

The Village Green

Voice of the ACUG Feb 2008ce
ISSUE

Hey Gang!

Got a
Printer
Working

Hope that
it will
continue

last minute
rush job {S}

Officers of the A.C.U.G.

Those that didn't run fast enough

Chancellor: (Sensei) David O.E. Mohr

Treasurer: Scott Farley (#16)

Commodore Librarians: Imperial Warlord (#2)

Editor/SysOp: Lord Ronin from Q-Link (#1)

S.L.G. reps: *Amiga* Scott Farley (#16), *Emulators* Scott Farley (#16), *GEOS* Lord Ronin,
Basic Programming Lord Ronin.

Deputies: *Commodore Librarian* #30, *Editor/SysOp* Vixen (#3) *BBS/msg* Imperial Warlord (#2)
BBS/Games WareCat (#23) *Cracking* PAL->NTSC Mad Max (#21) *Generl Linux* (#8)
WebMeister (Balzabaar)

A.C.U.G. History & Policy

Legend has it that we started out in 1978ce as a PET group. Documents exist that show us active in 1983 as a functioning users group. A.C.U.G. stood for "Astoria Commodore Users Group". This is until the early 90s with the scare from Escom. Then it was changed to be "Amiga & Commodore Users Group". This was changed after an attack on the group by Mark Reed. Who destroyed the Amiga part. Name became "Anything Commodore Users Group" at the July 2006ce business meeting. Group now stands to work with all Commodore PC platforms, including emulators.

Membership is open to all of like mind. A desire to learn and explore this collective PC platform. Cost is \$18 per year for North America. Though the attack upon us has cut back many resources that are being slowly rebuilt. Members will receive a membership card, Certificate of membership and a starters disk. All created on a Commodore or hardware that works with a Commodore. Members also receive the monthly publication "The Village Green". A newsletter of group happenings, interests and very biased opinions pro Commodore. Page count is now returning to 16+ pages in booklet form. Most often done with Post Print 3.8. Members are able to have the longest time and no U/D credit cost on the BBS (currently being rebuilt)

Local members have access to the software and hardcopy library and all members have a discount on Commodore and Amiga items bought through the sponcer ship, Mohr Realities Games. Members also can gain the monthly 1541 disk "The Penny Farthing". Copies are 75 cents each month. Regardless of the amount of disks issued. Long distance members are able to gain the disks in .D64 through the Inet or from the BBS (both options are being recreated at this moment) We consider ourselves to be the most fanatical Commodore group in the multiverse.

Contact and Next Meeting

Snail Mail: A.C.U.G. #447623 29th St. Astoria Ore 97103

Voice/Machine: 503-325-2616

BBS (being recreated): 503-325-2905

net: lordronin@videocam.net.au

503-325-1891 alberon@qwestaet for slo-vah's side

Next Meeting is 7:00pm 21/Feb/08ce at Mohr Realities Games. Demos, visitors and Smokers welcome.

Notes from 17 Jan. 2008ce Meeting (3)

OPEN

7:00pm (chaos reigns tonight)

NEWSLETTER

Approved (man never going to get out of this job)

CHANCELLOR

Many a thing to report. ASOO our constable was her regular self. On everyones lap, putting and demanding her attention. At the time of the meeting there were no exchanges to review in newsletters.

On newsletters, our own is exceptionally late this month. In fact it went out after the meeting on Friday the 18th. LR did post on the mail list that there was a delay. Weather the factor in this case. His bad health no longer allows him to make the mile 1/2 walk into town when the rain is fallen diagonally from the wind. Luckily he was able to get a ride on the 16th and did the copy work that day. Followed by folding, stapling and the cutting/afixing of the addy labels the next day.

Going over our own Village Green. No further word has come to LR about the two prospective members for the group. Be better for recruiting when we have the BBS working and our 20 page newsletter again. Or so he thinks at this time. On the part of the SC's disks. LR said that he is starting to compile the games from the disks. Already worked on an intro for them. Eventually they will be coupled with a menu and brought out as one of our Penny Farthing disks.

About the storm in December. Based on what we have heard on the radio. This is now called the Great Coastal Gale. Wonder if that name will last. Been hearing comparisons with it, the Columbus day storm in the early 60s and some storm that hit here in the 1880s. Forgetting all the physical damage and monetary layouts. Life schedules have yet to return to normal. A problem that is plaguing us in the group. Regular schedules for things have gone down the tubes for the moment. But we are pulling together on that one.

Last months disk has a story for this month. But that will be in LR's section. Along with other new bits for the group directly and indirectly.

TREASURER

Someplace in the shop is hidden those 46 rolls of 1 cent pieces. Seems that our Constable ASOO has hidden them for us. (G)

COMMODORE LIBRARIAN

For this month we pulled out two files that were in zipped .D64 format. Preserved by our absent #21. Side #1 has a demo, factory one that is to add. Of the game "Caveman Ugholympics". Has the opening scenes, fire starting and saber race. Know that we have the game in the stacks someplace for future release. Side #2 has the game "Pocket Rockets". Tamed/Tramed by #21, as well as fixed. Leiko and Warlord gave it a try out. Drag race for time, and both of them entered the hall of fame. Well, there wasn't anyone there in the first place (BG). Three different types of "crotch rockets" as LR calls them. Grafix look good, and there is the RPM screen, Gear screen, and now that one has an animated foot on the gear pedal. Second part is a track race, long one that has deadly turns. Leiko had other non feminine words to say about the track. Runs on the joystick and takes some time to learn to play. Did a lot of this game in the demo section, as it can be addictive.

EDITOR SYSOP (4)

Not certain exactly how much should go in this part and how much in my rambings. Yeah the weather was just too bad for me to take the long walk into town. Not wanting to risk the health any worse than the sho-va has made it at this time. My explanation as to why the newsletter went out after this months meeting.

