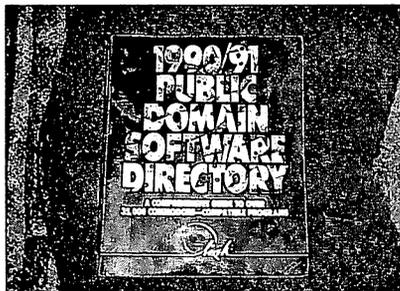


# The Village Green

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Remember this Book?



The Voice of the U.C.U.S. Still here after 31 years

## 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 Librarian: Imperial Warlord (#2)

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

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S.I.G. reps: *Amiga* Scott Farley (#16), *Emulators* Scott Farley (#16), *GEOS* Lord Ronin,  
*Basic Programming* Lord Ronin, *Cracking PAL->NTSC* Mad Max (#2) *Linux & General* Destined  
(#8)

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Deputies: *Commodore Librarian* #30, *Editor* Vixen (#3) *Editor* dmackey828  
*SysOp* Imperial Warlord (#2) *SysOp* Vixen (#3) & WareCat (#23) *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 \$10 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 20 pages in booklet form. Most often done with Post Print 3.8. An Electronic version is also at times available. 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 shop, Mohr Realities Games. Members also can gain the monthly 1541 disk "The Penny Farthing". Copies are \$1.00 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: ACUG #447 623 29th St. Astoria Ore 97103

Voice/Machine: 503-325-2616

BBS (being recreated): 503-325-2905

met: lordronin@vcsweb.com

sho-vah side Ph# 503-325-1896 Inet: alberonn@qwest.net sho\_vah69@yahoo.com

Website <http://www.acug0447.com>

Next Meeting is 7:00pm 17/Dec/09ce at Mohr Realities Games. Demos, visitors and Smokers welcome.

The Voice of the U.S.U.S. Still here after 31 years  
Notes from the Meeting of 19/Nov/2009ce

**Open:** 7:07pm, project/demo running early

**Newsletter:** Approved. Positive comments on the different coloured cover, from local and long distance members. Use of the Geofont "Der Vaterland", also positive, for the print readers. Idea of the change to 18 point from 14 point. Stay at 14 point has been the replies. Discussed differences between CyberSpace and print in regards to the GeoPaint images.

**Chancellor:** Looking like our furry black Constable desires to return to *ACUG* central. This idea is slowly changing. But the threat of the need to return here to active duty as *ACUG* guard cat is still possibility. And yeah, going to take time for me to wean off of opening statements regarding the cat (G). On the negative side of things. 12th of December, Channukha is the dead line for the sho-vah to do the restoration of *LR's* bike. Which he damaged back in around 2004ce. A compromise from *LR* on one part of the attacks from the sho-vah. Who has had by that time 5 months to do what he said he would the day he broke the bike and again in November of 2005ce. If it is restored and returned by Channukha. *LR* will then compromise and seek medical treatment. If not then all must be restored by the sho-vah. Before medical treatment. as well as the absolute understanding that Mark Edward Reed desires to kill the *A.C.U.G.* and kill by his actions, *LR*, we hope to have good news on this from *No.16*, the moderator and negotiator on this situation.

*Lord Ronin* found util on facebook and sent off an invite for the 2/Nov/09ce CyberSpace meeting. Used it and surprisingly he did it right on the first attempt. Had several responses to the meeting. Even had a few Commodore people show up. Could have been many more, but some live in lands where the time is way early in the dark of the morning for them. Others couldn't get mIRC and other programmes to work. In order to make the meeting. Perhaps after things smooth over with other problems. *LR* will try that again for us.

Another thing that came into *LR* was his uIEC device. Arrived on Saturday 24/Ocy/09ce. He promises to have his report at least first phase later in the issue.

*AmiTech-Dayton Gazette:* Arrived about a week after last months meeting and the surprise of the early release newsletter. So then for October 2009ce. I'm wondering where Eric finds these images on the net. Page #2 has an altered picture of a cat walking upon a sort of brick walkway. Been adjusted in some art programme to have a taco shell around him and sprinkles of something on his back. Although the expression on the cats face is the "I'm gonna get you for this monkey boy" one. Caption is "Tacocat is a palindrome". Eric speaks on a review he read [http://www.osnews.com/story/22315/MorphOS\\_2\\_3\\_EFIKA](http://www.osnews.com/story/22315/MorphOS_2_3_EFIKA). Interesting thing for Eric is that the review are written by someone that isn't "Amiga-savvy, nor viewing everything through Windows or Mac-colored glasses". Nice to hear that one, as we get the poor brain

washed ones here that don't even know there is or was anything other than windowe. Serious on that one. Some problems in the review from the limitations of the system at hand for the reviewer. Erika system of 128 megs of hardwired ram. A few other points of the reviewers lack of Amiga experience, Eric points out. Ending that part with it is a short but worthwhile read.

Next editorial by Eric is about Amiga magazines. As he remembers the "glory days". Talking about the Amiga mags from America and the ones from U.K. with the floppies and later CDs. Specific mags for Amiga gaming and the CD-32. I remember the 90's, and Amiga mags. How the sho-vaah went high for them. Then slowly got smegged as the subscription died. I mean some of them gave back his money, some put him on another magazine list. Others just vaped. Well I should add that it was my and the shops money for some of them. Also remember No.16 bringing back some Amiga mag things with CDs from Germany when he had to do training there in the service. We did find them in the stuff returned by the sho-vaah as payment to No.30. Eric says that reading the mags was "a source of news and joy". Adding that not every mag was great or every article was of interest to him. Then goes into how Amiga mags are pretty much gone, from how I read the lines. Inet is faster on the information. I agree a touch of a button and there it is in front of you. Rather than waiting a month for part #2 of a series. He goes into how his computer experience has changed. Amiga to Mac to Linux. His statement of Mac mags is not that impressive to me. Even he states "I don't feel that I am getting much value out of a publication where half of the coverage is on stuff for iPods and iPhones.". I'd have to agree on that one. I don't know what those things are in the first place. Going into Linux mags <didn't know there where any> there is a wide range of things. Besides the fact if one isn't using one of the top of the pos distros. Won't find a lot of data. There is more and he ends with a bit on Amiga Future Magazines. Going with the close line of "if only everyone could recapture past feelings so easily." Well that is just the sort of feed I need for an editorial in Ramblings (EG)

