

The Village Green

Personal Data and History		1. Date of Preparation	
2. Name		3. UPP <input type="text"/>	
4. Noble Title	5. Military Rank	6. Birthdate	
7. Age Modifiers (+ for drugs; - for sleep)		8. Birthworld	
SERVICE HISTORY		Personal service data produced from appropriate historical and personal records.	
9. Service	10. Branch	11. Dischargeworld	
12. Terms served	13. Final rank	14a. Retired? <input type="checkbox"/> Yes <input type="checkbox"/> No	14b. Retirement pay
15. Special assignments			
16. Awards and Decorations (include Combat Commands, Commendations, Medals, etc.)			
17. Equipment qualified on			
18a. Primary skill		18b. Secondary skill	
18c. Additional skills			
19a. Preferred Wpn	19b. Preferred Pistol	19c. Preferred Blade	20. TAS Member? <input type="checkbox"/> Yes <input type="checkbox"/> No
PSIONICS			
<i>Warning:</i> Information regarding an individual's psionic ability is confidential, and may not be released without consent.			
21. date of test	22. PSR	23a. Trained? <input type="checkbox"/> Yes <input type="checkbox"/> No	23b. Date completed
24. Talents and current levels			

TAS Form 2

Personal Data and History

Special Announcement



Lord Alberonn I

*Our #4 was married to
Norma Shaw on
1/July/2005ce*

Officers of the A.C.U.G.

(We didn't run fast enough)

Chancellor: (Sensei) David O.E. Mohr

Treasurer: Scott Farley <BBS #16>

Commodore Librarian: Imperial Warlord <BBS #2>

Amiga Librarian: Mark Reed <BBS #4>

Editor/SysOp: Lord Ronin from Q-Link <BBS #1>

Deputies:

#30 (Librarian, file testing) #3 (Secretary, general girl Friday)
#23(BBSgames,general)#16(Emulation) #21 (NTSC fixes and Hacks)

The A.C.U.G.

Originally formed in 1978ce, as a Pet Club. The current membership is composed of a new group of users. Renamed in 1994ce from "Astoria Commodore Users Group" to the more inclusive name of Amiga & Commodore Users Group. Our objectives are to preserve the material, hardware, software and hardcopy, for our chosen P.C. platforms. But not as dusty museum pieces. As actual functioning items regularly used as either the prime computer system or major back up.

To this end, we collect as much for the systems as possible. As we attempt to learn about the aspects of the systems in a mutual learning environment. There are over 2,500 files on our BBS, an ever growing collection of books, magazines, hardware and of course disks. That we collect one by one or in bulk. We freely admit to "beginner" status in all aspects of the use of our platforms.

Membership is open to all, interested in the Commodore 8 bit P.C.'s as well as the Amiga Line. Emulator users are also welcome as members. Cost is \$18 USD per year. This gives a membership card, certificate of membership (C-, Amiga or both) The monthly 16 page newsletter. Known as "The Village Green". Several hours a day on the BBS (Second largest amount of time) No credit cost for BBS files. Access to the hardcopy library of books, magazines and manuals. In addition, access to an Amiga and Commodore set up in the shop. A 20% discount on all C- & Amiga items, purchased in the shop. The "Penny Farthing" is a C- monthly disk. Mostly in 1541 format. 64/128 files each month, differing according to group interests. This is an extra 75 cents each month. Amiga disks are handled by request (WB differences) at \$1.00 each.

Next Meeting & Contact Info

Meeting will be on 18/Aug/2005ce. In Mohr Realities Games, 623 29th St Astoria Ore. Visitors, Smokers and demos welcome.

Snail Mail: A.C.U.G. #447 623 29th St. Astoria Oregon 97103

Voice: 503-325-1896 BBS: 503-325-2905

Inet: lordronin@videocam.net.au lordronin@sceneworld64.de lordronin@pol-c64.de
alberonn@qwest.net

Notes from Meeting of 21 July 05ce

Open: 7:00pm

Newsletter: Approved

Chancellor Report: Elections first. Chancellor stays the same, as did all other offices. Excepting Treasurer. #16 was officially placed into that office.

