NOTES FROM MEETING OF
16/March/2000ce

Open

7:00pm

Newsletter

Approved

Chancellor

A thank you too all who came to the meeting. Since it was a cold, windy and wet night. This was Sensei's was act. He announced that the latest release of the Load Star 128 version. Had been listed in this months Load Star, Issue #189. Fender had said that this might possibly be the last issue of the 128 version. Though Sensei admitted to only scanning the issue of Load Star. He said that he saw the new, revised listing of the user groups that send newsletters to Fender. This is a programme that will show the major officers and the name of the newsletter. Along with a contact addy. There is a new .D64 converter/creator programme. The fast scan he did didn't say much. But this seems to be something that is 1541 biased. Sensei hopes to have more on this stuck in the "Ramblings" section.

Music a large game called Galaxy Trader also grace this months issue. He did show at the shop earlier.The DOC JM Artbook. Done in the Knees

Hypertext book theme. The art is from several years ago. When it was shown at the Shop. Non C= users couldn't believe that it was done on a Commodore.

In the "for the Record" aspect. Sensei announced that reviews of all the Newsletters that we receive. Shall be written and placed in a new slot on the BBS. Placed in the Text File Reader. The actual copies are placed <eventually ;-?> in binders and held at the shop for all members to see and use. On the subject of Newsletters. The last issue of the Village Green, was gone over. The use of the Perfect Print was obvious to all, as was the use of the Handy Import for the scanner images. *<Thanks again Dick Estel>*

About a week before our meeting. There was a radio broadcast on National Public Radio. That in some way dealt with the Commodore and its users. This has been talked about in the Mail Link mailing list. we didn't hear the broadcast. Information on what was talked about, at this time is scanty. Lord Ronin received a msg from an old S.C.A. fellow fencer. Who had heard the broadcast. In the msg he also included some sort of information packet. Regarding that he also still has several in his collection and how he had used them in College. Lord Ronin stated that he figured this was the same thing that he was contacted about. But his reply was most likely too violently pro Commodore and militantly anti IBuM. He isn't P.C. enough

for the radio anymore. <SEG>

Treasurer

$36

Commodore Librarian

Imperial Warlord talked about this months disk. Which has a very long missing file collection, from Lord Ronin's Q-Link days. A collection of .MUS and the StereoSid Player V10.3. Imperial Warlord found the disk for Lord Ronin, who said it would be a great idea for the Club disk. As he was just working on SID files for up load to the BBS. This collection was made for the prior Librarian for the A.C.U.G. Long before the group was given to the current R.P.G. fans. Shortly after Lord Ronin had joined the club. Never made it to a disk before now. Imperial Warlord removed a couple other SID players. Making certain that the 1541 and the 1581 players were on the disk for the Stereo Player. Music is some Hebrew melodies, the complete collection of music from Rocky Horror Picture Show. A Kinks song, one from Tommy by the Who, A Dune and Battlestar Galactica piece with a picture. Some songs have the words as well. More on this in the Demo section.

Side two has the game Metal Warrior V1.1. This is thanks to Commodore Scene magazine. Being on their cover disk. There is a V2 out. But we haven't found it yet. This game is from 1999ce and by Cadaver. More on the play of the game in Demo.

BTW: a copy of this game is going to Mad Max for M2K BBS. Disks to our other groups are to go out in April. Sorry but budget hasn't been able to handle the disk shipping. :-(

Amiga Librarian

Lord Alberonn has been file collecting and sorting. Now that he has been given more space on the Hard Drive for the BBS. He is selecting files for use there, and organizing the areas. As well as working on the Mega Trivia game Amiga questions. There is a new amount of Amiga "things" going on at this time. Hopefully we will see more in the ways of product for the Amiga, from the new owners. More on this in the Amiga section. Lord Alberonn has also been doing more work on the web site for the A.C.U.G.

Editor / SysOp

My apologies for all the errors in last months issue. No one mentioned it at the meeting. Except me, as I know what went wrong. I had made the gfx. Worked on experiments with the Perfect Print. BTW: I send my thanks to Allan Bairstow at Commodore Scene. He put in the envelope with the magazine, a letter and several printouts. These were of an article, all the same, but using different drivers. He also was kind enough to put these same drivers on the disk for me. I will be experimenting with them and this set up. But back to the errors. The text was not run through the GeoSpell. In all the other work, including putting up the BBS again. I had forgotten that I hadn't done that stage.