Ryte-Bytes: For November arrived just a little before the meeting. Lenard has a long editorial on writing. Seems taht the places he has been published have closed. Not just the C= ones. He adds that he worries about Commodore Free and the village Green. Adding that these publications seem solid. Well coming from the Editor (Minister of Propaganda) of the Village Green. Save for hardware problem that may crop up. This cat box liner will continue to go out in print and CyberSpace for at least as long as I am breathing. At their meting Ken had a 1571 in an enchancer case, if I read that correctly. He also had some print outs from Magic out of a 1989ce RUN special magazine. Scott brought in the last two issues of Commodore Free, Lenard brought in the last issue of The village Green and the disks from 5C's.

AmiTech-Dayton Gazette: Arrived the day after the meeting. Eric talks on the Hyperion arrangement (see shadowland) I am not up on the Amiga things, so I can't tell you about what he is saying in regards to several items. However he does report that MorphOS 2.4 is out, and though for some it is tweaks and bug fixes. It is the first MorphOS to run on Mac.

Ron, the President has a bit on window 7. He not being a window fan. did read some things about it on the AMIGA.org site. There is some new window thing that will access Amiga files on the window system. Perhaps from the site there will be some new amiga things?

**Treasure:** Holding at \$36.20

**Editor/ChSDp:** Well tis time to discuss the last issue. First thing to answer is the one about how did it come out so early. Usually it is posted in the first half of the month. This time the print issue went out around two weeks early. Reaching most readers before the end of the month. Part of that is because I didn't have to wait for the ride to town. So when the issue had been spell checked <sort of> and printed out <each copy> and stapled. Done and ready to be posted.

Granted that I was better this last month in making notes for the issue, during the month. Responding to input from members locally and long distance. Who contacted me direct or e-mail and IRC. Giving me feedback and ideas for things for the issue. Page count made it to the limit. No reason to let it sit for weeks. I decided to print out the copies and post them as soon as the issue was put together. My understanding is that most groups met or meet on the 3rd Thursday of the month. Then the newsletter was to be posted by the first week of the following month. Well that was the unwritten deadline that was laid on me back in 94ce when I got the job of Editor. There have been times when the newsletter was so late that it reached peoples hands after the meeting. Haven't had that too often in the 15 years I have done the monthly issue. This time around things worked out for us, and yes I would like to be able to continue in presenting the issue before the first of the next month. Actually allows me to put in more material than my own rantings.

OK the point size feed back is not yet in for the possible change of the font size. In ramblings I will discuss the what I did to speed things up in printing this last time. But here it is to talk on the over all issue. Cover of the print issue. Yeah it is a weird yellow. I had thought that the printer I have would do the 11x14 size. Well it doesn't, and that 500 sheets of paper that I bought at the dollar store for a whopping \$1.99. Doesn't fit the input tray. Ah but I have a paper cutter. 500 sheets become 1,000 sheets. Spoke about that several months ago, and this is just a refresher for the new members. September this year is the first issue that was done all here at central command. First copy and that was gifted to N/A.8 was done on the cheap yellow paper. As basically a test. Sat for several days next to the white paper issue. Now there are some benefits for using the coloured paper for the issue. But I came to the idea of using it for a cover for the newsletter. Keeping the white paper for the contents. Waiting for feed back on that one. (OK these notes are written in October) But there are some problems with the coloured paper. Ah the major one is that paper doesn't fit the rest of the issue on several of the print outs. Reason for that one, I didn't cut the sheets correctly. Some are just a tad bit too narrow and others are the reverse. Looked right when I cut them. First set of cutting came out right. Eyes must be going out on me.

On the cover the gray scale used for the box of contents, didn't print as dark as I expected. Shadow this time did come out well. Hey I did get better in the folding and stapling part this time around.

Page #19 of the print issue. This was an experiment. I had seen this sort of stuff before and wondered if I could put in the GeoPaint pages. Spent some time looking over what came in to me on the disks from No.21. Some of them I wouldn't place because of subject material. Others just didn't ring out to me. I wanted to show the use of GeoPaint in different interests. Yeah of course I had to have something that was RPG (G). Handy Scanner work was something that I thought fit for us. So that is why the USAAF WW-II symbols. RPG one is the map for Bard's Tale. Made by someone for the C= world. Atomic Bomb Blast is a Mac Paint to GeoPaint conversion, using the Geos tool Mac Attack. I have yet to find any MacPaint files to do this conversion work myself. Six dinos was to show art work from an artist for the GeoPaint system. Though they are supposed to be clip art, even on the 80c screen most are too big to be clipped. I added text to the map and the bomb blast images. Rest I left alone.

Now being my own worst critic. This is what is wrong with them. Each one has a border installed in post print. That came out fairly good, though it seems that on one of them. The thickness was not the same as to the others. Every one of these is actually a full page GeoPaint. They are not scaled correctly in the print issue. Reason for that is the screen for the print issue is for the booklet size print out. I had to math it out in my head and then place them on the page as they seemed to be in the correct areas. I think that they are just a tad bit too narrow. Also as print readers can see, they cover the header and footer on that page. Despite all of that, I can see great promise to this experiment for the future of things done in Geos/post print.