Fast meeting as it is also the anniversary party. Went over the exchanges. Infinite Loop, April 2005 edition. Page 5 has a bit by Arndt Dettke called "How to GoDot". L.R. said that he had heard this series was run in the UCUGA digest. Yet he had never seen one before now. Nice step by step in making a disk sleeve for a 1541 disk, as well as making a CD cover. Great taste, wish there was a site to collect the entire lesson programme in post script, was L.R.'s comment. Page 8 starts the article on modding the palm cradle for the C-64. L.R. mentioned that he had heard about this on the lists. Didn't know what they were talking about at the time. Earl has made certain in this article that there are many coloured pictures for the lesson. This mod and we suspect the article is by Jim Mazurek. Towards the end, it discusses using the palm cradle mod in Wings and in Wheels. If we had broadband or what ever this requires. Be an interesting thing to build.

READY from the M.A.C.U.G. Marty mentions that it is hot with over 90 degree days. hot here too, made it above 78 the other day. (Editor Note: I'm sweating in the shop as I type this) Marty speaks on the Muskegon newsletter (like to exchange with them) and an article on doing some fixes. Marty mentions he likes to fix things, and that he has two operating Reel to Reel machines. Worth noting that at the meeting. L.R.'s three head R-R, was playing Jeff Waynes War of the Worlds. We enjoyed the statement by Marty about the other line of computers. Where

the user hasn't chance to do any custom programming for a given situation. That led to the discussion of the tool L.R. wrote to calculate XP in AD&D. Since there wasn't one for the C, doesn't appear to be one for the other systems either. Yet we can make one for ourselves. Marty continues with a nice compliment for The Village Green s being a good source of current information. L.R. said he would have to build that up again. He has been too ill to do much on the net in news gathering. Last bit of news is that their P.O. box is closed. All information requests and exchanges should go to M.A.C.U.G. Marty Jensen 402 Madison Street Apt #204 Marshall Wisc 53559.

C-C-C from Cincinnati Commodore Computer Club. Snogpitch starts out with the notice of a new meeting place. The annual picnic will replace the regular meeting. October is inventory time. L.R. said that he would be looking forward to the new list that Roger will be putting out of items. Inside is a map for CommVex 2005 and one for their new meeting place at the Norwood Retirement Community.

AnnTech-Dayton Gazette Bit short this month. Both Ron & Eric have been busy and it just didn't get done in the regular way. Rather than miss the issue. They sent out a nice explanatory one page notice. Nice puppy picture in the bun guys. good thing our group are cat lovers ;?)

The Village Green L.R. explained the limes in the picture on the cover. Having printer ink flow problems. Add to that his frustration level at the time was on the boil over. Having lost the kitty a few days earlier. Smudges on the text on the page edge are from the printer not kicking out the page correctly. After a few sheets the problem did go away. Must be some sort of lubricating thing that is needed. What, we are not certain. Continued support for the bars over the footer. This issue was a little bit wider than expected. All said they understood the emotional time when the newsletter was created. Group likes the centered outline for the topics in the Ramblings. Asked for more detail in the map making lessons. Agreed that an attempt should be made with 12 point over 14 point. L.R. said that he would do that for the next issue. Possibility of

another four pages to the newsletter. If space is still an issue

☐ **Treasurer:** #16 was working the night of the meeting. His report was submitted before and after the meeting. Holding at \$23. L.R. owed hundreds of \$\$\$\$. Set up being done in Geocalc for records. Group needs to find as many receipts as possible.

☐ **Commodore Librarian:** The re-release of a 1984 disk. Collection of tools for making a disk-zine. Mainly from Load Star. This will be used in our attempts to learn about making a disk magazine. Have to start someplace and some time. L.R. added that if things work out right. He will be able to at least install our Penny Farthing symbol on the intro screen to club disks in the future.

Deputy librarian #30 present all 8 sides of the Pool of Radiance game. A cracked version from MHI crew. What is missing are the e-text versions of the booklets. Either mislaid on the HD or we have to make them. Noted that the characters from this game can be put into Curse of the Azure bonds and then into Secret of the silver Blades. Around a total of 20 disk sides. also added that the BBS has editors for these games (SEG)

☐ **Amiga Librarian:** #4 has moved the Amiga units to his new home with his wife. Both are now set up. That being the A4000 and the borrowed AmigaOne. Now that the wedding, reception and moving are over. He is trying to spend the time on the systems. Which are both connected to his DSL thing.

