NOTES FROM MEETING OF 15/JUNE/00CE

Open 7:11pm Discussion on BBS Penalty box level and a members need for help on his A1200 setup delayed opening.

Newsletter Approved: Lord Ronin will explain the delay this month.

Chancellor Report Starting off this time. Sensei again covered the upcoming elections. All elected offices still hold the same for this election. More discussion on the 22nd anniversary party. Lord Ronin explained about "special" disk for the meeting. Copied from the CD called Retro Gold and converted with CD Commander to normal. Will be the Adventure Construction Set. Lord Ronin showed his factory copy. Which he will use to write the dox for the group. He said that was going to use Edstar II from Load Star. Then try to use the Load Star Book Mark prg on the inkjet to make the dox into a booklet. At this time the test on the inkjet hasn´t been done.

Next was a discussion and demo of the soft sectored 1541 disk, compared to the hard sectored disk. Lord Ronin had a case and one soft sectored disk. #30 had bought a few disks that turned out to be hard sectored. These were removed from the jacket. So that all may see the difference in the time holes. One being on the normal disk. While there are many on the hard sectored disk. The "padding" inside the jacket was shown and discussed. Similarities to the graphite "pads" in cassette tapes for smooth operation were discussed.

Sensei went over our last months newsletter. Explained that the experiment in doing all text in bold face didn´t live up to expectations. Then showed several of the newsletters. That had arrived this month. A talk on the content of each newsletter a how we can improve ours, was started.

Treasurer $38

C= Librarian
At this time. There are just 2 1581 disks left to be converted. Many more files are on the hard drive. Just that the majority have been copied and have been converted. Only a small handful have been tested and ul-ed. The work has stopped at this point. As it is taking too much time from the magazine work a the shop. Besides we need a break <BG>. A little more testing has been done with the cataloguer that was found. More work is needed to understand what is happening and how to use it correctly. Gary Noakes of the CML has a few more books that he will be sending for our members to use. Along with a GeoCable to Lord Ronin. That will help speed up the printing.

Editor/SysOp
First order of business. Why are the newsletter so late this month? That answer is easy to state. Lord Alberonn was ill for a while. When he

returned he had to slam out the Amiga section. Just as that was finished. My 1581 disk of the mail addies died. Something about disk error $23. Makes no sense to me. The print out was also gone as was the b/u disk. This prompted the usual complaint about my stuff being m at the shop. Still I had to redo the entire list from the membership forms and the easily available newsletters from other groups. Some of our exchanges will not receive the issue for June. But are receiving this issue. My apologies to you for this, and if you like . I will copy the June issue and send it to you for your records.

This month we are also sending several back issues of the club disk. <any one want to give it a name?> to C=HUG. We do this several times a year as they exchange with us their newsletter and monthly disk.

Because of a recent development on the BBS. That lead to the need for a decker to UL to the BBS. I showed the form that I use for the files. This helps out in keeping notes of the file type and where it should go on the BBS. Along with a spot to write the notes about the file, for the the UL comment. For those that want to UL to the BBS. These forms are free for members at the shop.

Speaking of the BBS. A lot of work has gone on behind the scenes. Files that were grabbed from the Inet. These are under testing. At this time. I spent more time on the 128 files I found. Some of them I didn't know where 128. Such as 4 R.P.G. aides. Not all of the files have been fully tested. Things like ACE would take way to long. This is noted in the UL comments. CBM images area, sort of an art gallery is open now. Only to areas. One for viewers and the other

for jpg files. I hope to find more from other C= art prgs for future sections. A question on SEQ or keyboard files for arts raised. Should a section be made for that in the area? No answer right now as there isn't any files for that now. However it can be done. As I have seen some on the Load Star just using the gfx to make a picture.

Right now the TFR area is a mess. This is because it is being redesigned and the files moved. That will mean that the compressed files. Many will be in .SDA format for t drive users. Can be downloaded from the Tomes & Scrolls. While another copy that is uncompressed will be on the TFR. No games will be uploaded to the 64 Games area. At least for several weeks. The hard drive partition is full. Making it impossible to add more until the files are sorted and moved to a new partition. Then the job of re-establishing them on the BBS in the file area.

Amiga Librarian #4 again
explained about the new mail list, for the A.C.U.G. This is a mail list for things about the Commodore pc platforms and the Amiga pc platform. Talks are generally but not limited to the beginner in each platform. To sign up, and you don't have to be a BBS or an A.C.U.G. member. Send a blank e-mail to acug0447-subscribe@egroups.com. Or visit the web site at http://www.egroups.com/group/acug04 47.

Since #16 finally made the deal he now has his A1200. He also has a pair of A500s for sale. #4 has spent the last several days helping clean and setup the A1200. #16 is looking at upgrading to a 540MB internal HD. Also he is looking at gaining WB 3.5 Though a lot of work and money. #16 is very happy with the A1200. Quoted

as saying it is better than the IBuM.

However #4 had been testing the new power tower. Before he was going to UL files to the BBS. This has been understandably delayed. He has stated that the ULs are at the top of his "to do ASAP" list.