To be honest, I wrote the above before the end of October. While it was fresh in my mind. Same here for the CyberSpace report. Ah, the CyberSpace issue sort of got out of hand. No none of that 9• tries to make it work. In fact it came our right, well in regards to how things where laid out on the page. The first attempt. Acutally vella my linux system, has decided to damage the disks. So No.30 had to use his system and send me the file as attached mail. Then I did the convert stuff. First attempt, OK it took three attempts to get the file to me. Vella damaged to disks first. Looked OK, well if I had remembered to turn on the colour. That would have looked better. Forgot to do that in post print. So the pretty colours where all gray.

Did catch some things on that first attempt. Letters being cut in half or missing at the end of words. Zapf font and the text box not big enough. Fixed that and will add here that in the EPS experiments that doesn't seem to happen. Only in the regular post script file creation.

However the idea of having the GeoPaint images in the corners at 1/4 size. Failed most dramatically. Geo gear heads can explain this one. I guess it is bitmapping, but the result was horrible. I knew the text I had inserted to explain and fill white space, would be bad. But the entire GeoPaint image was cruddy. Even the digital images I mentioned last issue. Just plain

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bad. So I redid the newsletter for CyberSpace. Explaining for the lesson idea for others, what I had done. Then added the 8 GeoPaint images I had selected for the issue. Making about 32 pages and a 9.4mb file. Even in full page additives. GeoPaint to post script then to pdf in the way that it is happening for me at this time. Turns out poorly to be polite. I had seen the print out of a pdf that had been made with some GeoPaint images. Noticed on the map (was an RPG adventure for a member) some fading and drop out of lines in a pattern down the center of the page. Thought it was a printer problem. Now not so sure. EPS does a "reverse video" image of GeoPaint. So that is an off the list of to do. Even in print out on and through the C= it comes out that way. So more to learn on this system that they say is simple, limiting and of no interest. Yeah right smeg those low brows {EG}

**Deputies:** Been some more work done on the Penny Farthing disks and their superiour storage by No.30. Though a bit slow as we hunt through the disks. A form was made to keep track of the ones we find and for some of the last 13 years. No.30 has the majority of the issues in his collection. Yeah we have lost a lot thanks to the attacks by the sho-vah. Yet thanks to members, we can restore a good portion of that loss. Hopefully it will be soon that No.16 will be able to take the one cent bits to his bank and convert them to folding stuff. Work schedule has smegged him a lot, for that project.

**G.S.G.S:** Been doing more in Geos working with the writing projects for us and other places. Touch more work has been done in the Programming part. No.16 has started on assorted work in Geos. At this stage it is the "fun" task of making disks. In order to have a copy of the perfect print 6 disk sides. Along with the copy of GeoBuster v4. This means format a collection of 1541 disks. Plus a few FD ones. Then make a zipped .D64 of the 1541 disk to the FD. After that revert the image file to the formatted fresh 1541. Takes some time, yet he is learning more on the utils of the C=. End result will be to set up the 64c with the FD (if that works) as a Geos 64 stock system. However by meeting time, where the work ran into the meeting. No.16 has no luck. Used some factory copies that had been installed. Reverted .D64 copy failes to fullt boot. Dropping back to the blue screen. Used a non installed copy, and the same problem. Tried out the D64i1, the puzipc64 and the load star 64-pc exchange tools. Next will be from the uninstalled copy. Trying a 4 pack zip and wraptoring the entire side. Meanwhile No.30 has continued on a small scale till like No.16 he has his system back up and running.

**Demos Discussion Close:** Showed off the game "The Wild Bunch" on this months club disk. No.16 was the volun-told for this operation. Made it farther than Leiko who died of hunger crossing the desert. Not for No.16 he just went to the wrong town and was arrested. Discussed the future attemptps to make a copy of the Geos disks. New ideas for just going for C= lessons by a non structured system letting the members go for interests and experiemtns.

Rather than a selected format of lesson plans. Some talk about Basic programming and what to use. Discussion on the tools to put on the new starters club disk. Based on what had been used by members in the past couple of weeks. Plans for MossyCon6, the where <so far it is the shop> and the CD. What to do with the prospective shipment of C= items and any Amiga things that are supposed to be showing up in a few weeks. Closed at 8:15 the official meeting.

## Lord Ronin Rambles

Well starting off with some things about the last issue. Took me about 9 minutes for each one. I mean each individual copy. From start to the final staples. Faster than last time for a couple of reasons. One is the lack of the jpegs. Print time was faster and that takes us to the next part, and that is the faster part. I had a thoery to try out. If it failed then like the jpegs of the previous issue. I would be laying out the GeoPaint images on every copy. Now this is sort of a lesson thing, as well as a freak out that I could come up with an idea and it is relevant as well as functional.

OK first time I did this print it all at central. I laid out every copy for the readers. One by one. Because i wanted to print the address on page #20. During the time between that issue and our last one. I thought <yeah at times I can do that> on what was wrong and how to fix it for this last issue. Turned out to be another one of those so simple that you over look it things. I had been on the right track in my first attempt. Where I cut the address from the GeoPub sheet. But I was wrong in thinking that this would automatically be inserted in the actual post print file. Since it didn't work on our first "do it all here" experiment and I had no idea of the time that I would be taking to make the individual issue copies. I went to what I knew. Make a new post print file each time for each print reader. However i just knew taht I was doing too much work. I mean laying out each jpeg that issue for each copy. Geos is better than that I just knew.

Here is the trick for you to try on your system. Well you probably know it long before me. Making the new address in GeoPub is right. There I just cut the address part off and type in the new one. Where I smegged it was that I just needed to go into post print. Open the original file. Go to page #20 and there simply kill the GeoPub file that was laind over the blank page and insert the new one. When I make the file into a disk file for the imported font. I give that a name. Insert in GeoWrite the name of the imported font. go to the print options and print it out with the GeoCable. Wow man the address shows up as it is supposed to and that saved me a lot of work and time. This last issue again spent some time with the printer processing page #19 with the four GeoPaint images. GeoPaint is the one that takes the longest to print out on the printer. Even ancient old sick hippy freaks can learn something new.