☐ **Editor** ☐ **SysOp:** Having to slow it way down to recover. More tests and diagnosis for me in the future. Still not quitting. picked up writing again for SceneWorld and Commodore Gazette. Working on the second side of a 1541 for both places. Still nothing back from Load Star. A few files have gone up on the BBS. Not as many as I would like to have placed there. Time and energy problems. Board has been going through it's regular summer time slump. Mainly the

regular gamers and club members are jacking into the system. New game in Basic D&D will be started shortly. This is being run by our #30. Have to test his set up files. There was a problem with them being done in Zed for 40c readers. A new area is being created in Fantasy PBEM game section for his game. Other games that are on the creation list, are Top Secret and TS/SL. Note that I will be wanting your feed back on the change in point size for this issue. Does it work? Or do we need to go back to 14 point and add 4 more pages?

☐ **Deputies:** Vixen still fighting with the print outs and wants more sleeves and binders. WareCat starting to have the members test a couple more of the Empire theme games. Especially that WW-III nuke sub game. Then she will take your notes and make the review hint file for Tomes & Scrolls. #30 made the disk set for this month. Will be starting to test files from the BBS for UL. L.R. has to make a disk of them for him. Since they are not in an area that is accessible from the BBS. No word from #21 as of the meeting.

Meeting was close and the discussion demos etc, were part of the party. Tradition demanded the kitty Box cake. Slight change in the recipe this year in the cake mixture. Came out a little bit better many thought. Pudding experiment with the jello molds. Ah that failed, didn't stand up. Need to find a way to thicken the pudding mixture. Without adding the freaking cookies. That was suggested by others.

Zine making tool disk was shown and parts discussed for the upcoming weeks lessons. L.R. has to grab the different Load Star files from the disks. As the full dox on the tools are listed in those disks. P.O.R. was shown and it seems that only L.R., #30 and Vixen have ever played/completed the game. L.R. mentioned that it took him 6 hours a day, 6 days a week for almost three weeks to finish that game. Music was on the Reel to Reel. Who, Kinks and War of the Worlds.

Party flowed out of the shop space. Continued up in the kibbutz. Until game time that night at 9:30pm. Kitty Box cake is still in the kitty box. More food than could be eaten by the members and the gamers that night. #30 brought some juice, cookies and Matzo crackers. Vixen the beer and some cookies. #4

made the kitty box cake. L.R. didn't try for the bread this time around. Did try the pudding idea. Not as large as last year. Still a good time for all of us.

Lord Ronin Rambles

SCPU

Got the word from one of our members. Who is on the forum at cmdrkey. That Maurice expects to be mainly caught up on the SCPU orders by the end of the year.

Zip Drive & FD-2000

My BootRom chip sticker says it is a V4.20. Maurice stated that there isn't such a thing, only a 2.80 for the latest version. I am sending him what the freller says. Along with the serial number. Perhaps someone is doing a naughty? Anyway I will be buying a new 2.80 from him. Along with a new mech for the FD. I didn't know that the mech had to be modded for the FD. Well a mech costs me \$39 and the rom will run me \$15. Tough on my budget. But I need them for my C- work. More on this as events unfold.(the more part: did a paypal to Maurice for the mech and chip) Oh yeah gotta find a 50 pin SCSI cable that is terminated as well. Then cut the face plate to make the Zip Drive in my controller.

Disk Mag

We have an idea to make a 1930s style fiction mag. Being a disk mag. The idea came from the work that #21 did with the Operation Red Cat first disk. Doesn't seem to be anything out there like that at this time. However with the fact that #21 is now our of the area, temporarily we hope. Our own skills are limited and we don't know how to do the work. But, with a discussion in IRC with Fuzz-PSW. Who is part of the Retro-64 group. He gave me some ideas, and I him. We talked a bit on our fiction mag. How I was using Ed Star II. A tool that he hadn't used. He needed some text help for his mag. Long story short, he dug up Ed Star II and

then found the packer programme for Load Star. Disk Mester. I haven't at this time found that prg. But I know that in my original collection, I have it, and I do have the Tower CD as well. Bottom line is that in the near future, we will be able to test this packing of text for the fiction disk mag. More on this as we work out the bugs. Mainly our own over complication of the project and our personal feelings of inadequacy.