Two topics do belong in this spot. First is the BBS. No it isn't up yet. However a week before the meeting I was able to score a ride to town. Where the controller and mech. Along with a collection of serial cables. All in a new box, where posted to Eddie the One on the East coast. Recently I received an e-mail from him. He got the box. Loves the cables, including the uber long one that I added. Copied the drive. I must learn how to do that some day. Putting it on a new Seagate drive for me and tested it. There was some looseness the socket in my controller for the power supply. This bothers me as I had replaced it just a few years ago. System hasn't had much use since that time. Guess I may have to hard wire that bugger to the PCB. Or create some sort of new socket arrangement. Eddie requests that I use the larger power supply with the build in fan. Which he gifted to me before. Did tell me that this one runs a bit warmer, and that is normal for this system. Think that the disks or some part of the system that I misunderstand, is ceramic. Should last longer than the others. I understand this, as the first mech for the HD was 500MB and a Seagate, came from CMD back in the day. Lasted around 4 years for me. Only reason I replaced it was the simple fact, well - ah. I was moving some things in the computer room. The things dropped, hit the HD system and it started to fail. I grabbed it, all well and good except that the bugger was ON at the time. Did something akin to having a head make a divot in it at the start, of the BBS operation on the first partition.

What this means is that if all works out right. The week after the meeting I should have the mech and controller back. Since all is packed in the house for the computer stuff, and thanks go to #30 not only for packing it up to save it from the leaks. But also for digging out the controller from the boxes so I could send it to Eddie the One. Well anyway, what I am saying is that we will have a few hours of work when it returns. Cleaning of the table in the shop. My intention is to move this I2BDCr off the desk. Replace it with the BBS one. Because that one has the MMU daughter board for the SCPL. Correct that and the HD. Work not only on the regular things here in the shop. Like the newsletter and other writings, along with the programming stuff. But also I will be able to have the time and facilities in one spot to work heavily on the BBS. Having the shop time and the system at hand. Since the sho-va has still not fixed things and that means I have so much less time than before.

Second thing of noteworthiness is that we are going DSL for our computer. Well for the Imux (Kajira) system. Keeping the phone line for the BBS. Not going to reinvent yet on that one. #30 has saved for some time. He wants to play some of his games online. Games like the GameCube Fantasy Star Online. OK a short explanation about this game and online. Showing the reason why #30 wanted the DSL for us. Originally this game was released on the Sega DreamCast. That console system had an built modem. Though I think it was just dia up, I could be wrong. Don't want to fight with the constable to reach me at the moment (G).

Personal opinion here, it is one of the first of this type and still one of the best. But the DreamCast ended. A couple years later IRC it was 2003 or 2005 that the server closed. As the GameCube gained the rewritten one with a second adventure part. Both of these games can be played off line as well as online. I have the DreamCast and GameCube versions. As does #30 of course. Well he wanted to play online for some time. But DSL is faster than dial up. #8 has been suggesting strongly that we score up DSL for some computer work as well. I decided to look into it with my local provider. Went for the slowest and therefor cheapest at this time speed of 256k U/D. As I don't know if this is something that we want or not. Well after starting the deal. I went to the Sega PSO site. Big downer was found. They closed off the server for the GameCube version around 17/April/07ce. #30 was very irritated, understandably. He missed the DreamCast online game and now the GameCube one. Because they issued a new variant of the game for online play. (5)

OK I am now looking at a large chunk of change that has to come from me, and I don't have it. Can't have #30 pay for something that he will not be using. Already did the contract and I am stuck. Things were bleak at that moment. This before the modem and hub thing arrived. But we had heard a rumour about a server that had the game. OK I did a Blingo search and in short found it, free to use. Though donations are requested. Appears that the guy who put it up, was also ticked at the main company pulling the online game while people still wanted to play it! In fact it takes the heretic version. Something called Blue Burst, along with the GameCube and the DreamCast versions. No idea on the way to connect at this time. But it made #30 happy to have it that way. So much so that he asked me to hunt for information on the new Phantasy Star Universe. Well I did this, and found a new copy at Amazon.com. One that was with shipping about 1/3rd the cost of the game at the local store. #30 ordered it and currently is playing the game. He will be going online to play his games in the future. As well as eventually learning how to use the Kajira for his inet work. Even planning on having a vcsweb account. Making the arrangement back to as it was for the costs.

But as of meeting time there is a bit of a snag. Can't connect with the DSL on the Kajira. Been on the phone with the people at my local ISP. They have been very helpful in talking to me. At first explaining what DSL is and how it works. Then working with me on the steps for setting it up, which is where things are crapping out. Being short now, here is the situation. Best I have done is log onto vcsweb in telnet. Connect, enter PW and user name. Made it to PINE for my email, well almost. Typed in PINE at the prompt and it locked up. Sent an e-mail to #8. Who called up on the phone. thankfully I was in front of the computer at that time trying some of the things that the ISP guys told me. #8 and I worked for over an hour trying to make the kajira function. Putting in static things, trying to remove the wireless part of the network connection. In the end, he said that he would be over on Friday <today> or if he could make arrangements for something with his room mate, on Thursday, meeting day. He didn't arrive on Thursday. I tried to see if there was a msg from him. Using the still existing dial up connection. All of the places, like vcsweb timed out on trying to connect. Telnet was so full of lag that it appeared to have a freight train of white dwarf star matter. Update note is that on Friday morning I tried again to connect. Contact number came back with a busy signal. At this point in time, I am so frustrated that I am ready to cancel the DSL thing. Send back the cords, modem and hub. Stick with dial up if that will still work. Or just drop the entire thing, or go back to using The Wave on the i28Dcr. More on this as it develops over the next few days in the Ramblings. But if it can work #8 has plans for me to DL several things including the newer version of Kubuntu.

DEPUTY

Not a lot with all the other things that have been going on. #30 his helped dig out some things in hardware and software. Mainly keeping the i2# and the 20# cats off of the stacks of boxes with the software in them. Some reason they want to lay on them. I don't think that they realize their weight isn't helping to protect the disks (G). #21 sent two emails to LR. They had a fixed/trained file to each. Zipped D64 format. These have been DLed and put into the folder for the CD burn of C- material. Also since the byte count was different from what it said on the file and what came down by a few bytes. The files where also stored in LR's home directory at VCSweb. Where it can be obtained <though not sure how> later for preservation.

Past that, with the things that have been going on in so many directions. <See more about that in the Ramblings> Not a lot has gone on of note.

