Notes from Meeting of
18/May/2000ce

Open

7:00pm

Newsletter

Approved

Chancellor

Sensei introduced a friend of the game guild. Kenny, A.K.A. the pizza man. Who came to visit the meeting. Though a sometimes user of that other platform. He has been learning about the C= & Amiga.

As required by the constitution. Sensei again announced the upcoming elections. The nominations for the officers still stand as current listing.

Next on the topic list, was a discussion on the celebration party in July. Lord Ronin is selecting a few compilations of music to bring. Sensei will work on the bread again this year. #4 will search for the kitty box cake recipe. #30 is bringing selected snacks. Imperial Warlord <#2>. Will select some games for play at the shop. 128 as well as the 64. He did mention that the joysticks at the shop in our non sale collection. Do not work as smoothly as many others. Players may want to bring their favourite joystick. Kenny asked if he could be at the party and offered pizza from his work

place. #8 is working on the idea of what to bring. #16 doesn't know at this time. What his work schedule will be on that day. Hopefully he will be able to attend.

NovaTerm 9.6 with patch "C". Has been released as freeware. Lord Ronin dl-ed the files. He will give a report in his section.

Dungeon Creator has been released as freeware. According to a piece in Load Star issue 191. David Caruso II released it recently. What we haven't found out yet, is if the one on Load Star is freeware or the original. This is being looked into over the next few weeks. So we can put the correct version on the BBS. Later we can have the adventures that are created.

Sensei announced that Lord Ronin is on the list for e recently opened position of Managing Editor of the Commodore Mail Link. Pre notice on the meeting in November. Due to the change in OryCon this year. The November meeting will be the 2nd Thursday of the month.
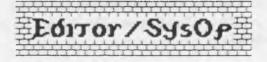
Treasurer

Commodore Librarian

File work as always ;-D. This months files came from the downloads that Lord Ronin found on different sites. Side two has three games. These came from different C= sites. Mostly on zip and .d64 format. Monty Pythons flying circus. Mr. Weems and the She Vampires and Atom Ant. They are put on the disk in .wr3 format. Side #1 has tools. Mostly from Videocam. A very nice programme. That will not only convert ascii to normal/standard Petascii. But it will chop up large SEQ files into smaller ones. This is great for the large manuals and walkthroughs. That Lord Ronin finds Online. Also on the disk are some small pet to ascii and ascii to pet converters. A new directory editor. That will work with the 1581 sub directories. A utility to help in making text games. But thanks to Hernan at SC's. We now have the arc-sda file.

Amiga Librarian

Lord Alberonn has received from Software Hut the repaired Amiga. Don't know what was wrong. They replaced the mother board and it now works fine. He has been testing, configuring, setup work (playing) with it for just a few days before the meeting. There has been a problem with Pacifier and his connection. When he called to rectify the problem. He was given a snobbish answer that they don't support the Amiga. Only the Windoze and Mac. This attitude was highly offensive to him. Lord Ronin added that he received the same attitude in an E-mail msg from them. When he asked about the problem in up loading things to directory.

Shortly there will be an increase of Amiga files on the BBS. Right after the testing of the A4000 PT has been finished. Keep a check on the news screen for the uploads.

Editor/SysOp

We were reviewed in the Commodore Scene #29. Thanks Allan, glad to see that we are steadily improving. Volker Rust sent me a .D64 copy of his game Leisure Suit Leo II. I haven't gone over it yet. This is made with (primarily) the D4 Creator. That I am having problems with translating. Gary Noakes bought a large collection of Commodore items. He has offered our users group several books that will help us understand the Commodore. Also he is making a Geocable for me to use to speed up the printing. Still sorting and converting files for use on the BBS. Long process., as each file is converted back to normal. Then put in .wr3. next is unwrap and test that file. Before mass loads to the BBS.

Mad Max at M2K BBS. Sent a helpful file for me to use in setting my CMD clock. Now I don't have to shut everything down. I tried it and

it worked fine. All in lower case. Thanks Mad One ;-?

Slowly the shop <GHQ for the A.C.U.G.> and the BBS are being re-structured and <shiver> organized. Should make things a bit easier in the future.