On the Cover

Traveller Aid Society (TAS) form #2. Side one of the Character Record Sheet for the game Traveller. This was created by hand in GeoPaint for the BBS and our local gamers guild. Taken from the blown up copy I did years ago from the 6" x 9" original booklet format. All the work was done by our #30. For those that haven't seen the original pages in either the original books or the new reprints. This one looks 98% like the original. Again showing that even simple things can be done with C- things for peoples interests. good work #30.

Commodore Currents

Caught a msg from Todd Elliot. Stating that after 19 months. Issue #3 of the Commodore Currents had been released. A fast note as to the contents and the url.

(<http://www.geocities.com/eyethian2000/current.shtml>)

So being interested in what might be in the issue. As it said something about Wheels wall paper. Or some such thing. I used Wave to go directly to the site and DL all three issues. FWIW they are there not only in Wheels friendly Post Prmt. But in pdf for others.

First thing one needs to do, in unzip the files. That wasn't too hard, save that it seems there was a problem with the second issue in my DL. GeoZip gave me a msg about file size not matching. Prmt test of it gave an offending error and locked up. A second DL of the file and things were fine in prmt out.

Issue #3 Released in January 2003. Front

cover <in colour> Announces "the SCPU can FLI". Under that is a picture <in colour> of a knight on horse back, with a lance. (dragon & george by Andreas W. Andersen of Shape) Under that in a green colour. "Two Articles by Todd S. Elliott". Page #1 has Todd explaining that this is a collection of two of his previously submitted articles on FLI and the SCPU. His goal for Commodore Currents and a bibliography of sources.

First article is called "Introducing Full Screen FLI's for the Super CPU. I'm not going into depth on this one. Reason being that Todd wrote it almost at my level of understanding. He explains things like what FLI stands for and goes to length to help the newbie understand the use of FLI. Where it came from and how demo groups have used it in the past. Such as Blackmail using it the first time in the demo Dutch Breeze. Though for us this article will take a few reads and cross reference for a better understanding. Perhaps we can do some practice with the BBS SCPU in the future. Anyway I suggest that this one is a grabber for those interested in just what the frell is FLI. Even if you have no desire to work with the process.

Second article was written for C-Hacking disk mag. Todd does state that it is the more techy of the two. Written for the in depth serious programmer. He's right, went over my head. "it is in those three cycles that the VIC-II does not fetch video matrix data to fill in the first three columns and causes the FLI Bug". As an example quote from page 6. Right chummers, locally we aren't ready for that level, at least not yet.

This issue runs 10 pages. Full of not only information. But many colour and B&W images displaying the effects that Todd is reporting at the time. Good use of images to enhance the text.

Issue #2: "GoDot: In The Eye Of The Beholder" Not to be confused with the AD&D monster of the same name <BG>. Another 10

page issue. But this one is of great importance to me. Side note is that I wish there was a site to grab the "How to GoDot" series that Arndt did for the Commodore Digest. <S>. Front cover has the Commodore Currents Logo. The above title, a multi coloured GoDot ball and the statement that it is a review by Todd S. Elliott.

Page #1 has bits about the goal of the issue, Wheels, dotview, ConGo, XnView, a bibliography and of course more. On page #2, I like the terms that Todd used. Helped me to understand a bit more on the current crop of art for computers. Compared to what I know on the C-. That being that in the C- we create art. Seems now that computers "process" graphics. In fact Todd says it this way "Modern day computing platforms are more often 'processing' graphics rather than creating them." Todd gives a bit of a talk on the history of GoDot. I for one was not aware that it was released around 1991, as part of the German 64'er magazine.

Todd then goes into CMD marketing GoDot. Along with his feelings about the manual. I bought GoDot from CMD and used it a couple of times. Because of the lack of understanding that I gained from the manual. Todd stated that at first he thought that GoDot was only good at converting graphics. He gained that from the manual. Todd you aren't alone. That was my own feelings and another reason why I didn't use GoDot.