## Last Issue Speed

Ah, there has been some questions on how I did last issue so fast. OK there wasn't anything from members for me to insert. So I babbled on and on and on <we have edited out 664 blocks of this statement to bring you the following> Except for the bit from DLH, who did get and look at the CyberSpace issue with his offering. That was easy to insert, no it wasn't, I

couldn't get the information for the issues to line up as desired. Looked good on the page, but as soon as I left that page. Went back to the original lay out. Has something to do with spaces that are not registered in GeoWrite from the wrong is write conversion of the text DL.

Well honestly and somewhat serious for a moment. I have been inserting into the newsletter, information that has been going on around here, such as activities, reports, reviews and that sort of thing. Have some articles that I make and stick on the hard drive for future use. Think that is called hanging it on the nail at the newspaper. Somethings I can bring off of the mail lists, and others I make a note about from the IRC chats. Rest is just stuff that I hear about, or am asked by someone to talk about in the newsletter. I think that last part is so they don't have to write anything {BG}.

Anyway gang, the objective of this cat box liner for real or VR kitties, is to present C= stuff. And to do that from the lamer, just starting, beginners standing. Not going to hear the "golden years" being discussed in here. Like *N.o.21* said a few years back. We don't talk about those years, we are still working on reaching them. Or as I like to say, "it is all new to us!" Now having babbled about that part. Reason that the issue was done faster is that there was all of my notes, expanded for the meeting. Then the inserts of rants and reports. Long stuff on how the issue is created is sort of a lesson thing for those interested to read over and gain insight and ideas. Granted I am in front of this 128D with Wheels 6 hours a day doing writing work. So I will lean a lot to Geos/Wheels things. All of the local members have Geos. Two main things caused the issue to go out early last time. Stuff was done early. Because I kept on it and had most of it ready before the meeting. Second was that I did the print out here and didn't have to wait till a ride could get me, hopefully on time, to the photocopy place. As for the CyberSpace issue. Well gang, that is easy. Once the print issue is out. Then all I need to do is take out the bold, do some formatting, add some extra text of things that are relevant to the CyberSpace issue. Make a couple of GeoPub files, pop those into post print. Add any images, make a disk file. Copy that with GeoDos and in some way get it on my desktop on vella to be converted to pdf and then attach it to emails. In fact if it hadn't been for forgetting stamps. The print issue would have been sent out 4 days earlier. CyberSpace about two days earlier if the disk drive hadn't damaged the file and had worked properly. Good or bad data in the newsletter. Does prove that we are active in the C= world in some and different forms. Depending on our tastes.

## Advertising in Here

Once upon a time long ago and in a reality far away from my own. This newsletter had no name and was just one side of a sheet of paper. Gotten a bit bigger since then. One thing that since I joined in 1993ce that has not been really addressed is the concept of members, and exchanges advertising anything in here. Past history has been a couple of people placing a want this item notice. Announcement about the biz meeting and that stuff would be for sale at the event. More recently, well in the last 12 years, some shop adverts. As the shop <meaning me> pays for this newsletter. Sort of setting up the concepts for the non profit thing.

Recently I was asked about adverting things in the newsletter by members. Not as easy as a thought one might think for me to handle. Fast colour adverts appear from time to time in the CyberSpace issue. Mainly for fill in the white space and to let people know that there are things available. Last issues DLH announcement is sort of an advert. Any advert would have to go into both print and CyberSpace issues. I can lay that out for us. Next comes the part about adverting. I have looked at other newsletters and some are free to advert for members. Others charge some for members and more for non members.

Well this is our newsletter and I just don't see a reason to charge for you to place an advert. Of course this also means that what you want to place fits the criteria of the newsletter. No I amnot really talking about our PC stuff here, though of course that would take priority on placement. What I am talking about is format. Simply put, a text advert is easy for me to do in here. I have that much skill now. Starting to add things like a jpeg of the item. Well that is a bit harder. But with a B&W and a Colour image, around 57kb. I can fit them into the print and CyberSpace. Any thing past that I don't know how to do in lay out. So then I will spend some time thinking on this and trying some experiments for an issue or so with shop items. Get the feel of how to do it for us. What I want from you is feedback on the idea of adverting in here. OK and you adverts. Update: High Counsel meeting on this was held. Result is that things for or related to our different CBM PC platforms are free. Things that are not related to the Commodore/Amiga PC line. Will cost a few coins. Exact cost is to be decided upon by the feed back of the members and the High Counsel.

#### 4 More Pages?

Once upon a time in a land and space of reality far away from my own. Oh wait didn't I use that entry for the last article? Well yeah I did and this is sort of a 2nd part. True, before I took over the newsletter. One sheet of paper, text on one side, folded over and address on the other side. Once I took over, I used "The NewsRoom" and made a gigantic 4 page newsletter. Would you believe me if I told you I got yelled at for the increased page count? Well it is true. That and a lot of other things they yelled at me for doing with the newsletter. Things that the guys on Q-Link had told me about for their newsletters. Like going for exchanges with other groups. Well those old timers ran away like rats from a sinking ship when Escom floundered with Amiga. Our new group, built on the rubble of the previous one, has a newsletter that is larger and has about as many members as when I joined in 1993ce. OK most of you are long distance members. But are still active in C= and interested enough to have plunked down the bread for membership in the group.

For a short period of time this was called by the very inventive name <not really> A.C.U.G. News. That was the only thing that the group was pleased with in the old days. Not just the name, but that I came up with it for them. Never had a name before that time. But for me and my Prisoner show fan state of mind. The name was lame, lamer than me. So I changed it to The Village Green. Using the meaning of the term as presented in the Oxford English Dictionary. Or to be general. A meeting place for the community. Well the overall community of C= has shrunk. Here we are expanding. Don't ask me why or how. As I know it isn't because of me.