Yes I did score up from nate/dac's site, NovaTerm 9.6 with patch "C". This was tested before the meeting. Configuration was easy. So was the full setup. Should be great with ansi boards and the Inet. Does not work well with the Commodore Omni based BBS. Didn't give full CG set. Gave reverse video where none was created. I will have it soon on the BBS. Original .sfx files. Including the 3 block ram SCPU file. This will fit on one side of a 1541. Leaving only 17 blocks free. There are no dox on this one.

Deputy Librarians

#30 has been making headway on the magazines. Though I admit that many days the 128 was being used for file work. Adding to the delay on the magazines. Vixen has been playing around with the dox files. Need to pick up another ink cart. As there will be many print outs. I did score up more plastic sleeves for the binders. Need to find some more binders. Newsletters are being put in them at this time by Vixen.

Discussion-Demos Close

Some jpg pixs from Mad Max were shown. Not all though <Had to keep #2 off the screen at the meeting -BG-> Shown were a girl, several C= setups and the Mad one Himself <Mean of me I know MM>. I showed the different tools this month. #8 <Wildstar> was our playtester for the games. I had things decompressed for the meeting. <SG>

During the discussion. The question from #8 was when would ACE16 with the source code. As well as ZED be put on the Board. This will happen after are decompressed and tested. Though I haven't grabbed ZED. IIRC it is on the archive files from TSBBS. If not I think I saw it at Videocam. Should go up at the same time as the unix files I found and the Lunix file. Yeah that is how it was spelled. All must be tested first. Closed at 8:30

Lord Ronin's Ramblings

What to write this month? A question that plagues me each month. Not that there isn't topics. Quite the reverse!! So what this month? There are two things I thought about for an editorial.

<1> Newsletters: We exchange with several other groups. Each month I

look forward to reading the information from these groups. I read about the Hyperlink 2.5 for the C=. Getting on and moving about on EBAY. Software reviews, typing help and more. That from just one Newsletter.

Scanning the issues. Note to all we exchange Newsletters. We keep preserved all copies that we receive. Well in scanning the issues. What I find is amazing. From the smallest ones of just 4 half pages. Through the great colour issues of The Lucky Report. Up to the magazine Commodore Scene from the U.K. The attitude of the submitters and the editors. Putting in the time and the energy for others to profit. Topics range from the newest software on the web. Through FAQ on simple requests about the C=. Recently I read about printers, more on the jpeg files, the need to learn to touch type. That article came with a type in prg for a simple typing tutor. Hardware additives and how to install as well as how to use. So much love and attention given to our pc and the users. A fact that the IBuMers who enter the shop. Constantly remark, about not being in their platforms reality.

To all those editors and submitters. Who spend the late hours. Digging up the information for those of us. Especially the new users. I send my thanks to all of you.

<2>Inet Files: Those with access to the Inet. You can find many sites with C= files. Hundreds of sites exist for the C= lover. But you need to be warned. Not all the files you find will be good. There is a site that states that they have over 2500 C= files. I went there and grabbed approx. 197 files. Well they are in pk2+zip. They are also in .D64 disk image. Unzip128, the newest version from Errol Smith. Works fine in 128 mode. As it converts the .D64 and unzips all in one movement. But it takes some time. Even with a Jiffy Dos system.

Now if you don't have this file it will be on the BBS shortly. Problems at the site are not that much. Like other sites. You need to scroll through many things that don't make sense to you and your Lynx browser. Once in the file area. Time to select a number or a letter from the field. This takes you to a lot of files. Now for another problem. You need to be carefull on your selection. I wasn't, and got images of something. Not the file I wanted.

Most of the time the return works for the download. But some files are a text file or in a compression format that is not known by the browser. This isn't fun when it tries to display it on the screen for you. Generally I use the "D" command. This also will DL the .wr3 files and the text files.