Now then last months issue was done with a Perfect Print driver for use in GeoPub. I think that all readers can see that it is a clearer text. Less jaggy and

distorted. The trade off is that it isn't that dark as before. This factor didn't bother anyone that I asked for a comparison at the meeting. FWIW: I don't have a GeoCable yet. So printing the Newsletter took two days. Prints a page in about an hour. Might be also because of the large amount of gfx that was in the issue. I'll be doing another new experiment in the April issue.

BBS: As scrawled on the back of the newsletter last time. The BBS is up again. Mad Max sent us the real copy of the BBS Lister. It has been installed tested. In fact Board Rider <#28> from Virginia, has logged his BBS on the lister. He also sent us a copy of Vandalizm #31. An Australian disk magazine. Sorry but side #2 was corrupted. What I saw from Side #1, was an excellent way of reading text, scrolling for music changes and some mind blowing art work. Board Rider sent it up in two 4 pack zips. I left a msg for him to please try the full up load again. This magazine was released AFAIK in February 2000ce. We are looking to find more of them for the club disks and the BBS. Speaking of up loads. #30 fixed the Dig Dug and provided the sys code to run the game. We received a net node packet from Omni World Germany. Just a check in and seeing how things are going. At the meeting we opened up and I showed the inner workings of the original Hard Drive for the BBS. 541.6 MB and just one mirror finish platter.

Printed out and have been studying the Editors Guide for the C.M.L. Hopefully I will be ready, and put a good issue together. Also I applied for and was accepted for Proofreading and article submission for Go64

magazine. Still working on ways to send the files, requested by Mad Max and SC's 128 Librarian. Will be sending them the Metal Warrior in ARC. Now then thanks to Vixen, I can say that I can not find a listing on Q-Link for Vorpal Aide. At least not at this time. I received a msg from "Tut & Ankh" from Omni World. Via the Inet. They wanted to know what happened. Making a long story short. I gave them the answer and Dr. Midi's snail mail addy. As they don't live that far away.

Editor/SysOp

#30 has been working on the magazine stack. Each year section is being backed up on a 1581 disk. He has been finding many interesting articles and type in programmes. Vixen in her paper shuffling about, found the missing Q-Link catalogue. Though it lists to 1992ce. I didn't find the many times requested Vorpal Aide in the GEOS arena.

Discussion-Demos Close

Stereo Sid Player was shown along with the different menus and sub menus. Displaying how to adjust this for stereo play. The use of the address adjustment. The cart we have must go in at DE000. How to select songs and a few were played for a short time. #8 Wildstar gave the demo play test of Metal Warrior. Made 7th place on the overall score. Not as simple as the game looks. Requires some reading of the clues and the intro story.

A slight amount of discussion on the part for the 22nd year of the A.C.U.G. #30 will bring some pop and cookies. Lord Ronin will bring some tapes music. He already has the concept for the special disk. Still need something to play while at the party.

Closed at 8:15

Lord Ronin's Ramblings

Well I have a lot to say and not a lot of space to do it in this issue. First the bad news. **The BBS is gone again!!!!** For some reason the HD in the original controller box. Well it just stopped. Right after Lord Alberonn tried to do a Z-Modem upload. Lots of strange commands on the screen. Now it lights up. But doesn't spin. We will try to put in the other 1GB HD and see if it is the controller or the HD itself that went out. Either way a lot of work to do all over again. How long this will take? We can't say right now.

On the other hand. I received the letters column for Go64 to proof read. Doesn't look like a lot of errors. Should fix it in just a short time. I have some article ideas to write up and submit to the magazine.

Short briefs this time, #30 has been doing Track & Sector editing on games. Which he discussed at the meeting. A report will be on the BBS.

09/Apr/00ce Things have just flooded right now on me. So to fit in everything, it has to be brief, and cramped. **BBS is BACK** The other 1GB HD worked and after a week of installation we are running again. Thanks go heavily to Mad Max at Mellinum 2000 BBS. He has been a great help in files and information. We again have the BBS Lister on the board. #23 has a recipe file. Plus a lot of back ground things he has done for us.

New file that will give a unzip of the PK2 file and convert it back to a normal C= 1541 disk. Might be something wrong with my copy. 64 doesn't operate at all. CRC or lock ups. The 128 version works. But the finished product file isn't keen or running right. We will try to give a demo at the meeting. On that note I grabbed over 143 files for the BBS. Only have some R.P.G. aides up at this time. More at meeting, got a few demos to show all. O.K. next up is this months disk. Side "A" has a few jpg pics. Along with the new Colour viewer. This will be demoed at the meeting. Side "B" has Tower Toppler. An arcade game that we were able to de-arc. There are some text games and a R.P.G. These are in wraptor V3. Those that don't have the prg. Can pick it up from the GEOS area on the BBS. Or from me while I'm at the shop. Those that don't have Well we can help you at the shop un wrap the files. So now enough from me. You've read about this on the News anyway. Next on this list is an article on character work for Rool of Radiance, by #30.