Anyway this part is to set up a feedback discussion on the state of this cat box liner. You see at one time it was one page, then 4 pages, then 16 including a 4 page trip from the sho-va, before he became the sho-va on Amiga stuff. Now the print issue is 20 pages counting the cover/wrapper. CyberSpace has made it once to 32 pages. But averages around 23. So using the print issue as the base line. Should I add one more sheet of paper, giving us 24 pages in the print copy? Which will of course increase the CyberSpace edition.

Yeah I know that this is a shock thing. While other newsletters are stopping or reducing the page count. I am asking you if I should add 4 more pages to ours. This gives you the members more space to send in your submissions on what you are doing in the C world. OK the bad news is it gives me more space to ramble on about things as well. If you don't submit (EG) So let me know what you think.

## Commodore Mags

Eric did an editorial in their newsletter about magazines, computer magazines. But didn't mention the C ones. Well his group is Amiga. There are things in his editorial that sparked stuff in my mind. First off, for Commodore users. You guys remember Commodore Magazines? I mean off the rack and in the mail and then into your hands? I don't, well not at the scale of others memories. There was my subscription to DieHard, and the exchange to Commodore Scene. DieHard, vaped on me. When Commodore Scene went to cyberspace only. I was unable to gain copies through the C that I was using. So no guys, I don't remember going to the store and buying several C mags at one time. Or seeing them in the stores. Which puts me in the group of the new users. Or as we term ourselves here, 2nd gen users.

Read from many people the feel of getting the mag. Typing in the information, and then waiting a month for the corrections to appear so they can fix the programme. How they learned to programme from the mags. Tell you here that I don't hear anything like that from other platform users of today. Now then what is in those magazines? Better question is how would I know what is in them. Since I never bought one new off the rack. Let me answer that one first. I bought several years ago a mess of mags from FCUG. Can't tell you how many, but can tell you as I remember it, that about 14 years ago the shipping on them was \$83usd. Give you an idea of the weight at least. Since then I have gained smaller amounts of collections of mags. Then last month the fantastic DLH preservation collection. Side bar note, not yet ready to review the first disk yet.

Now as to what is in these mags. Commodore stuff, is the truth and a generic cop out. Because I really want to tell you about the feeling of opening up the mags that where a decade old and more when I saw them for the first time. Based on what I have read, and the guys I talked to on the IRC in this matter. I felt the same thing as they did, originaly. Just years upon years later. My emotions where of wonder, awe, empowerment, curiosity, a bunch more and a feeling of being special. Why? Because there is all this data for me to look at. But there is also a downer side to this for me and my group. Material is too advanced for us. No computer back ground or ties to the terms used. We jumped in to mags around 1988ce. Bad move on our part. As by that time, many terms and words have been presented over the issues

*The Voice of the U.S.U.S.* Still here after 31 years

and the writers expected the reader to already know them. Same for concepts presented. Making us feel that it is over our heads. A reason that the mags have sat in the cabinet for many years.

Ah but what did I read in the mags, or see that gave me those feelings of wonderment? Actually I looked at the adverts in the mag. Remember still the first issue of *Compute Gazette!* had a thing about a device that used the wall sockets and your Commodore and would have the lights go on, and to me more importantly, turn on the coffee pot for you. Coming from a Sci-Fi background in games and media. This was the future in my hands today. OK I am still waiting for my jet back pack and my flying car and my ray pistols. all that stuff they told us about in the 50s. That we would have by the 21st century. Yeah and where is my moon base? But the mags showed me glorified pictures of what the *C=* does for me. At least the adverts did that part. Honestly I really hate the beautiful picture of the images, and then find out it is a 4 colour blocky image on the screen. Blame that on marketing and not the Commodore.

I could follow some of the editorials. Like in *Ahoy #1*. There is a great one *IMNSHO* about children leading the Computer revolution. Now that one I read on *DLHS* preservation DVDs just the other day. You know, that the same thrill hit me looking at it on the linux screen as it does when I look into the paper media? OK I understand that we have problems with the tecy talk and the gear heads. Being probably almost a unique group, locally. Got me, with a 33 year old degree in electronics and out of the field for 25 years. Members with just a term of electronics in high school. Who can't even solder, and others with no back ground at all. All of whom are coming to me for information. Side bar note, doing soldering class again. So what that all means is a big gap between what I know and what is in the mags. Yet the adverts, and the editorials that we have read are wonderful. As they present our system in such a positive light. Eventually we will start at issue #1 of a mag and go through them, learning as we go. Thanks again to *DLH*. Now I have for this little piece, actually soiled my hands at the store, and looked at mags for the heretic system. Way too gear head for me at least. But there is one important factor to tell you. As a comparison between our mags and the others. Man are ours a hell of a lot more friendlier in approach to the material as well a appearance. We do have the friendly computer. Update: OK I am getting scared now. Sent off some sample copies of the pdf of last months *Village Green*. People are calling our *Village Green*, a "magazine".

## My Commodore-Amiga Life Lord Ronin from *Q-Sink*

As a way to bring in more information about us, and our interests in the sacred and most holy *C=*. I am starting this series. Hoping that I will have information from the members for each issue on your life story with our beloved PC. Sort of been thinking about this idea since *DMackey* sent in his back ground on the sacred PC. So don't feel lonely, tell us about your life with the *CBM* line.

OK I'll start off, it is my job I guess. Lets do a time warp back to the mid 80s. I am working as that most vile and evil thing, a telemarketer. Well in my defense, it was for the state and it was licensed and it was for Special Olympics. At that time I am a computer phobic. While my mother had been teaching adults to read for several years. She had one student, that had to have his wife fill in the job applications and read the newspaper to him. Yet he was a Commodore User, and I suspect, but can't prove it, a member of the users group in Grants Pass Oregon. Don't ask me how he could use the ~~C=~~ but he could, and got my mum interested in it, so in 1986ce. She bought a 64, off brand name monitor, black MPS-803 printer, 1541 drive, diabetic programmes, other programmes that I have yet to be able to look at, and a computer desk. Speed ahead for a moment. That desk is now in the shop and is the 64c set up. Disk drive was smashed by the sho-vaah, and the print head went out on the printer. Sold the monitor, as I had 6 1702s at the time. My wife at the time and I had visited her and she came several time to visit me. Saying that I needed a computer as I was a writer. Yeah like we believe that last part.