SICS

(6)
Programming by itself has slowed. New ideas have come forth and actually type in the lines stuff has lagged. Been working on learning some of the tools that Chameleon/CSD sent us a few years ago. Programmes for some formats of demo making or intro making. We have used one of these in the past. But the others, well they were just past our understanding. Some of them are still that way. Worked with some intro things. Simple prgs that have a scroll and some animation on the screen. Such as one with Mario and another with a dragon head. Other small ones that do an intro, and have a prg with it. These require compacting. That though is the problem. Mainly in a prg that is a set of tools to make an intro screen. Here it will take a Koala pic, add your text, and some music. Then it is all to be compacted. Well it doesn't work with either the ECA compacter that is on the disk. Best we get is a fast sight of the picture for about a few C-jiffies. Other compacter is Sledgehammer. This one is a bit easier to use. Has some features that we are not ready to touch. As it is in ML and one problem is that we have not a chart on what to use for that, if any exists. Last part of the compacting has three "questions" that must be answered. File name, start addy, now in some of the demo things. This is given to us. Then it has a prompt for "Q1". I don't really know what that means. Asked #8 who asked on one of the lists. Got a msg from Fungus on what it means. But I am not that good to understand what is being said at this time. But I did try what was stated and got the same smegging result. Sledgehammer says it does this in 2 passes. Internal 1571 grunts at me. Sign on the screen says pass #1, and then it is in free spin. Might try it out on a 1541 with a 64c. But not holding my breath that it will work. Did try it with the jiffy dos off, to no change.

#8, thinks that there may be a problem in that Koala demo maker. Since a couple of the simple intro screen makers do work with it. But then again I do have the sys-addr in hex on them to use for the dat requested. Do not have that in a form that I can understand in the Koala Demo maker. Yes I have put the support files in the proper order and used all the suggested tools.

However there is a pair of tools in that area on the disk that do work for us. One will make the Koala pic into a file that can be run in Basic. Well I haven't tried it yet in that form. Since there are no dox on how that is done. But I have created the file in question. We took a pic of a Leopard, came on a disk from AI at SC's to us of Koala art. Simple black and white and looks like it was a digital photo. using the tool the 40 block Koala pic became 15 blocks. I used the up arrow load in jiffy dos, and the bugger loaded on the screen. Removed with the use of the space bar. now if I can put this into some of our basic programmes. We can make some better looking things. So far I just made an intro to the future disk of games from SC's.

Another tool that we tried was a flipper. This one will flip the Koala picture in reverse. The little bit on the prg says it is for things like T-Shirt iron ons. I do remember seeing someplace a thing on that in a flyer or copy sheet for Koala. Another thing that we are doing is making a custom font. Slow process as we have all the upper case <selectable at the start> characters and the reverse and the gfx symbols. Nothing fancy for our creation work. But a new thing for us to try. So far we know that it will work in some of the intro tools. That take the ultrafont 9 block file. How to use this in a regular programme. Well we don't understand what is being said in the books at this time. Also we have used the music converters. Taking SID music, the MUS extension and turning it into something that works with a SYS number. Weak on this at the moment. Only know that it has worked for us. Music now plays without a SID player.

Sprites were understandable in the 64 users guide. I caught the idea when we went over it a few months ago for the rebirth of the programming group. Then again when I wrote the personal look at the starting of using the C= for the group and for the Starters disk as well as perhaps for CommodoreFree mag. <see Ramblings on that one> So when I found a tool that makes sprites on that tools disk. I was thinking of a project for us. OK there are some dox that Chameleon wrote for it for us. I thought that there would be a save feature. If

there is, I can't find it, and therefore have had to hand copy the DATA lines. Well we made a simple thing for a demo maker we are trying to learn how to use. Saw 6 sprites on the demo. Thinking that therefore we are limited to 6 sprites. We used the tool to create a chicken head, the initials for the group and follow that with a floppy disk. OK not great at all in look. But we are trying, did do them in different colours. But that I feel isn't a thing to worry about. As with the push of a button. We are given just the data line. 7 lines of 9 sets of numbers. So the 63 bytes are covered. Now how to install it in the prg? At the moment we have found out how in a simple line to turn on 6 sprites. But if we have to add the read part and where to grab from what block thing. We are lost at this time. There is nothing we have found at this time about how to write in the read part or the number thing for more than one sprite. Forcing us to hunt through the books. We just might get it to work in the future.

DEMO

Caveman Ugholympic demo, and the gang played the Pocket Rockets game. Looked at the Leopard screen and how it was made. The font programme and what has been done, some more work was done at the time. how the Koala Demo is made and the problems with the compactors.

DISCUSSION

DSL situation both pro for the group and the difficulties, that have LR ready to cancel the entire mess. How we have grown more confident in trying out new things on the C= in programming and some of the tools. LR has been giving a more serious look at the Jim Butterfield ML book. Trying to gain a sense of what is happening. Work to be done on the BBS in the shop. When things may be able to put the system and all the other C= stuff back in the proper places in the game/computer room. Ideas for upcoming disks for both the 64 and the 128. LR's failing health. Sho-yah situation and the difficulties as we are reaching the 2 year mark of his attacks. #16 in the cat box and how he is doing. He didn't spend the \$1,000 for that SCPU he saw on ebay. What can be done for a printer that can do post print. Possibility of fixing any of the ones that we have, and how to pay for it.

CLOSE

8:39pm

LORD RONIN RAMBLINGS

There are a few things to put out at the start of this long rambling thing this time around. First the house condition. At the time this is written, on the 18th of Jan. day after the meeting. Tarp is on the roof, and the word is that as soon as the insurance stuff is handled. Then the home depot people will be putting on a new roof. I mean by that it has to be torn down to the rafters and built from there! Until that is completed. nothing can be done for the game/computer room ceiling. So nothing can at this time be placed back in the room. Everything thing in the room will have to be tarped before the ceiling can come down and be replaced. I can tell that things will be crazy at that time. Someone will have to be in the house. Mainly to keep the kitties from getting out, but to also be on hand for the workers. No date set for any of this, so we wait. Oh yeah the sink faucet went out. No hot water, unless you turn on the shut off valve. Waiting for that to be replaced as well.