Well, Todd starts off explaining the 16 parts of brightness in 4bit graphics. I almost follow that, and at least now have an idea as to what the book and the prg means when it shows the options for 4bit. In fact Todd takes several pages in this issue to go over the points. Later in the issue he does a sort of walk through with the Wave Friendly logo. This is also on the side bar in colour through the steps. Graphics abound in this issue on pages. Showing the effects of GoDot. Personally I am highly impressed at what the programme can do for/with the C-. Don't fully understand what is going on with it, I must confess. But this was a great read that opened my mind up more to GoDot. OK I also like the tabby kitten picture. <BG> note that this issue is dated November 2003.

Eric Schwartz's Sabrina Online - Episodes 351-353

Sabrina Online by Eric W. Schwartz ©2005

"Why can't the obvious answer be the right one?"



Sabrina Online by Eric W. Schwartz ©2005

"Ten dollars worth in tech support"



Sabrina Online by Eric W. Schwartz ©2005

"A voice from the dark"



<http://www.sabrina-online.com>

Posted on Amiga.org by DJS on 2005/7/26 4:49:58

Elbox Computer is now shipping D-BOX 1200, the new tower system for Amiga 1200 computers.

Detailed photos of the D-BOX tower system have been published at www.elbox.com/d-box_1200_photos.html and at www.elbox.com/d-box_1200_photos1.html.

D-BOX 1200 is designed for these Amiga 1200 users who want to upgrade their computers with the DRAGON 1200, a ColdFire-based accelerator card combined with the PCI/AGP Expansion busboard. D-BOX 1200 allows also

US and Canada, you would be looking at about \$US38.00, delivered to your door.

More details on price and shipping here: Order page
(<http://www.commodorebook.com/view.php?content=order>)

New Inutilis Horny 1.1 and Audio Evolution 4.0.8 now synchronizable
posted on Amigaworld.net by DaveAE on 5-Aug-2005 22:40:30

New versions of Horny (OS 4 native MIDI-sequencer) by Inutilis Software and Audio Evolution 4 (OS 4 native audio-sequencer) by Davy Wentzler have been released. Both are supporting the eXtream Sync library for synchronizing now, so MIDI and audio can be used for the same project. Pressing "play" in one application will start both at the identical position (same for all other transport functions, of course).

Inutilis Horny 1.1:

Screenshots and more information at <http://www.inutilis.de/horny/index.html>

- added eXtreamSync support for synchronizing with AudioEvolution 4 and other software
- muting individual sequences is possible now
- "Running Status" compression for SMF export implemented
- SysEx import/export with SMF
- SysEx loading/saving from SysEx Manager
- SysEx Manager: Number of Messages are shown in the group list
- "Set Loop around Sequence(s)" function added to "Sequence(s)" menu
- some chapters of manual translated to English (incomplete and old, sorry, but better than nothing??)
- added some instrument files (thanks to Daniel Jedlicka)
- ...more small changes and several bugfixes

Audio Evolution 4.0.8:

More information and downloads at <http://www.audio-evolution.com>

- supports eXtream Sync
- Many bug fixes including aux and mastering bugs
- Sample rates above 64 KHz are now possible
- Fixed licensing issues with OS4 update 3
- Added CAMD in/out selection requester

Amiga Editor Rambles on...

Well, wedded life has been going well for me. The bad things that did happen was that I got Bronchitis. Two days after that emergency room trip, I coughed really hard and either cracked or broke one of my lower ribs. Ouch. So here I am doing my best to bring you Amiga news that I've found on the web, feeling a bit high from the prescription pain-killers in my system. LOL

See ya next month!

issue #3: This is the one that I saw announced in a mail list. Causing me to go for the DL. Date for this one is June 2005. Front cover has three images. They are screen shots of Wheels, with a background picture Pug Dog, Old Skool and Firefox logo. Title on the cover is Vice and Wheels OS. Plus a Wheels Wallery.