Skipping ahead to 1993ce, March to be exact. The wife had been gone for 6 years. Would have been nice if before she married me, she had divorced three other husbands. But I get a cop at the door of the shop. Where we where still sweeping the floor and moving things into our new location. I can still remember where everyone was standing at that time. My mother was in hospital with a heart problem. She is also 400 miles away and I have no transport. But one of my martial arts students and gamers had a car and time off. I had a few coins to lay on him for gas. He took me the 400 miles, at break neck speeds in a little Honda. I white knuckled the entire trip. Literally made it there in record time. Went to the hospital the next day. I had keys for her place, oh wait I still have the keys. Where I found out that she had heart trouble. A quintuple bypass had been preformed and they had jumped started her on the table around three times. Wish she had sued them. As she had a DNR on her paperwork that they ignored. I'd have a lot more ~~C=~~ stuff now and not be on disability (VVG). Oh add here that it was 1987ce that I was decalred permanently disabled.

Well she had more tubes in her than my 1936ce Hallicrafters SWR. All she wanted to talk to me about was her OBE with my Father and the Commodore system she had for me in the shed. Like man I was really interested in the computer at that time, <not in the least>. But how do you argue with a 70 year old mother that is pushing a computer system on you? OK when they tossed me out of the hospital. I went back to her place, was in walking distance for me at that time. In the shed at her retirement trailer court. There was a breadbox 64, SR-3000 monitor (she didn't know it also did 80c), Okidata 120 printer, funky joystick to my eyes, a couple of factory boxes of things, Word Writer 4 and The Hobbit, three boxes of "arkhive" disks. Loaded that up in the little car. No idea how it fit. Got good and drunk that night on burgermeister, my Fathers fave beer. Also not in the stores in Astoria. Said goodbye to her the next day and had another white knuckle ride back to Astoria. Where the system was laid out on a little coffee table. I am scared to death of it. Well two of the commune/kibbutz members had some computer experience. One with the Rat Shack "colour64" the other with an "Apple". Tell you here that both where impressed with the Commodore. Good thing the users guide was in the mess. Now I'll add here that at that time, I didn't know about platform

specific or anything. Didn't know that C= disks didn't work on anything but Commodore. All I had done in computers in the past was key punch on cards in college and pop out 4k chips replacing them with 8k chips in TRaSh 80s at the shack. Now I have this cybernetic monster in front of me.

Hey it had this great factory disk box and copy with manual of Acro Jet. The three of us destroyed the disk, playing it so much the first night I returned. Then all those arcade games in the "arkhive" disks. Spent a few days playing with it, and learned that I could make things with the Word Writer 4 programme. So I did a few little things for the nightly RPG game group. Looked better than my scrawl of hand writing. I was starting to like the "friendly" PC. During that year of 93ce, I was at the cafe that was next to the shop. Known the people for years. Not sure how the conversation started. But in the end they where selling off their C= system. I thought it a great idea to have one in the shop at that time. Been one in the shop ever since. Well it was a breadbox, some disks, all I remember was "arkhive copy of Project Firestart. That had me for months tearing out my hair on how to play it, but the intro scenes are what sold me on the power of the C= .

Along with that came an amber monitor. Not a lot of fun I admit. Well it was in October of that year. Kids where out doing trick or treating with the downtown merchants, a couple days before Halloween. When a guy that I had worked with in a small boat building place over a decade earlier came in, and saw what I was playing with at the time. Told me all about the "Astoria Commodore Users Group". Which he said was a big copy party group. Like I understood what that meant at the time. Laid a phone number on me, and hooked me with the fact that disks cost 25cents each at the meetings. I didn't know about the how, where or why to get disks. Yeah I was using the master copies. A real lamer. To be short, I went to the November meeting, Joined in December, the sho-vah joined in January of 94ce.

Over the next approx 16 years. My idea for a name change was accepted for the group. Became the Editor, 128 librarian, 64 deputy librarian, 64 librarian and finally the President. A title that was changed alter to Chancellor. Newsletter expanded, a BBS was up from 1996ce to 2005ce and will be up again. Shop added the hardcopy library to the floor space. Later the software collection and hardware for sale, at reduced rate to group members. I ended up doing more and more writing on the system. Moving from The NewsRoom to Geos and later GeoPub. Then to Wheels and what we have today. OK that is the short of it, as for my Amiga stuff, well this has gone on too long and Amiga and me is better done at a later time. However you can tell it was all my mothers fault that she created this Commodore fanatic. Now it is your turn to relate your C= history. Feel free to add what you are doing today as well.

## Interrogating the uIEC

24/Oct/89ce: The uIEC arrived secured in the box. A box that wasn't too happy about releasing its contents to us. Hidden away from the light of day by padding, lay a dark bag. In this bag, waiting in terror of its fate, the uIEC. This second security level also was unwilling

to release the object of our interest.

Initial examination detected a physical weakness. This one would not withstand any level of physical interrogation. As it was already wobbly. Leading to the need of a close visual exam. Ah the IC holds together the two ckt units. At first this looks like a tough job to gain any information. Normal serial plug, place to insert the SD cart, nice revolutionary red coloured cord that is connected to the part that will be plugged into the cassette port, for the power to make it work. Indicator for the top is presented. What might be a pair of LEDs near the slot for the SD cart. Operators, replaced the uIEC into it's cell of a plastic bag. Placing it in the stall with the Resident Evil disks. Adding to the terror of the uIEC. While then waiting for further background information.