I have been doing some work. trying to edit characters on Pool of Radiance by T$R and SSI (no not social security). I have been doing alot of trial and error. mostly error. But I have succeeded at locating the attributes of the characters. The first four characters attributes are located on track 17, sectors 0 - 3. To make it easier for you to find them your self, modify the stats of all your characters to
the best the game will allow. Then use Mr. Do and select D: track and sector editor. Starting at position 24 of the screen (the part where the cursor is blinking) you should see a letter. If the character has an 18 for strength the letter will be a lower case r. The next five should be the same if the character is human. Position 30 should have the hexadecimal value of 32 or 64 if the character is a fighter with max strength (Female 32, Male 64).

The Talley Ho!

Anti Gravity purchases the BoXeR!

April 2, 2000
posted by Wayne Hunt
on Amiga.org

From the Anti-Gravity Web site
On March 31, 2000 Anti Gravity Products reached an agreement with Mick Tinker and Blittersoft for the purchase of all the intellectual property rights as well as the world-wide manufacturing, distribution and sales rights of the BoXeR. Mick Tinker will become the Director of BoXeR Development, and Paul Le Surf of Blittersoft will become the head of United Kingdom operations. More announcements will be forthcoming in the next few weeks regarding product line, manufacturing and markets. Please check these pages regularly for updates. Anti Gravity personnel wish to thank the many people who came to our booth at the Amiga 2K show. We very much appreciated your candor as well as your support and suggestions.
[Ed. Note: Anti-Gravity's webpage can be found at http://www.antigravity.com]

News from Amiga Inc.

Bill McEwen
Amiga Incorporated
425.396.5660
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For Immediate Release
Amiga's Relationship With Corel a Great Success!

Snoqualmie, WA, April 1, 2000 - Amiga Incorporated, is pleased to announce that its new multi-media consumer interface is well supported by Corel LINUX OS and other Corel applications including the newly released WordPerfect Office 2000 for Linux.
Amiga's multi-media consumer interface runs extremely smooth and fast on Corel LINUX OS, and the compatibility between these great products has provided Linux developers with a new and exciting way to create incredible multi-media titles, and games for Linux.
Amiga pioneered the creation of multimedia, and easy to use graphical interfaces 20 years ago, and today begins the path of the reintroduction of a legend.

The New Amiga is the creation and embrace of leading technologies and combining them with the 20 years of experience in multimedia development environments,"said Bill McEwen, president and chief executive officer of Amiga. "Corel has leading products within their categories, and we are excited about their supporting Amiga towards the future."
Linux developers now have choices when it comes to leading edge applications," added McEwen.
Corel is dedicating extensive resources to develop Linux, and receiving such a positive endorsement based on Amiga's experience with our products is tremendous," said Dr. Michael Cowpland, president and chief executive officer of Corel Corporation. "Corel takes pride in producing quality products, and we are thrilled to provide our Corel LINUX OS to Amiga's world-class systems. We look forward to working with Amiga as they continue developing products and technology for current and future computing devices which are focused on making computers and the Internet a natural part of everyday life."
Corel and Amiga first announced they were working closely to support the new Amiga Operating Environment in July 1999. The two companies formed a new relationship to ensure that Corel's award-winning software applications were supported on Amiga's new line of products. Corel and Amiga continue to discuss possible future alliances.
There will be full support for the existing install base of Amiga users, and more announcements will be forthcoming about the current Amiga and the next generation of those machines.

Corel Corporation
Corel Corporation is an internationally recognized developer of award-winning business productivity, graphics and operating system solutions on the Windows , Linux , UNIX , Macintosh and Java platforms. Corel also develops market-leading, Web-based solutions including applications, contents, e-commerce and online services. For

access to these services and more information go to www.corel.com or www.corelcity.com. Corel is headquartered in Ottawa, Canada. Corel's common stock trades on the NASDAQ Stock Market under the symbol CORL and on the Toronto Stock Exchange under the symbol COR.
This press release contains statements that are forward looking as that term is defined by the United States Private Securities Litigation Reform Act of 1995. These statements are based on current expectations that are subject to risks and uncertainties. Actual results will differ due to factors such as shifts in customer demand, product shipment schedules, product mix, competitive products and pricing, technological shifts and other variables. Readers are referred to Corel's most recent reports filed with the Securities and Exchange Commission.
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Websites updated

