Another version of Dirutil-with source.
COMM13.ARC	54400	New version of Comm-much better.
VT100	35712	VT-100 emulator - with Kermit & Xmodem.
VT100.DOC	11264	Doc's for VT-100.
MONITOR.ARC	8192	CPU performance and memory usage, graphic
MVIEW.ARC	7808	Joystick eye view of system memory; fun
DIFSSD.ARC	17664	Unix utilities dif and ssd, Amiga versions
DCAT	7936	(7820) Disk CAtaloger
IICON.ARC	12160	(12160) Execute script files from icons
AREACODE.ARC	9216	Tells location of specified telephone area code
HELP.ARC	9984	Gives help on any AmigaDOS command
POPCLI.ARC	5413	Program and DOC for CLI-accessing utility
QC.ARC	5760	(5760) A shareware dfo: to dfl: diskcopy program with icon
ATERM61.ARC	18688	Another Term program--Doc's included.
DOSHELP.ARC	45184	mouse driven DOSHelp C,exe,docs,make files
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IMEG-NEW.ARC	39424	(39424) revised schematics for add-on 1-meg board
ALIASES.TIT	1536	(1462) How to use the CLI Assign command
AMIX	18560	(18524) A UNIX-like command shell

APE.INF	1024 (938) An alternate icon for the WB demo's ape pic
ARCO11.DOC	5760 (5727) Documentation for ARCO11
ARC16	63104 (63032) Latest version of ARC (version 16) for the Amiga
AVAIL	5248 Shows available memory from CLI.
BRUSH.INF	896 (838) Substitute icon for DPaint/6Craft brushes
BUGS.TXT	8192 A few known bugs in AmigaDOS and ABASIC
CALENDAR	13568 (13460) set day and date with mouse from WB
C-PJ1080.DRI	8688 (8688) Canon PJ1080 printer driver
CITOH.DRI	3292 (3292) printer driver
CLI.TXT	13312 A summary of Amiga's Command Line Interface syntax
CLOCK1	3200 (3116) a small digital clock
COMDEX.TXT	19968 BIG news about Amiga hardware and software at COMDEX
COMM.ARC	27737 MANEd COMMTERM version 1.21 terminal program with doc
COMPRESS	23040 Compress files or use "Compress (FName): -d" to Decompress
CPRI	10624 (10580) program to Change PRIority of a task
CPRI.DOC	3456 (3416) Cautionary documentation for CPRI
CRS	16768 (16744) Removes (or adds) CRs from (to) files
CT-FAIRE.TXT	4736 News of hardware and software shown at CT AMIGA FAIRE
DIRCOPY2	19840 (19716) A (Manxed and improved) mouse driven file copier
DISK.INF	512 (418) An alternate disk icon
DISKLABEL.DOC	304 How to print DISKLABEL.PIC
DISKLABEL.PIC	3712 (iff) dpaint disklabel (Illinois Duck)
DISKSALV	24448 (24396) Salvage trashed disks
DISKSALV.DOC	384 doc file for DiskSalv
DISKTOOL	42240 drag filenames via mouse & menus (needs work?) (no doc?)
DISKZAP	40960 (40876) A track and sector editor
DOSPLUS1.ARC	52352 8 separate utilities to add to your C directory
DOSPLUS1.DOC	3328 The doc file that is included in DOSPLUS1.ARC
DU	30976 New version of DirUtil that types or prints text files.
ED.TXT	4352 A summary of the AmigaDOS Ed commands
EMACS	40320 (40264) A Text Editor
EMACS.DOC	2432 (2390) MicroEMACS Command Summary
NEC8025A.DRI	4264 (4264) Printer driver
EP-LQ800.DRI	3572 (3572) Epson LQ800 printer driver
EPS-JXB0.DRI	4224 (4112) Epson_jx-B0 printer driver (R1.2)
EPSON.DRI	3584 (3504) Printer driver (WorkBench R1.2)
ERRORCHE	19944 (19944) Displays disk error locations
FILECABE.ARC	896 Three icons that make a file cabinet (Illinois Duck)
FILEZAP	10624 (10580) sector-by-sector file editor
FIXOBJ	14464 (14464) Removes INMODEM padding from object files
FREEMAP	19072 (18976) Continuous display of RAM in use
GFCLOCK.INF	512 (512) An alternate icon for your CLOCK program
GFXMEM	19456 (19436) Graph of memory usage
GOthic	27136 Gothic banner printer program