When I could get on line. I had an email from Nigel at CommodoreFree mag. He wanted to know if I had that disk ready. Naturally since we used it for the Penny Farthing last month. The disk was ready. Well almost, as I wanted to ask Al Jackson at SC's if he could transmit it to Nigel. however with all the things that have gone on recently. I didn't send off that email question. So today after I put 6 stamps on the mailer

and hope it is enough. I sent the disk to Nigel in the U.K. He had given me his snail mail addy to use if I couldn't do the transmission method. Hope that there is something there that he can use. Size of the files are bigger than what will work with the disk version reader. Al may have to chop them in half for a multipart aspect to any that are used. Most of the files are near 100 blocks. The menu reader used for the disk seems to dislike anything over 50-60, at least from my few experiments. I hope that Nigel will be able to translate them for the mag. Since they were written with EdStar II and are in SEQ format. I don't know what difficulties that might present him in turning it into the .pdf and ascn and html formats he has on the web site. (E)

Speaking of text files or SEQ files. One thing that wasn't discussed or shown at the meeting is a tool that will convert SEQ files to PRG. Dox for it talk about using it for BBS screens. I did try it out on a SEQ file of one of the Operation Lost Cats that was on the computer. Did sort of do the job. But the first lines had a lot of TAN written on them. Didn't run but I could do a basic listing. You can set the start of the Basic line numbers, and what the increments are for the prg. Maybe try this out again on a smaller than 100 block file.

Today, Friday the 18th. There was junk mail, a Dr. Who (with Tom Baker) disk and a newsletter in the post. Surprised me as we haven't seen one from Fresno in the post for several years. Well another shop was the stamp. Colour picture is of Jeri Ellsworth! Looks like it was made in some form from stamps.com. Wonder if we can use it ourselves. Have some C= looking and kitty looking stamps. Maybe even a Che one, and dice? If the DSL works and the prg will work on the Kajira of course. Newsletter is done by Lenard Reach of the Kansas City group. Not sure if that one is still around. As we haven't seen a newsletter from them in many months. Add here cause it is now the 19th of the month. That I will do as much justice to the FCUG newsletter as possible. However today's post gave me three other groups that need to be reviewed as well.

The interface Nov/Dec 2007 ce. Editor Lenard starts the issue with comments about the CommVex event. Missing the second of the three disks. His feelings on seeing himself on the vids. Praise for Robert and the FCUG on the work that they are doing. Fact that he is no longer using winvice. But on a real C= system. As he is doing the newsletter work. Dick Estel writes about the other work that the FCUG has been doing. Xmas season donations to charitable groups. Also a year round project is the cell phones for soldiers. He explains these charities in depth in the article. Those interested can see them at the A.C.U.G. GHQ. Article that follows is by Robert Bernardo. The SC3 arcade party. At this event, Robert met several people from different groups. Andrew, whom I take to be our Balzabaar was also there for the event. Held sat a private home from what I understand. Robert's first trip and will not be his last either. Besides the arcade machines, he mentions many different type of older game machines and a SX-64. He brought out his to the glee of the operator. Who found out that he was no longer the only Commie at the place. Andrew spoke to a man who had the collection as worked upon the Color64 BBS. <wish I was there to have shown my ignorance of things, but have learned> The article is long and has many bits of intel for us. Hearing about some prospective projects from different places for the C= was great news. Locals that wish can have a full read at the shop. This is followed by an approximate 2 page bit from Ray Carlson, about PLA replacement, using an EPROM and an adaptor. This adaptor setup is on his website. He discusses some of the things that are done, along with a bit of the process. Nothing though that we can do here at this time. As our EPROM unit is for the C= and we don't know how to use it in the first place, let alone have a non C= system to do the work. Last part of his article is one that we do understand. After he discusses the difficulties with different systems. The part about putting in a socket and soldering it to the board. So the chip can be replaced. That we understand <G> Last page of the newsletter has the financial statement for the year.

AmiTech-Dayton Gazette Nice set of emoticons using kitty pictures on page #2. Eric has a long bit in his editorial. open source on the Amiga projects to keep it from stagnating. His work on a new laptop in putting in so form of Amiga/Linux. His work on setting up "Puppy" linux flavour with his comments about some of the theories about linux and its users. Long bit on monster of windoze to the world. To which I must agree in his statements. Now how did he get the close button on his linux system to the normal left?

Seems that Amiga OS5 release has been announced. Real3D is now a free DL. Wonder if it works on that 1200 of mine when we can have it running again. James Lawrence has a bit on X-Amiga. States that is an Amiga emulator that runs on the X86/wintel platform. But one doesn't need a full blown system and he does mention Linux in that part. A few words on Amithion, but just enough to have me grasp a bit of the concept. So now I wonder if it will run on my Linux. As it is older hardware than current. James ends the article with the pros and cons of this new X-Amiga thing in installation. My knowledge of Linux is non-existent, save for parroting what I have been shown. I can understand the frustrations mentioned in the article. (9)

4C'er from Cincinnati is another one that arrived in the post today. Opening it up, there is what appears to be a colour pic of a tattoo, a colored C= tattoo. I gotta get one of those! Snogpitch has his first cold of the year. He reports that there are some VIC20 products coming out. They do work as a cart on a real Vic. Oliver has a bit on the first page. Explaining the new look of the newsletter. Thanks six, better on my old eyes. He also asks the members if they want to have the newsletter as print or in email. Print for us please. Next he asks if the members want the annual disk which is restarting. If so do they want it as a C64 or a peeece. If we get one it must be a C= disk(G).

Page #2 had a list of known active boards. Sadly we are not active and not on the list. But in time.... Page #3 has some new hardware for the C=. 8x8KB cart. From what I read it stores 8 generic carts onto one chip. Looks like there is some erpom burning in this one. RS-232 interface for the user port. Says it supports various configuration modes using an 8 way DIP switch. Select lines lie DSR, DTR, RTS, CT. NovaTerm 9.6 had speeds of 9600baud. Do not know if this is anything on the lines of the SwiftLink cart. MIDI multi standard interface. On this one I don't really follow what is being said. We haven't worked with MIDI. Three slot cart expander. Comes with reset switch and several features that I do not understand. Stereophonic Sid cart. Many features that I don't understand because of the hex number stuff. Does have a pass through port for work with the Prophet64. But it does not come with the 2nd SID chip!! A new NET Cart, that works with RRNET and TFE.