Problems occur after you have your file. As it is time to dissolve it back to normal. As I write this at the shop. I am dissolving Caveman Ugh Olympics. The man that zipped it up. Well he put side B first then side A then C and last was D. Before that I did Secret of the Silver Blades. This one was zipped in complete reverse order of the disks. There were also two files in .D64. That I didn't understand. So two more 1541 disks were used. Just to get two save

The Tally Ho!

Amiga Inc. Press Release

Amiga is Back, and will change computing forever, again.

Amiga the creators of Multi-Media computing, have announced the release of their developer kit for Amiga, Linux, and Java developers.

June 3, 2000 - Snoqualmie, WA - Amiga announces the release of the Amiga Software Developers Kit, the first new product to introduce the next generation Amiga platform.

The Amiga Software Developers Kit provides the initial tools and examples for developers to create exciting multi-media content for multiple devices and computing environments. The unique strength of the New Amiga comes from the partnership with the Tao Group in Reading England providing a foundation where developers are able to take advantage of a ubiquitous computing environment.

In 1984 Amiga established what is know today as multi-media. As a result of this, Amiga systems are used around the world by leading film studios, animators, and in mission critical applications. Using this as the foundation, the Amiga is moving forward by creating multi-media for numerous devices and computing environments in the home, in the office and beyond.

The Amiga OS is capable of being self-hosted, and sitting on top of other operating systems. A single application is capable of running on X86, Power PC, M.core, ARM, StrongArm, MIPs, SH3/4, and others. In a hosted environment the new Amiga runs on versions of Linux, Windows 95,98/NT, Windows CE, OS/9, QNX4, and others to be announced.

The new OS also embraces the Java language in a new, powerful and compliant way. The intent Java Technology Edition from Tao is world renowned for its speed and compact execution of Java applications. With the new environment, developers will be able to take advantage of both Java, and portable assembler coding.

"Today we take the first step towards the future" Said Bill McEwen President/CEO of Amiga, Inc. "The new Amiga SDK provides an environment where the best developers in the world can build exciting applications, that can transcend hardware limitations. Today Amiga developers can be joined by Linux and Java developers in an environment that provides the foundation for the delivery of future content."

"Tao has been talking for some time now about our developments to create Digital Heaven(tm) and we see Amiga and its community as a fundamental part of the new order that can make it happen and take an

industry lead. With the sheer tenacity and the many qualities of McEwen and his Amiga team, the world is going to see Amiga as a Premier Brand for connected digital appliances," said Francis Charig Chairman of the Tao-Group. For the developer, the new SDK creates a single environment that is scalable from handheld devices, such as cell phones upwards New versions of the kit later in the year will introduce many new media features. Both the current and future versions will enable compact, high performance and robust media solutions to be used across a broad range of devices using identical binaries..

The New Amiga SDK is available through local retailers for $ 99.00, and from the Amiga web site, Amazon.com and other sources available soon. A version via a Japanese distributor will be announced shortly.

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Amiga Inc. and Eyetech Form Partnership

From Amiga.org

June 6, 2000 - Snoqualmie, WA USA - Amiga Inc. of Snoqualmie, WA is pleased to announce a strategic relationship with Eyetech Group Ltd. of Stokesley, North Yorkshire, UK to manufacture the first release of the Next Generation Amiga Development Machines and to distribute these in Great Britain and the Republic of Ireland.

This will no doubt come as welcome news to the British Amiga community who have long enjoyed an excellent relationship with Eyetech.

Eyetech is well known as a leading supporter of Amiga - and the Amiga Community - of great integrity. Eyetech's involvement in the Amiga market dates back to 1993.

Amiga and Eyetech both share a vision and strategy to re-establish the next generation Amiga Operating Environment as the leading multimedia hardware-independent delivery platform for the year 2000 and beyond. Both companies believe that this strategy will return Amiga to its rightful position as a leader in multimedia computing, and thereby redeliver the recognition and pride back to the loyal Amiga community that has waved the flag over these last 15 years.