25/Oct/09ce: Original interrogation concept rejected. After initial observation, subject uIEC shows no ability to be used with the regular method of HD-Tools. Lacking the ability to be put into the partition mode with the swap, reset and write protect buttons. As it lacks them. Team now is considering the use of FCopy for the partitioning operation. Data has come in from other sources indicating that their understanding from interrogations of other uIEC members. Partitioning as desired, may not be a possibility. Diving into the net resulted with some new contact information that came from those that sent us the uIEC. Further investigation is to be done before further interrogation work on uIEC.

26/Oct/09ce: Net diving, presented an information document about the uIEC. Ah ha, it really is supposed to know the CMD HD codes. This will be of great use to the interrogators. However a superour method is needed to extract this information from the files. Encrypted or corrupted characters in what was discovered. Created difficulties in understanding the information. Another problem is we have a security leak. A photo of uIEC was smuggled out and posted on something called facebook. This is being investigated. Still in holding is the uIEC as more evidence is gathered for the interrogation.

Shadowland

Posted on ACUG

Hyperion Entertainment CVBA and Amiga Inc. reach settlement Brussels, Belgium October 17, 2009 Hyperion Entertainment CVBA is pleased to announce that on September 30, 2009, it has reached a comprehensive settlement agreement with Amiga, Inc., Itec LLC and Amino Development Corporation, Inc., to bring all on going litigation and worldwide pending procedures between the parties to an end. As part of the settlement agreement, the Amiga Parties acknowledge that Hyperion is the sole owner of AmigaOS 4 without prejudice to any third party rights. Within the framework of the settlement agreement Hyperion is granted an exclusive, perpetual, worldwide right to AmigaOS 3.1 in order to use, develop, modify, commercialize, distribute and market AmigaOS 4.x (and subsequent versions of AmigaOS including without limitation AmigaOS 5) in any form, on any medium and for any current or future hardware platform under the exclusive trademark AmigaOS (Amiga operating system) and using other associated trademarks (such as the Boing Ball logo). Hyperion will continue

The State of the U.S.A. Still here after 31 years  
development and distribution of AmigaOS 4.x (and beyond) as it has done since November of 2001. We wish to thank our loyal customers who have supported us throughout the judicial procedures and especially the AmigaOS 4.x development team for their continued efforts and at the request of whom this official announcement was made. As Hyperion Entertainments most ambitious project to date is drawing to a close in collaboration with our partners, we invite our current and prospective customers to watch this space for further updates on Hyperions continued efforts to revive the Amiga platform.  
<http://os4.hyperion-entertainment.biz/>

Posted on ACUG  
by Robert Bernardo

Jim Brain has set up a storefront to handle orders, like the improved uIEC/SD v3.1 with C-serial ports. Go to <http://www.jbrain.com/estore/Eventually>, Jim will be handling JiffyDOS orders through there, too. Truly, Robert Bernardo

Posted on ACUG  
by Robert Bernardo

The Final Expansion, a cartridge with 512KB SRAM, 512KB EEPROM, and a SD Card slot is now available for purchase. Months in the making, this new cart sports a built-in SD2IEC. For more information and to purchase, go to <http://for8bits.com/> and click on Final Expansion on the left of the page. I must have one, Robert Bernardo

Posted on Homestead by Maurice Randal  
in reply to a prior msg

Thu, 12 Nov 2009 13:41:28. My license agreement has expired with Mark Fellows and until I sign a new agreement, I cannot produce any new CMD products. I can finish up the orders I have, which is what I intend to do. I also intend to finish up any repair jobs I have here and return them to their owners. Following that, I will then reconsider if I wish to set up a new agreement to produce the CMD products. I can perform repairs on CMD products without being licensed, so I will at least do that. I have all the equipment and parts to repair CMD products for a very long time.-Maurice

{Editor's bitter and biased comment: Not holding my breath for the HD mech data, been almost 4 years now}

Posted on Homestead  
in reply to the above by VanessaE

Date: Thu, 12 Nov 2009 14:23:18 -0600 Everyone knows that in the past I was big proponent of CMD goods, whether produced by you or by CMD. In recent times, I've expressed my distaste at your apparent track record, but I don't want you to go out of business either. I think I speak for all CMD owners out there: please get back into a position where you can finish your backorders, repairs, etc., get a new license agreement, and get those new products

The Voice of the U.S.U.S. Still here after 31 years out (like HD DOS-). There's still a market for CMD gear, and repairs will always be in demand, but stuff like the uEC is looking awful tempting... :-)- "There are some things in life worth obsessing over. Most things aren't, and when you learn that, life improves

{Editor update: Others posted more and less polite things about maurice. till the moderator/owner had to step in and close the topic down from the list}

## First "c64geezzer"

I had heard about "personal computers", but had never seen one. One day a couple came over to visit my wife and I. He had bought a computer from Radio Shack (some Tandy machine). He proceeded to show me his house payments and how they would change over the years. Well, it was just numbers flashing by. Interesting, but not what I had in mind. I didn't buy one.

About 3 years passed during which I got a new job, and had a home built, my next door neighbor came by and said he was moving. I was welcome to come over and buy anything he had before he announced a yard/moving sell. I went over to look around and was quickly drawn to his home office. He was a pastor and had lots of office equipment. I did buy some file cabinets and other items, but what really caught my attention was the computer he had set up on his desk! ;)

Yes, a Commodore 64! Looking at what he had running, I realized that that computer is what I wanted. It had color and music! When he moved, the computer was mine! C64, 1541, 1526, and 1702. The day I got it home, I turned it on and saw the famous and beloved start-up screen. Now what? My wife, of course, found the book and started reading. Starting all over, I got the 1541 connected correctly and turned everything on again. I stuck in a floppy and she told me what to type. I don't know what was on the floppy, but I was happy! I had all kinds of weird and crazy ideas about what I could do with a computer. Secret messages, files, all the sound and colors to play with. That was the beginning!