Page #5 & 6 has a bit of an interview with Jack about the 25th anniversary. Didn't know that he plays pacman on his 64. On #7 there is the flip of the colour sheet. The one that I first saw when I opened the envelope. Shots from the latest Style demo. Screen pix look great. A silver com starts with the logo. End of the series has the flip side of the com. Dedicated with a great looking image of Jim Kutterfeld and his pipe. Art looks good on the other screens. Be glad when I can DL it, if I ever get back on line. And eventually have it on a club disk for us.

Ryte Bytes from the gang at Kansas City. We received the November and the December issues in the post today. Lenard does a few columns on his group and trying to have more members. I took a deep read for many reasons. We are in the same boat, have had the problems he mentions and yeah he talks about us. So in effect this isn't a real review of his piece. More of a reply. Yeah we know of the problem of people not knowing how to load and run programmes on the C=. I tell interested people that this is a great security feature. Smiling hairy face as I do it, but the truth is there none the less. Truth be told, I found that the majority of people today want their computer to do it all for them. We joke about future features of popping zits and cleaning your backside on the next generation of computers. People that want to think, people that want hands on experience, who want to create from scratch. OK the artistic, intellectuals, counter culture and what ever terms apply for those not programmed by the current fad thought pattern. These people are those that are interested in using the C=. I use a sales pitch at times that says in different ways. We programme the Commie, you are programmed by windoze. A tag line I also use goes "The computer wars are over. The computers have won!" Gets the attention of the right people. Yes the A.C.U.G. has opened to Long Distance members. At the moment we are working on making at least one IRC meeting a month. Along with the locals in their face to face <F2F> monthly meeting. Sure it would be great to have that 20 page booklet newsletter again. As well as the BBS back up and running. But hey on 633 usd per month. Hard for me to save up for things. Yeah we want to have the group as non-profit with tax exemption. Be great for getting more LD. members. But the hoops and the cost are slowing this down. OK the main guy doing the research is in Iraq

again. True we did change the name of the group from "Amiga & Commodore Users Group" to the newer one "Anything Commodore Users Group". Originally back in the early 80s it was "Astoria ...". This was prompted by what mark <the sho-vah> reed did and is still doing to us. Stealing all the Amiga stuff, as well as the knowledge. We decided on a name that would reflect the fact that we are interested in all things Commodore. Sure the PET, the Vic and the other lines that we use regularly. But the Anything does bring in the Amiga people as well. OK it lets in watch and calculator users too. But hey they are Commodore users. Maybe I can get them out of their stuff (VBG). True I use a linux system, but not as my primary system. At the moment I am very much in dark feelings about it. Things are so much simpler to understand and easier to do on the C= . I feel that I am in charge. Not the other way around. (10)

Point to consider is what does a Users Group have to offer a new member? On that the first thing to consider is what is the new prospective member? Look he isn't the stary eyed teen of the 80s. Wanting to know how to use his first computer. Not is he the 43 year old man that begrudgingly got a computer and wants to know what it is for his life. OK the last one is me, at the start. Nope the prospective member is someone that has experience with another platform. There is much that I can write on this topic, and perhaps should again. Bottom line for any user group. You have to have something to offer the scared individual that is interested. Books, mags, files, hardware, and more. These things were in the past and made groups full up. A BBS was a thing that I learned on Q-Link was something that most groups had set up. But most importantly you need what are willing to take a newbie under their wing and spoon feed them the information. It is harder to teach someone about the C= today than in the 80s. Because they are trained in a different way. Last part, let emulators in, but only in the aspect of emulation. We restrict their voting rights. Because we have seen groups that merged with other groups. C= dies a fast death and is outside in the cold and ran with other discriminated groups, like smokers.

December issue starts with a note that the Kansas City Amiga group is talking about merging with the C= group. Oh there is a contested race for the presidency of the C= group. Scribe's Scribble had more on the election, and a bigger bit on the proposed merger. Which will be a vote at the meeting. All of the Amiga group members are invited to attend. Lenard is going to bring several items for the meeting. Besides his food platters. He is bringing Twisted Christmas I & 2, Silo 64 and Weird World II. Games that we have played at here and not I (G). He also has the Chevy Tech demo disk. The one that we received last year at MossyCon3. Several copies of the TEA 4.2. Along with some disks from the CommVex show. These being vid disks. We hope that his operation went well.

January issue was snuck in as well. Poor Lenard was all ready to go to the Xmas meeting. When his second job rang him up. Clerk had a friend that was shot and in hospital. Could Lenard work that night. Rather than telling them to smeg off. Some how Lenard said the wrong thing. ended up working the shift and missing the meeting/party. Hmm, must be the sugar substitute in the soda pop. Or he found one of my old sugar cubes wrap aluminum foil from the 60s (VBG). He makes a large apology in the newsletter. Offering some options at the moment to make up for his missed meeting and party. Since he didn't have the opportunity to bring the food and the different disks. There is much to be said about not answering phones. Guess that is why we have the machine on the one for the shop and group. Can always not listen to the message until it is convenient for us. In other sections, Jack is still looking for homes for his extra C= stuff. jackincan@sbcglobal.net for more information. Bummer is we are too bust at the moment to go for anything. Scot gives thanks to all that attended. For the food and drink and the I28D system that played xmas music. New President is Mike Nedham from their elections.

Well there we have the ones that arrived today. Another envelope arrived as well. Priority mail from Balzabar. He returned my JiffyDos manual with the 64 installation and the 41 with 71 installation papers. They will be boxed up. Until the library can be reset.