Our relationship with long time company Chairman, Alan Redhouse, proves that Eyetech has a firm belief in our product, our company, and our community. Of particular interest to both Amiga and the community is Eyetechs EZTower Mk5 which networks together - in a single tower system - both an A1200 (with optional PPC/BVision) with a next generation

Amiga Development Machine and the Amiga SDK. "The reputation of Eyetech as well as their ability to offer such a high quality and wide-ranging choice to the Amiga community in the form of both the EZTower Mk5 and the EZDev-Plus - Eyetech's stand-alone DevBox - is unprecedented. We wholeheartedly support Alan and his team at Eyetech and join the community in welcoming Eyetech to the Amiga future." said Randall Hughes, Vice President Sales and Strategic Alliances at Amiga.

Alan Redhouse commented: "I am delighted that Eyetech has been chosen as Amiga's partner to help UK companies and individuals take advantage of porting and developing applications under the new Amiga Operating Environment. We will of course continue to service and support Classic Amiga users Worldwide from the 5000 square feet (500 square meters) of warehouse space dedicated to Amiga products here at our UK base.
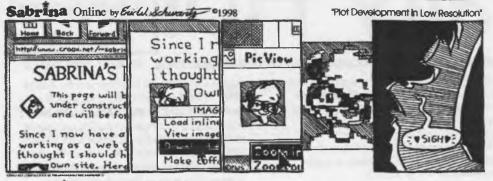
"The Classic Amiga also forms the basis of our Multimedia Presentation and Kiosk systems as its tightly integrated, purpose-designed preemptive multitasking, multimedia-centric operating system allows us to achieve levels of performance, reliability and cost-effectiveness which cannot even be approached on a PC-based system. We are now looking forward to developing new, high-performance multimedia products around the new generation Amiga Operating Environment, as well as providing continued support for our existing commercial and leisure customers."

Eyetech's developer platforms for the new generation Amiga Operating Environment will be officially released on 1st June 2000. The product portfolio will include EZTower Mk 5 based integrated systems, upgrade kits for existing EZTower users and the stand-alone EZDev-Plus system. All systems will ship with Eyetech's 5-click Amiga - Linux networking software, specially tailored for the new Amiga Operating Environment.

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Sabrina Online by Eric W. Schwartz ©1998 — "Plot Development in Low Resolution"

Sabrina Online by Eric W. Schwartz ©1998 — "big, boxy, and big"

Sabrina Online by Eric W. Schwartz ©1998 — "Autobots and E-mail don't mix"

Sabrina Online by Eric W. Schwartz ©1998 — "Alone at last"

Sabrina Online by Eric W. Schwartz ©1998 — "Road Trip, Part 1: Wolves are Large"

games. Another disk for the Rule Book and one more for the Adventurers Journal. Both are text files, also too large for Omega Q to convert to normal Petascii.Thanks go to Gaelyne, for the programme she mentioned. That converts and breaks the file up for you. This was on last months disk. But that doesn't put he clear. This isn't formatted for our system. So you must be careful in doing the book copy protection. Also I never found the map that they said was in the file. Same problem with Death Knights of Krynn.

That and about 12% of the files fail to function after they have been converted. Others crash while running. So C= file freaks beware. Note that on our BBS. These files have been tested, compressed, uncompressed, and tested again before going up into the file areas. Takes time, but you will have a good file. *(this article was inspired by a discussion with Mad Max of M2K BBS)*

Hyperlink 2.5 information is obtainable at http://www.armory.com%7Espectre/cwi/ e-mail to spectre@deepthought.armory.com

The shop & ACUG now has a photocopier. Though not in top shape.
We can use it for some simple work. Makes a fair copy on printer paper. Needs an indepth cleaning. See a SysOp at the shop for help.

ACUG has a mail list on the Inet. Open to non-members as well Contact on joining alberonn@pacifier.com

Have some small graphics you want in C= Format? See Lord Ronin at the shop. IF possible we can convert it for you to several formats with GoDot and the Handy Scanner.

RPG games from Inet being tested for UL to the BBS. More as it progresses

New areas set up for Sci-Fi Literature in the msg base #17. Fantasy area being created.

Next Meetin 15/June/00ce
7pm at Mohr Realities Games
338 12th ST. Astoria Ore.
Smoker, Demos & Guests Welcome

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Amiga Librarian: Mark E. Reed
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