Two Amiga sites of note have been nicely updated (or are in the process of being updated.) These sites are Software Hut and Amiga Inc.
I have screen shots of th two sites below. Due to the fact that I had to use a screen grab commodity, I had to use a different screenmode then I normally use. Luckily, I had the option to just grab the browser window with all of the first page of each site.
The first is a shot of Amiga Incorperated"s web page. Amino bought Amiga earlier this year and this is the first update since then. The site looks a lot slicker and hopefully we'll be seeing more then a prettier website. To see it yourself, go to *http://www.amiga.com*
The second is Software Hut's site. They have seen a bit of business from me

Sabrina Online by *Eric W. Schwartz* ©1998 — "The movable object"

Sabrina Online by *Eric W. Schwartz* ©1998 — "Good-night bedsprings"

Sabrina Online by *Eric W. Schwartz* ©1998 — "Rude awakening"

Sabrina Online by *Eric W. Schwartz* ©1998 — "Now there's something you don't see everyday"

Sabrina Online by *Eric W. Schwartz* ©1998 — "When Optimal Attacks"

and seeing thier site (as well as Amiga's) has given me some ideas for things I may wish to do in order reorganize the ACUG's webpage. To see this site your self, go to *http://www.softhut.com*

Amiga Inc's New Look

Software Hut's New Look

I hope that if these people are gonna take the time and trouble to update thier sites, that this is also an indication of thier continued support. (In my not so humble opinion.) I do not see people putting any work into something that they are about to drop. This is why I'm making a "big deal" over the appearance of a couple of web pages. With the past we have had with empty promises and broken deals, all we have is the hope that someone will get off of thier rump and start doing something.

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This section is under constant evolution. I appreciate any and all constructive criticism. (Like are my fonts too small? Ect.)

This is easy to change, go to position 24 and type h for hex, then type in 19 for positions 24 - 29. For position 30 type in 00 which is the hex code for @. Once you have done this press w for write. Don't change the numbers as it can screw things up quite a bit. If you don't think your character started with enough gold, well that can be changed by typing in a hexadecimal code of your choice. Try to limit the decimal value to 0 - 255, untill you know more. In other words change only one character unless you know enough about what you are doing to get the exact amount you want. This can be done, but it will undoubtedly take alot of practice to do so.

You will know when you have found the characters as their names will be shown at the top left corner of the screen. The name will begin with the character created by control q. After that is the actual name of the character. The fifth and sixth characters are on track 17, sectors 12 and 13. I will reveal more as I learn it. Keep your ears and eyes open for more in the future.

Ha Ha, You
Commodore Users
Missed all my Vital
Spots.

(Lord Ronin's Idea of the Intel of a WinBlown User)

Used with special permission from Rick Loomis of Flying Buffalo www.flyingbuffalo.com original artwork by Rob Carver from T&T rules book

Thanks to Rick and the gang at FBI for being C= friendly. And having a good game

Wave demo found on Inet. Will be around on BBS soon

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14 RPG Aid files for AD&D theme games just uploaded to BBS.

Now exchanging with the Commodore Users Group of Saint Louis.

New Intellinews feature on BBS. Gives you the news you haven't read. This means that the old Global news area is open for a sponcer section. Contact ID #1 or the ACUG on this prospect.
This is a free service to all C= user groups. Small monthly fee to non C= groups and members.

** New games for BBS PBEM on the work load. Tunnels & Trolls a Sword & Sorcery Game. Mercenaries, Spies and Private Eyes. A multi genre Espionage theme game. Both by Flying Buffalo. These will be ready in a few weeks.

Upcomming BBS files for DL: 128 - LHA/LZH maker. ACE16 series with source code. EZBBS47, Centipede BBS both the light and full version. Unix and CS-Dos. Plus a lot more to be tested.

Upcoming files for the BBS: 64 - Curse of the Azure Bands, Secreot of the Silver Blades, Hillsfar, Death Knights, Andy Capp, Gauntlet 1-2-3, Woodenships Pirates, and more. All dl-ed in pk204 zip in a D64 image. Lots of work ;-?

20% off all C=64/128 items in the shop till meeting night for ACUG members. <Consignment items excluded>

Remember the 22 anniversary of the ACUG this July.

Next Meeting
7:00pm at Mohr Realities Game
338 12th Astoria on the 20th of April
Smokers, gamers, visitors and demos all welcome

Chancellor: Sensei David Mohr
Treasurer: Gary L. Dupuy
C=Librarian: Imperial Warlord
Amiga Librarian: Mark Reed
Editor Lord Ronin from Q-Link
Deputy Librarian: #30 & #4

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