Now on our local projects. That late project from Lenard at the Kansas City group. Well it is started over again. True to form, the 581 that held the .D64 data of the disks. Corrupted with a track 40 error. So I am

doing it over again with different tools. Lenard will be receiving a copy of the disks, as well as a backup in the zipped .D64 format. Of course with his originals. I will add the e-text for him as well. There is a lot to type in, and that isn't counting the quick reference cards. Loads of story and I can't type. (11)

Zzzzzzzzz!!! My mind is asleep on Sunday afternoon. Just awoke, not that isn't true. Haven't had coffee yet. Not awake in any sense of the word. A reason must exist for this condition. Oh yeah besides the health one, our #8 came by around 9:30ish Saturday night. There were some problems in making the trip earlier. Things after that just flew around and around. Topics, ideas, projects and the like. Problem with the connector for that USB2RS-232 connector was covered in a flash. Simple connector is all that is needed. one that should be easily obtained at or through the rat shack. But the main task was the "get the frustrated freak back on the net". Well with the gift of a 40GB HD. The task was started, and took til he had to leave at 06:45 this morning. At the moment the Kajira is coverless. But I should be able to access the Inet this night. As #30 did an hour finding things on the web after #8 had stopped for the night. OK what was the problem with the Inet connection on the Kajira? Surprisingly, nothing that I had done. Nope eventually it turns out to have been a problem with the 7.04 beta programme that #8 used for our first attempt to use Linux. At the moment I am not certain of all the things that were said or done. Save that he will return in a few weeks. As now that the main problem is found. We have a base of a new Linux flavour. He will return with a CD of the full version, if I understood the words correctly. Must admit that part of my not following everything that he said and showed me. Got a bug like thing. Part a bug and part pushing too much. Almost made a bigger fool of myself last night, by falling all the way to the floor on more than one occasion. Nice wall was there to catch me. We did talk on different "distros" that are out, what are some future plans for them. I did see how to get to the BIOS place and a little on what that does for the system. Saw a demo of some online radio stations. Loads of them play the Kinks (G). Did see a bit of a place called youtube. Yeah I had him check there for Tongue Tied and The Rammer Munchkin Song. OK they are there but there is still that lag as they load and play and load. But not as bad as dial up. Get to see them as he installed the "flash" <?> thinggy for this site. At this time, while on now strong coffee and keeping my head from falling onto the KB. Haven't played with the new flavour of Linux. We talked on how to bring across the important file folders from the other flavour. Can't remember what he said exactly. Save some warnings and that he would be back and show me how to do the task. Honestly I spent most of the time, flat on my back with a set of Vids of "classic" <term used loosely> horror films. Standing wasn't an easy thing to do for minutes on end. Making it #30 that gained the majority of the information. must add that he also proved that he does catch the stuff, just doesn't realize it at the time.

Did not connect #30's GameCube to that private site. Some sort of Error 18 failed to connect showed up on his screen. Thought for a while that the system was dead. But after some tests. That part is fine, as the lights did show on the hub box. Perhaps some deliberate destruction on the cat-5 cable that goes to the left, done by the previous tenant. One that sided with the sho-yah? We have a test to make and further information to look into and try out. Still a lot closer for his desires than a week ago. Oh yeah #8 set up an account on the Kajira for #30. That is how he spent the time on the web finding some files he wanted. Already he is willing to do the work for me on hunting up C= things on the web. Which brings me to a topic that all of us talked about last night. Putting C= stuff on C= disks for our use. Ones that we grab with the Linux thing. Something about the 3 1/2" drive in the Kajira that will do it as a 158? Not really sure what #8 meant about that one. We also talked on the XE cable thing. A device that may be of use but I am not well enough now to consider the impact. Using a real C= with the Kajira must wait till all can be put back in the computer/game room. Just no real space for that sort of set up in the current location. #8 tried in depth to explain a thing that starts with "dd" in the line. I understand that this will make an image of the HD, I mean the one in the CMD unit for the BBS etc. As well as putting it back again. Got the point that it is a full image of the entire HD a .D64 for my limited understanding. Glad that he wrote the command line down for me. Will still have to ask him more about it when the task comes about. End result is that we are using the same flavour as he is, making it easier to help with the commands in e-mail. We are slow, and I mean that we have the slowest DSL speed, but it is as a test to see if this is what we want, and so far it looks good. Maybe we

will go faster in the future. Maybe we will have the FTP site, maybe the dial and teinet. Have to add that #8 put on some tools for me including one that will do some image converting. IF and that is a big IF, I follow right. I can use this tool to convert some of the images from the web to other formats. Such as jpg and eps. Ones that I can put into the newsletter when we can do post print again. (12)

But what I want to say is a big thanks to #8. Know I said it to him personally. But being all I don't know if the proper emotion was carried. You see he came to help me on his own dime. Brought his disks and knowledge. Also that 40GB HD. Then tells me to forget what I owe him for some previous hardware. Spends many hours, going without sleep for over 24 hours. While he is busted and in the process of moving to an unknown location. This type of man is a C= guy. Want all the readers to know how helpful and selfless our #8 (dormed - weirdwolf) is for all the aide he has given this sick old dum ork.

Pge #0 in GeoWrite. Making it someplace on page #11 in Geopub. So fast on the things. Till this is laid out. Now I really did hit it with the GeoSpell prg. Hope to go back in and fix a few things. 4500 was mucking about on the desk. Right the HD came back, and after two days of work. I am now sitting in the shop with the HD, FD, SCPU setup. Working in Whisks for the moment. Been some failures for reasons that escape me. But slowly working things out for us. need to find my tools disks, well the one with Fcopy. As Eddie wasn't able to save all the partitions. Loads of work to do with a full reinstallation of Whisks with the upgrades. Unless what I have here has the upgrades. More HD work for the partitions, mega amount of work to do with the BBS set up. Can do it all here in the shop (or so I think) while waiting for the roof and ceiling to be replaced. Side note, #30 was just down here to tell me that his test worked. He can log onto that PSO private server. But had to do it in the hall. Looks like the 30' of cat-5 cable was damaged by the previous people. Friends of the sho-yah. Coincidence or...? OK save this and then lay it out in Geotub. Fill in any open areas. Though it was a nightmare night for me with the bad dreams. This makes me happier today.

News Break

Now you see that there is a slight difference in this issue of the Village Green. Right it is back in the booklet format. I had created the entire newsletter and put it into GeoPub for printing on the dot matrix printer. Which means this is a rush job to be done in time this way and I am going to blather a lot about ideas and other drem. Also this isn't our previous 20 pages. Honestly I do have the text to take up on the lecture of doing RPGs (dice type) still saved on a disk. But Now I have to find the map disk and that is hidden someplace after the sorting <S>

OK lets get to the meat of the matter before I digress any further. Here is what happened. As many readers will remember. We used to run a 20 page booklet newsletter. Leaving off in December of 2006ce on a series dealing with creating RPG (Role Playing Game) adventures in GeoWrite and GeoPaint. Then the printer went out on us. My original Optra-40 I had gotten new from Dale Sidebottom. When it went out after around 6 years I bought a parts machine, which is still a parts machine. Bought a big laser one that was damaged in shipping. Must add that the company did refund the purchase price. But nothing on the \$100 shipping fee. Bought an Optra from Sunfish. Worked for a bit and that is the one that semi died on us. Well if did have a streak problem. Then it just did the same line over and over again. Or that is the effect that I saw while it was working.