Page 12 is the Wallery. A term by Todd to replace Gallery. Things like the screen shot of Pinball Construction Set, Wheels Logo, Time Master, and a few others. All screen shots of Wheels with these are the background.

I was very excited to see the announcement. Then to score up the issue and print it out. That excitement dropped to depression. When it was found out that this isn't possible in 80c and it isn't possible at all unless one is using Vice to run Wheels. :(Todd does give a mess of location type things on page #11. As well as stating that perhaps someday, Maurice might implement this wall paper thing in real Wheels. First article is called wheels and the VICE Emulator Suite. Since I know nothing about the heretic system. I almost didn't even scan the start of this article. But I did, and learned that Vice is a labour of love from c-users. Also that it isn't just for the heretic. But can also be used on the Linux system. Meaning that I might, just might look into this when Jim Bran sends the Linux box and code thing to me for the BBS situation. However the article went on to cover things that are just past my understanding. As they deal with the heretic system. Or that is what it seems to me at this time.

Summation: Despite some of the articles not being for the C- purist. I would strongly suggest that interested readers. Take a shot at the web site listed earlier and print out your copies. Thou according to page 2. You can order for \$5 a copy from Todd. In either event, I suggest it is worth a look over, and for the local members. The three issues were printed out through Post Print 3.8. They are available for reading at the Kibbutz.

Printer Working

Thanks must go to #30 for the loan that paid for the new colour cart, 6 colour refills, 2 B&W refills for the Lexmark Optra-40 printer. These were gained from myinks.com. Though the site is not text based friendly in check out. They do have a phone number. My complaint was handled well and the support there, stated that all I needed to do was give them the stock numbers in an e-mail and they would process the order for me. Nice to hear that in todays world. #30 will be getting a collection of his game things printed as part of the loan payback.

Disk Mag

I've mentioned above and in other sources about the "disk mag" idea. Since some time has passed from my last writing on the subject. A bit of a review and an update. Fuzz-PSW and I were talking about Ed Star II. Which he found on his Complete Programmer disks from Load Star. Along with some tools that he mentioned to me that would help, in our idea. So I found not only the Load Star disks that were mentioned in the disk mag authoring disk from Roger Stillick (ex-librarian of the A.C.U.G.). But also dug out my 8 disk sides of the Complete Programmer. A something that I only looked at casually, with the wrong approach. When I purchased it years ago.

Been spending some time, just reading the information that Fender and Jeff placed on the disk in the read files. Some new things have opened in my mind and a few barriers with programming have dropped. Hope to pass that along to the others in the group. I believe more seriously that it isn't going to be that hard to make this disk mag. Though the little test that I did, sort of, like ah man it failed. Not totally, enough was there to see what I may have done wrong. So more practice on my part with the tools. I need to understand about packing and unpacking a bit more. Along with the loader sort of thing. Plus putting up the picture on the screen. Suffice to say that it isn't as complicated or hard as I thought. Not to say it is going to be a slip it right in sort of thing. Nor that as we find different tools and new understandings. That we won't expand on more complicated ways of doing

this task. Hopefully with prettier graphics and effects for the intro. More on this with the gang learning programming. Then a report at the meeting and next newsletter.

One thing that I have been asked on the BBS, and in the shop, to define. That being the content of this endeavor. OK time to explain that a bit more. FICTION . By that I mean things like fantasy, sci-fi, espionage, horror, mystery... that sort of thing. Operation Red Cat, the first one done on a disk mag sort of thing, by #21. That is a combination of all of the above. Save for fantasy. As around here fantasy is seen as more of the Sword & Sorcery style of writing.

Next I was asked, in regards to content. About the level of the stories. That is a tough one. I'm not out to offend everyone. Just the idiots that are heavy "PC" based. (No not Player Character or Personal Computer but those that wish to control your mind with political correctness) My stories and games are "mature" in nature. Not that they have foul language or that sort of thing. Just that the topics are for a more mature and experienced in life audience. In fact, re-reading some of my old Mac Boland (The Executioner) novels the early 70s. There the language is stronger that what I use. I tend to go into more depth with the sex parts of the story. Yet not really a finely defined sex act either.