I bought books that I could find when I traveled to Anchorage. After much reading and banging the keyboard, I found out that a couple of friends had 64's also. They were also ham radio operators. What a combination! I learned a lot from those two, and one of them introduced me to Geos 1.3. By then, I had a couple of 1541's. Life on the 64 was exciting. My parents got into computers and then one of my brother's did also. We spent many a hour typing in programs from Run magazine. My step-dad bought some cartridges with games on and that really helped, but in a way, I enjoyed typing in the code, checking it and then running the program. Missed a lot of sleep while doing that and learning about Machine Language. Somewhere during that time, one of my friends asked if I had started using sprites. huh? I didn't know what they were, so he told me about them. I went home, dug out the book and read some more. I found out I didn't have enough patience or imagination for sprites, so I

stopped playing with them.

Sometime in there, I read about Loadstar. I started buying. It was so interesting that even my wife would read the articles and play the games. I have one receipt for #53, but don't remember what number my first issue was. I did try to order earlier ones as finances allowed. Due to "issues" we had to stop buying them. I would like to have them all and I think I stopped around #100.

I bought Geos 2.0 when I found out it was available and since I had a copy of 1.3, I didn't bother reading the book about getting things installed or not using certain disks :( It's messed up a bit, I think, due to not getting things "keyed" right. Someday I'll start with a new copy and go by the book instructions :) Oh, when I bought 2.0, I bought a 1351. I was in fat city.

I've gone through a couple of printers since then, but don't have one now for the 64/128. I do have an HP Laserjet 4L, but haven't tried hooking it up via my SuperG. Back in the day when all I had was the 1526, my wife had an operation, so I printed out a huge banner for her on it and hung the banner up in her hospital room! The nurses were kind and said they loved it, but looking at it today is pretty embarrassing. Yes, my wife kept it. It's tucked away in a box in her room.

I started teaching myself basic with all the books I could find and buy. Those, I never traded. They were gold to me. Due to space, they are packed in boxes right now. After getting pretty good at basic, I heard about Amiga and bought my A500, but that's another story. I mention it here because when I saw all it had to offer and all the programs already on disk (JumpDisk and others), I didn't see any reason to keep learning to code! Big mistake, but up there where I was, there wasn't the interest. I did study Amiga Basic and then ARexx (is that right?), which got me totally confused when I tried doing anything on 2.0.

After getting my ham radio license, and upgrading to General, I was told about packet radio. My elmer (person that helps getting started) about a board to attach to my C64 and run packet on 2 meters. I ordered the kit and headed over to his place. Cos (Cosmo Mercurio k17hhe) helped separate all the components and where to start. He showed me what each item was and how to solder. With him glancing at what I was doing, I proceeded. He caught a few cold solders and showed me what to watch and look for. Finally I finished the little card and we tested it there. I was so happy. I took it home and hooked it up to the C64 just to see what it looked like. I loved it :)

Somebody gave me a copy of digicom and helped get it set up. I bought an old crystal 2m rig and that same elmer helped me solder the right connectors for digital work and I was on the air via digital mode. Going through a couple of radios due to operator error, I wanted to learn to run my own bbs. Even though digicom/digiprom would work, I bought a pk232mbx which ran different digital modes like rtty, it also has a built-in mailbox. You have work with the state radio leaders to get established and recognized, so I went through the hoops and got my callsign (al7oj) and suffix working. Everybody was extremely helpful and I learned a lot via their help and the many mistakes. I used a simple verticle antenna, and later I used an 11

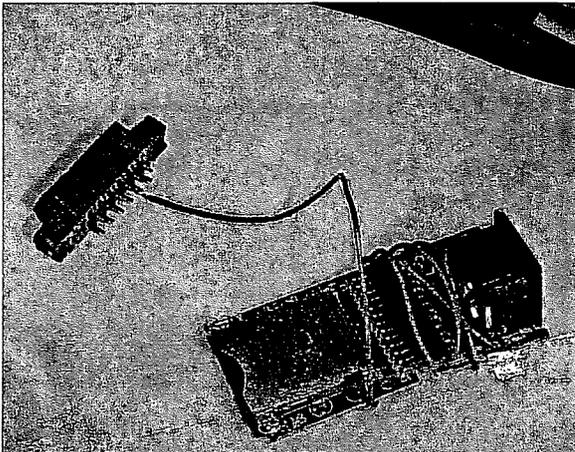
element verticle beam which I could reach Anchorage with (about 70 miles). One time I even bounced signals off the mountains to reach places that couldn't be reached otherwise.

Any way, that's about it for my first computer, my beloved C64. I have this 64, my 128, A500, A4000, a bunch of pc's, and a laptop. I build my own pc's now, so I don't send money to people around Seattle ;) On the pc, I generally always run OpenBSD, sometimes FreeBSD, linux, or even OS/2 Warp4. Over the years I've tested and used more linux distros than I care to admit. With 5 machines, the laptop, and a bunch of hd's, it was easy to download a distro, partition a drive, and give it a try/work-out. However, here I am, on my C64, Geos 2.0, 21541's, writing this. No 1750, scpu, 1571, or anything else. Plain jane, as the saying goes.

Nuff rambling. I gotta send this to Lord Ronin via the floppy or learn to use vice/opencbm on linux. c64geezzer (Freaky editor time: want to thank c64geezzer for his article. Though I did bug and nag him (EG). He did have to send it to me on a floppy. Causing me to work on the 64c to transfer the file to the FD. Yeah the stock Geos 64 will see the FD as a 1581. My interal 71 has quit on the 128D. Any way thank you c64geezzer for your article. Wondering if that friend of yours had the TRaSh 80 system from the shack. Oh yeah, I have some sealed boxes of Geos for the 64 with GeoWrite 2.1)

The uIEC

*If I can space it right in post print, there should be a B&W pic of the uIEC below in the print issue. This is what we are hoping we can use to make the BBS again.*



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