4th Optra is one from Ron Bam off of the COPS list <cops@videocan.net.au> Well that one just flashed the pair of green lights. Many suggestions were presented to fix this problem. Some I tried with useless results. Depressed over this situation and the constant attacks from the sho-yah. I didn't do much more. That is until recently. Sorting out the large stack of e-mail that is at my account at vcweb. I found a few that I had missed. OK long story short. I tried what was in the manual. Yeah I still have the manual. Added what was said on some of the messages of help. Looked at a web site to which I was directed. Mixed it all

together and suddenly, I didn't have the pair of flashing green lights. Which from all I can gather means that it was in the "demo" mode. (13)

Today, 30th of Jan 2008ce. I tried all of this out. Then tried to print. Had some of the problems. Well it tried and the lights went to green flashing again. Did several resets. One of the problems was the simple fact that the paper I was using was test paper. Been through the machine before and had been sitting in the slid chute for months. Edge had curled. That cause the system to error out on me. OK that taken care of, and it was a bit of time to figure that one out. I then tested a simple print job I had written. Great came out in the bold faced Times Roman script. Now can I remember to put in the imported font correctly? Sort of, I did remember to make the disk file. Then to edit it in GeoWrite on page #10. Taught that by Sunfish. Right so why wasn't it working? GeoCable II plugged in strongly. All seems proper. But the page came out in like 30 point Courier. Well from previous experience. I remembered <strange that my mind could remember that much> This symptom is when the imported font is not seen by the Optra. Why was my question. Been a few years since I had done any of this type of printing. Figured that I had put the name in for the bold faced Times Roman, incorrectly. This was sort of the case. Though the file is "vilageplamda". Someplace in all of the post script stuff. Is the name of the font. GeoWrite will not see it as the number of pages is way too large. Means that I will have to learn how to use the Kajira for that editing work. There is a bit of editing to make the file function correctly in GeoWrite, and GeoPub. I remember Sunfish telling me about that as well. Hope I saved that e-mail at videocam.

OK here is the problem. Name for the post script line in the document. Read "/Times Roman Bold". I must replace that with the name of the imported font. "/VillagePlain" and yeah it must be spelled that way. If not it fails to work. Thinking that I had forgotten how to type in the word. Even though the hands had done it hundreds of times. I use that font for the newsletter, snail mail letters and all the signs in the shop. Have to install it every time. Yeah I did smeg it up. Wrote it as "VilgePlain". Fixed the spelling and did a test page. Got the font as desired. Pulled up this issue of the newsletter. Ah I kept two copies. One is the original GeoWrite one. The other is the modded one after going through GeoPub. Since GeoPub locks it into around a 40c format. Tested the first page and had the three fonts appear properly. No time to test the 4th font. In fact the start off is in PaintBrush. Works in Post Print 3.0. Doesn't get seen by Geopub. I had to change it for the GeoPub layout.

What all of this means, is that for the time being, we have the booklet. This one is a rush job. No fancy cover or page numbers or full page count as before. Just adding a bit to the original writings and sending it off. Hope the guys at Lazer Quick put it together properly. Plans for next month are for going back to that series, ah if I can relocate all the disks. Art work is nother thing, since there is a way to make file formats of art work changeable. At least on the Kajira system. Not yet up on how that is done.

Recapping partially, as the original fill in pages for GeoPub are on the FD-2000. That at this moment isn't connected to the system. Too scared to depower and start up with all the drives connected. Might frell up the printer. OK so call me paranoid. (G) #30 has an account on the Kajira. Done some writing of email and grabbing girl pix. Soon to be hunting more C= data for us. Once we have the file folders transfered from the other HD. I have several megs there of walkthroughs and codes for C= games. Plus files of games and tools along with other things that I can't specifically remember at the moment. Fill that bugger up more and burn it to a CD. Then if all works well. I will be able to pull files off of that CD with the CD Rom Commander. Experiments on the proper format for a CD have to be done on this task. So I expect to have several "spares" of the CD. Before I have one that is seen by the C=.

He also has connected now with the help of ~~his~~ son's friends to the private server for his GameCube edition of the Phantasy Star online game. Add to this that there is a DL server to run the DreamCast version of the game. Sounds like a nice idea. Not a clew in my degenerating mind as to what that will do or how it is done. Which brings me back to a C= thing. Long ago in a list of C= things. I had a msg from a list member. Who told me about a disk for the DreamCast. This disk would make the DreamCast into a C=.

Like to find that msg again. But it is on the HD with Maurice. Guess I will have to ask again on the lists. See if the guy is still there. (14)

Speaking of Maurice, well there is a lot of animosity to him at the moment on the homestead list. One of the members there called him up about his order. Seems that he was rude to the caller. Telling him not to call ever again. Things have heated up and the viewpoint of Maurice has changed dramatically. Many are talking about legal action against him. Personally I like the mob idea with the torches and pitchforks. (BG)

So where are we right now? I28Dcr is in the shop with the SCPU, 1581, FD-2000 and the HD. At the precise moment it has two HDs connected. As I am trying to fix the new one with the proper files. A task that is not working right. Header and name for Partitions on the new mech are not reading correctly. This may be simply because the two drives are sitting upon each other with no distance apart. #8 made that suggestion to me. After I do this fast newsletter I shall attempt to separate them. Space is small in the area. Then work on some tests again. I am using the new HD mech for this work. Just that it will not read the partition table in the Fcopy- or Mcopy tools. In fact it smags up on the @S-P command. The one that will present on screen all the partitions. Dies at #53 with the 74,drive not ready,00,255 error. There really is an empty partition at #54. Where Wheels I28 is to be placed. In the end I may have to lformat or at least redo all the partitions on the system. Eddie the one did a Bcopy of the drive. Never tried that tool myself. He also sent the old mech. The one that powered down after a time. So I do have copies of the files that where on that mech. More work to do and in the end we will be back at the level, almost, that we were a few years ago. When the sho-vah fixes things we will be back to the full level. Or so I pray.