However, that should not limit the stories in the mag. Objective is to have this for those that want to write. Guess what I am trying to say is that there will be some guidelines about wordage. But reading level is an open end. A story will need to be created with some sort of listing. Where the reader can tell if the story is something that he will enjoy a try. Or be offended by the topic and style of that story. Guess, off the top of my head. There could be a short little read thing from the menu that gives a bit about each story on the disk. Like a one or two paragraph highlight. Along with any sort of caution statement. Tossing out things here for thought. We still have to work out the tools for

the packing, unpacking and reading. Along with a title screen loader thing. Still, AFAIK there isn't anything like this out there at this time.

Next thing that I was asked about, covered submitting to the disk mag. Well, we haven't got the tools figured out yet. But I did a bit of thinking on this part. When #21 started the idea for Red Cat. Being as biased as I am for the sacred and most holy C-. Besides not being able or interested in converting text from other platforms. I decided that any submissions must be in standard PET. Since at the first we will be using the Load Star tools. Ed Star II is the best way to go for our work. Makes it a lot easier on us. As it seems that the tools for this idea, on the Load Star disk, are geared to Ed Star II. Meaning that for at least the nonce, and when we have things working at the start. Ed Star II will be the preferred way of a format. Our work has shown that it caps out with the "out of lines" statement around 100 blocks +/- 10%.

Therefore submissions are accepted in Ed Star II. In the realms of fantasy, sci-fi, espionage, horror, mystery etc. themes of fiction. That about sums up what we know at this time. Oh there was one other question that I was asked. One that I don't have an answer for at this time. "What is the name of the disk mag?" Really we haven't made it that far in our work. Honestly we are trying to figure out how to put the parts together at this time.

Map Making Part 3 of ?

Sorry gang wasn't really that up on the work for the last issue. Bumped out with the death of my kitty.

This time around, a bit of a review and into more of the work on making a GeoPaint map for your game. Fonts were discussed in the past two issues. Including the fact that you can make graphic fonts. As seen by the map installed in the last issue for the All Fiesh Must Be Eaten game that is being played in the guild. The building font! Which I modded on the page for this specific map. This is the first time I made a map of this nature for my game group. If I was to use the font editor. I could create more structures for a font. One that could be used in

different games for maps of that style. Also could use the editor to create a text font that would represent the style and mood that I want for that particular game world. If I had the time and the skill of course (BG)

We covered the hex versus grid matter. That is hexes for outdoors, space, airborne and waterborne adventure areas. Grid for man made/interior areas. At this time we are dealing with the grid only style. Later I will go over the differences with the hex form.

Think that I have covered the need for different fonts. Fonts that will help set the mood of the game. Talked a bit about the use of the style options in Geos. In order to create the mood on the map and to make it easier to see what is happening on the map and keep track of things.

Covered a bit on making the map from different tools, or from books that have rolling charts. That is where I want to continue at this time. Sort of refreshing ourselves here, on the roll charts or tools. Then jumping into the creation of the dots on the screen that eventually become the map.

Regardless of if you use a C= tool or a random roll chart, or just what you see in your mind. A map of any game location. Simply is just a maze. One with room numbers, treasures, traps and encounters. Or any combination of the above. So how to do it? First you need the tools, including your mind, to create the map. I'll say that this AD&D map is made with the random roll charts from the DMG. Remember that there are tools for our C= that do the same thing as the charts in the DMG. First of all there has to be a starting location. The point where the team enters the map. In the DMG there are several selections for a starting point. Of course you can use your own invention as well. Using the roll chart we start at the first door. Roll to see what is behind it. Could be a passage, one that is wider or narrower than the stock 10' passages. Could be another room, could be an angled passageway, could be a dead end, could

be a trapped dead end. Could be a lot of things. But that doesn't matter at the moment.

What matters is that there is something behind the door. For ease at this moment. We shall say that the roll chart says there is a room. There is a roll for the size of the room. Lets say that it is 20' x 20'. OK on the scrap map sheet. Pencil in that room. Now to complicate things more, there are other roll charts. Things like if there is a trap, treasure and encounter in the room. Also a collection of charts that will tell you the type of room, furnishings for it can be rolled. A large amount of charts for dressing up the room with general things found. Including condiments and their sight, scent and taste. If you are a glutton for detail and punishment, like me. You do all of this room by room. A chart regarding noises, air currents and type of air. I leave to last. But that is a bit of overkill for this little monograph.