GREP	21248 (21208) UNIX's word search program
GREP.DOC	3456 (3447) Documentation for GREP
HEXALATO	22272 (22156) HEX/DEC/OCT/BIN calculator
HEXALATO.INF	384 (302) icon for HEXALATO
KEYBOARD.INF	640 (518) Icon of a keyboard
LADY.INF	1024 (938) an icon of a demure woman
LAR	23552 (23440) Makes or unmakes library archive files
LD4	14208 (14140) A better Dir command
LD4-2	5504 (5504) A smaller version of LD4
LENS	8320 (8252) Lens is a program to magnify part of the screen
LENS.INF	1024 (938) The icon for the LENS program
MIDISCH.ARC	10112 Shows you how to build a midi interface-very easy.
MORE	11008 (11008) A page-by-page textfile lister
MYCLI2	21632 (21632) A smaller version of MYCLI
NEWFONTS.ARC	22528 (22528) Several new fonts for Notepad, DFaint, etc
NEWFONTS.DOC	1678 (1678) Instructions to help unpack NEWFONTS.ARC
OKI-M192.DRI	2796 (2796) Okidata printer driver
OKI-U92.DRI	3584 (3564) Okidata_u-92 printer driver (R1.2)
OSCAR.INF	896 Trashcan icon (Illinois Duck)
PANA-KXP.DRI	4024 (4024) Printer driver for the Panasonic KX-P10xx series
PIPE	20224 (20112) A program to simulate UNIX's pipe feature
PIPE.DOC	4608 (4608) Instructions for the PIPE program
PIRATE.INF	896 Disk copy icon (Illinois Duck)
PM	14336 (14328) Displays machine idle time as graph
PM.INF	384 (302) Icon for PM program
PREF.INF	768 (738) An alternate icon for the preferences program
PREFEREN.INF	896 Another preferences icon (Illinois Duck)
PRINT	10240 (10200) A lazy man's "RUN TYPE filename PRI:"
PRINTER.ARC	54400 Info to help write custom printer drivers
PROWRI.DRI	1152 (1128) Printer driver for ProWriter
PS	10752 (10680) A better version of the STATUS command
QUICKCOP	20096 (20092) Copies whole disks, ignoring but reporting error
RAM-DISK.TXT	4352 (4242) Script for re-assigning to ram or HD
REPLACE	4096 (4012) Replace any specified byte with another
ROLLODEX.INF	512 (466) An icon for a rollodex tool
SC-D300.DRI	4020 (4020) Smith Carona D300 printer driver
SCRIMPER.ARC	4992 (4992) Screen print prog from Amazing Computing Mag
SECMAP	8832 (8712) Displays a Block Allocation Map
SETLACE	10112 (10028) Program to turn on/off interlace mode
SETLACE.INF	768 (678) Icon for the SETLACE program
SETSERIA	21376 (21332) Sets most serial port parameters from CLI
SG-10.DRI	3584 (3504) The _CORRECT_ SG-10 printer driver!
SG-10.DOC	1024 doc for SG-10 driver
SIDECAR.TXT	2260 brief description of the Amiga Sidecar

SPEED.TXT	3968	Description of Amiga's operating speed
STARTERM	46080 (46064)	The StarTerm terminal program (ver 2.0)
STARTERM.DOC	3200 (3200)	Instructions for StarTerm 2.0
STARTERM.INF	896 (818)	.info icon file for StarTerm
STICKEYS.TXT	2560	How to cure "sticky" keys
SUNDIAL.INF	512 (482)	Icon of a sundial
SWEEP	1664 (1596)	Unfragments the Amiga RAM
SWEEP.INF	1536	A HUGE icon for sweep (rename sweep.info)
TEMPLATE.ARC	40192	Several templates for the Analyze spreadsheet program
TIMESSET	8832	An easy way to set time & date from CLI.
TIPS.TXT	3103	Hints & Tips from Commodore Developers
TRANSFOR.TXT	5120	Review of Amiga Transformer (the IBM emulator)
TRASHCAN.INF	768 (734)	An alternate trashcan icon
TREE	6656 (6532)	Sort of a cross between LD4 and IBM's TREE.COM
TRUNCATE	13952 (13936)	Chops ANY file to length specified
TIED	25984	P.D. demo of TxEed editor (25952 bytes)
TxED.DOC	4224	Doc. for TxEed Demo (chop to 4224 bytes)
WICHFONT	16640 (16624)	Displays all fonts on system disk
WLC	13696 (13592)	Counts words and lines in a file
WOMBAT2	33024 (32900)	Version 2.0 of the Wombat Terminal Program
WOMBAT2.DOC	17920 (17920)	Instructions for Wombat version 2.0
WOMBAT2.INF	512 (498)	icon for WOMBAT terminal program
USQ	16896 (16808)	Unsqueezees SQueezed files
XMODEM.TXT	2688	Help for XMODEM padded files!
XREF	17280 (17224)	A cross reference generator
ZAPICON	23040 (22968)	Makes an icon from a DPaint brush file

This file listing, as with others on The DUCK Pond, is broken into two parts: the first part contains the most recent additions to the file list while the second part (below the dashed line) contains an alphabetized list of older filenames, sizes in bytes, and descriptions. Although this is just one area listing from one Amiga BBS, it should give you an idea of the kind of files that are available to modem users. In future articles we will present file listings for other areas on our board, and as new files become available we will update the lists and describe some of the more interesting software.

Well, that's all we have room for in this month's article. Next time we plan to compare some of the more popular brands of modems available for your Amiga including (hopefully) the newly released modems made specifically for the Amiga from Commodore and Anchor Automation.

Bye now, and Bon BBSing!

## Graphic Disk Labels

by Todd Eifert

I have made an IFF picture that can be used as a disk label template. In order to use it correctly you must set your preferences printer page length to 17. Load DPaint and set the background color to white (Click the left mouse button while the pointer is over the background color box. It is the large square with the colored circle in the middle. A new pointer will appear and you should move it over the white box and click the right button. This will change the background to white. Then move the pointer into the drawing area and click the left button. Hit CLR to erase the screen and if you changed the background correctly the screen will turn white.). Load the template named "DiskLabel" and choose the font you would like to use on the label. You can take a picture from the game or utility your making the label for and SIZE it to fit on the label. This gives the disk an easily identifiable picture. Put the name in the lower box and upside down in the upper box (make brush out of the name and ROTATE it twice). Between the two boxes you should place a small upside down name. This will be visible while the disk is in the drive. I had a large stack of blank tractor feed labels which were index card size but are almost out now. They work very well for making disk labels. I have made very decent looking labels with a black and white printer but a color printer would probably look better. The template is on The Duck Pond or you can get it from me at any of the club meetings.



Memphis Amiga Group  
Box 381462  
Memphis, TN.  
38183-1462