Received and e-mail to day <31/Jan/08ce> from Lenard Roach. The man that I owe an apology to for the delay in his disks. He will be sending me the newest version of "The Envelope Addressor". We will give it a test and reply back with our results.

That and redoing the disks are just two of the current projects. Now that the printer is working at least for this month. I have disks to sort for the files that are needed to continue the series. Find graphic for the cover. Oh yeah finish that All Flesh Must Be Eaten maps for the game. Then print them out for the players in booklet format. Our #16 will be returning sometime this summer from the catbox. He wants to pick up that game upon his return. Should have things set up for him at that time I suspect. (SG). More signs to make for the store and the street sign. Done of course with the C= system. Find my notes for in house booklets on gaming. Along with some "fanzine" adventures. Talked with the Lazer Quick people and they can print them for me. Also that reminds me that I promised Lenard Roach that when I had a working printer again. I would print out his newer edition of the "Run/Stop" book. Maybe I can get a camera and take pix of items like shop stuff and even the "adventures" sell them on ebay and pay off the people that I owe, like Robert who has waited patiently for me to send him his bread. Ah would have been nice if the sho-vah hadn't done what he did to the biz.

But enough of the depressive drem. Onto things more related to the group. Long time readers will remember that the booklet issues came with a Sabrina Online strip. These were on a heretic formatted disk that may have been damaged in the weather attack. We were working on ways to present that in a better format. As I used GeoDoc to bring the gif over to the SCPU ram. Then used a gif to GeoPaint converter in order to have the image as a GeoPaint. Usually I used that page as an advert page. Just easier for me to fill in the rest of the page. Since I haven't learned how to put more than one on a page at that time. One of the last things that I was doing was trying to fix the letters in the word balloons. Conversion sort of made them hard to read. If things go right and I can find all the disks after the great rescue from the storm episode. Perhaps that part can be redone again.

The other regular thing that we had in the past was the series on Geos being used for those R.P.G. things. I'll spend a bit of time now on the back story for this series. Since I will have a few days before making the new issue for March. I just might be able to find the disks with the rest of the material. Or edit the issue that never was released in booklet format. At least the series part.

OK there are two reasons for the series. First off it started as a lecture in the Geos area on the BBS. Talking about how I make the adventures for different games with the C= specifically with Geos. Granted that I did use FlexiDraw in the past for some maps. NewsRoom for text and props. Running that way and then into Geos for an international P.B.M. (Play By Electronic Mail) game. (15)

An adventure requires players with their characters. The story teller, traditionally called the "DM" as that was the term from the first RPG. But it falls apart if there isn't a story for the players to play in! This story has a start of some sort. Then it sort of well, is free form. At least in the games that we play and enjoy. Basically it runs this way. Characters enter a high risk environment for some reason. That part is based on the motivations of the characters/players. My group has more of the Robin Hood theorem. Like helping out those that can't do it for themselves. Now in this high risk environment. Characters are met with opposition. This is in several parts. The story that they were told can be false, or misleading. The actual area, commonly called a "Dungeon". Though not all the games are Sword and Sorcery. This area, be it an office building for an espionage game, a Dungeon for a S&S theme game, an installation or space craft for a Sci-Fi game. Or in the one that I was working on for the group, a small town. All of it is really a maze. Halls and rooms is the skeletal layout. Now of course there are people and creatures that may populate the area. Well if there is nothing to fight. Game is pretty dull. Yeah the layout, creatures etc and the environment itself can all fall into the "fighting" part. Of course since this place was created by someone other than the players. That guy didn't want them in there in the first place. So we have traps. Characters must use their skills and their wits to know what to do at the right time and place. Objective isn't to get the prize, complete the mission or that sort of thing. Though that plays a part in the game. Actually the real objective is to get the character out alive with items of importance to the character. These items and the actual feat of the adventure can increase the characters powers and skill level. Which is the reward and goal of the player.

Hey I did that pretty well in a short space. Must be the coffee. (G) Now then the story teller can rely on published adventures. Created by some one else and done "by the book". Never saw a game group that went 100% by the book. Everyone has "house rules". So then the DM will have to modify the adventure to fit his game world and his players. Or he can write up his own. Which is the basis of the entire series. Using Geos to create the story in GeoWrite and the maps of the play area in GeoPaint. What has gone on before was a bit of a lecture on this trip. Coupled with a section of an adventure that was sent to RevDave by request at LoadStar. Showing the format that I use. This format is based on the adventures that came out for Advanced Dungeons & Dragons (1st ed) and Basic Dungeons & Dragons (Blue & Pink box sets) in the late 70s and early 80s. Ok I admit that I complained when the price went to \$6. But in the shop at the moment I have a new hard back adventure campaign that is at \$34 for the new 3.5 edition.

What we have covered is simply the adventure by the different levels. I have presented the map of the level. Usually that was on the cover of the issue. Then after the meeting notes and some of my disjointed ramblings. I inserted the text from the adventure to the newsletter. Text was just for that one level. Afterwards I would go over the parts that seemed of importance to the just of that level for the parts that I wanted to present in more depth. How the map was made and how I coded it. Explaining how I tried to keep the fonts for the codes the same for the map as for the text. Making it easier to find the information during the course of the game. Since when the excitement runs high. Delays are a big downer to the flow of the game. Layout of the areas for play, room by room. Was another part of the work. This is the older style where the simple parts were given. Room - Encounter area number. Brief description of the room. Like aze colour and visible objects. Traps with the font from the map for traps, if any in the room. Monsters also by the same font, with their basic stats. After that it is up to the Dm and the players to flesh out the adventure for that encounter area. Based on how the story and encounters have gone on before hand.

Adventure that was being used had been played by my group before it was sent to loadStar. Though I try to keep a lot of the remembered events out of the series. Some come in as they are relevant to the point I am trying to make at that time. Well it also shows that this sort of thing can be done on the C= and it is something that makes for fun with the players. Fun is what both the C= and RPG things are about. Now perhaps the next issue will have that information continued?

If this still
works, better
issue next month

#21

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