One of the charts though does cover if there are any other doors out of the room. Which if there are, then these are located on which wall. Again back to what is behind the door chart. The procedure is continued till your map is completed. Meaning that there isn't any more space on that page for more corridors and rooms. <BG> Side note, there is on one of the charts a roll that indicates stairs. Which is how we make multi-level dungeons.

So now, your scratch map it completed. Time to tweak the scratch map. Random rolls are fine. But at times do not fill the logic of your ideas. What I do, as mentioned earlier, is to number the rooms and put on a note sheet. Any information about the room from the rolls, and/or my own demented imagination. Next, it is time to make the map on the computer.

In the early days, I used the black fill for the walls. That takes a lot of ink. Be it inkjet or ribbon. Takes a longer time with the thermal printers, like my Okimate-10. I also found that so much black on the page was distractive to the eye. Or at the least, the eyes of my group and my own semi blind ones. Now I use the grey fill for the walls. Makes an easier to use map for my group.

WALLS: These are the places that are filled in on the map. Just as in the real world they can't be entered by the people. In the game they can't be

entered by the party. What isn't filled in on the map are the rooms and passageways. Every one has their own way of doing this work. Here is the way I do it for my group.

First I have the scratch map. Followed by the notes I took while creating the map. Some of these are things that I want to have in the areas. Just inspired by what rolls up and how I see the story as mixed with the map. There is no real "official" place to start on the map. I generally start at the top and in the left. As that is where GeoPaint sets me up for work. Then I just duplicate what is on the scratch map in pencil. Assuming I can read my scrawl (BG). Using the X/Y axis of numbers and letters on my grid. All I need to do is make the rooms and passages match from the scratch map. Such as the room is from S-J0 and from F-J on the scratch map. I then fill in one square around that area. Making that room. Well yeah, I do leave a square open for the doors. That leads me to a personal point. Being that I like to have a wall on the map. Thicker than a line. Some gamers make the map, using the grid lines as the walls. If you are painting to scale. Then that wall is about 2" thick. Not great when it is supposed to be a stone wall. I will make a line splitting the 1/4" grid square. If it is needed for the space between two adjacent rooms. Then fill that in with the grey pattern. As you can see the actual work on the map is easy. The hard stuff is making the scratch map. Takes the longest part of the time.

Right then, that is the simple part of making an AD&D map. In the next installment. I'll cover the parts of what and how I put in the things for the rooms. Then move into maps for games outside of AD&D.

Update

With all the things that have been happening. There are two things that I haven't put in here yet. First being the test of "The Envelope Addressor". That is the one by Mr. Roach. At the meeting a simple test was done on the Okmate-10. Using the thermal paper roll.

Though there are no dox for the programme and it is in beta testing. We found that the menu driven programme worked flawlessly on the first attempt. The route to attention to theme part was an excellent additive as well as the line that will allow a subject to be installed. Sorry best way I can describe the input. We made a very complex dummy envelope. Using all the options possible. Then printed it out. Came out perfectly. Now I need to gain further help from the COPS list. On how to use the Lexmark Optra-40 and the interface. In order to have the #10 envelopes run through it with the correct C- font usage. Oh yes, the save feature is an excellent additive. Our thanks to Mr. Roach for sending us a copy. After we play with it a bit more. Expect it to be on a future club disk and later on the BBS. We are glad to see others programming good tools for general use on the C-. May we learn more and make some ourselves.

Second thing is a update on a recent IRC chat. Talked to Pnacolada of the LCCUG. Besides bugging him about their newsletter (Hi Pnacolada). I mentioned about our desire for the fiction based disk mag. He seems interested and offered to lend a hand. Even though I hadn't gone into depth with him on what we want to make. Well I'm going to be picking your mind Pnacolada for all the intel I can get on making this mag. Thanks for the offer of help.

OK, time to close off now. Got the ads to insert. Let me know what you think of the smaller font. If it doesn't work. We will just have to add more pages. See you in the matrix chummers.

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