Demos/Discussion/Close
Side one was explained and shown of the disk. Tools and more. The bill gates picture, in jpg. Which a copy is in the shops window. A .D64 converter, a new to us zipcode2 file, unzip64 & 128. The files that unzip and convert .D64 files. Created by Errol Smith in Oz. Four demos from Go64 magazine. That show more of the art work that the C= can do today. All of these received the same in house comment. A house joke. "You can't do that on a Commodore". The compressed games from side two had been extracted for the demo. Road Runner from an Inet Data Steal. #8 made it almost as far as Lord Ronin. The start of 2nd LvL. Slot Cars from C=HUG DTOM, #8 made it almost once around the track. Lord Ronin admitted to making it only once around. Zyax from Go64 magazine. #8 ran into all the same problems that Lord Ronin found in the game. All are fun to play and frustrating to boot. Discussion centered around #16 and his A1200. he stated that the 2 A500s would be up for sale. He also showed the newest issue, which is April, of the Amiga World online mag. Which he had printed out. Saying that he was considering doing a piece for the Village Green on the issue. CLOSED at 8:35pm

LORD RONINS RAMBLINGS

What a month I have had. The July

issue of the Commodore Mail Link. An international C= publication. Which I was the guest editor. Bad English I know. <BG> There were some problems with converting Busy Bee's "The Write Stuff" to GEOS. A ton of re-typing. The issue was a little late in being sent out. Another reason for this one being late. I also have been honoured by being named the Managing Editor for the CML. Loads of stuff happening this last few weeks. Which brings me to the

OFFICIAL NOTICE
There are a few things to mention. FIRST we, the shop and the A.C.U.G. are moving to a new location. There is more information at the shop. As well as on the BBS. This means that we are having a moving sale. A.C.U.G. members will receive larger discount than published for the public. SECOND Because of this move. The 22nd anniversary party. That was scheduled for the July meeting. Has been postponed till the August meeting. Assuming that we have things set up by that time <VBG> Elections and regular business meeting will be held. Except for THIRD We are expecting a visitor. Mr. Robert Bernardo of the Fresno users Group A writer in the C= field and recently interviewed on the Radio show that plays C= SID music. <interview is at the shop to be read> Sent me an E-Mail msg. Asking if it would be alright to pop by at the meeting. Since he is traveling along the west coast. Of course I jumped at this chance to meet a man with vast C= experience. Even with the place torn up for the move.

Now back to the Ramblings;
Ever been asked why you are using a Commodore and or an Amiga? Rather than the newest IBuM system? Most likely you have and sometimes not very nicely. We have a ton of reasons for

keeping our systems. We upgrade and don't throw away most of our software and a chunk of hardware. Our systems are almost 100% backwards compatible to June of 1982. Add a Vic and a Pet emulator and you are back to 1977. We can do as much if not more, though not in the same pretty gfx. That they can do with their expensive machines. Every dime we spend stays with us. Instead of being dumped in a land fill. We have out lasted all of the other platforms. By being adaptable and we have the most user friendly machine.

But that isn't the reason I like to tell others, on why we have kept our system. I have read many articles on our systems, user friendliness, adaptability and even the just plain fun of the C=. What I haven't read much on, is the C= users. They are a breed apart of the other platform's users. Why you might ask, do I say that? Simple, we are a different type of Computer user. I'll give some examples to show you where I am heading.

Gary Noakes, made a good score on C= books and hardware. We will be getting for our users group a collection of these books. Just for the cost of shipping. When he found out that I didn't have a GeoCable for the inkjet. he volunteered to make one for me. That will sent along with the books. Dick Estel sold me the Handy Scanner. That i have been playing with for a short time. he then sent me the Handy Import prg for the GEOS cvt work. Along with several other GEOS prgs. That I haven't worked on at this time. A member of the CML has some items for sale. Which I put a bid on. He found out that I am an addict and offered me more in GEOS items. At "Make an offer". People are looking for certain

programmes for me. Just as I am looking for some for them.

Now then the members of the A.C.U.G. already know this type of mind set. In fact they don't know any other type. Others that use the other platforms. They are the ones that are unfamiliar with this attitude of helpfulness. Users trying to help users. I ask the non CBM users what it is like for them. The ones that I spoke to on this tell me that there is no help like this on the Inet areas for their platform. The jpeg viewer we have, they don't understand that it is a free dl for our use. They think that they have to pay money for everything. I am told that there is little to no help for the users of the other platforms. This may not the major case. just the topics that we discuss in the shop. Lord Alberonn has also met many Amgia users on the Inet. Who also react the same way in helpfulness Sending him file as he does for them. Digging out information and methods of programming.

What I know is that the Commodore users are helpful and patient. As I can ask some of the most simple and Basic questions. Poor Mad Max at M2K BBS. He gets a lot of them from me on a regular basis. There will be quite a few more How and Why questions for him in the future <Hi Mad Max>. But he attempts to explain the this old hippy freak how things work. Non CBM users don't seem to have this type of attitude. So besides a computer that nevers goes obsolete. We have the best group of users. Who are willing to help and share what they know. Glad and proud to be part of this world wide team.

Stuff for the Meeting; First off I
would like your input on the newsletter. This is our official record. One of the two official sources of information for the

The Tally Ho!

New Amiga Online Games Magazine
Amiga Fire launches!
It is time. Amiga Fire finally launches. July 10, 2000

It is a time of Amiga magazines closing down and Amiga games being cancelled.

But it is also the time of such major Amiga games as Heretic II, Nightlong and Sin. A lot of great games are still coming out. People stick to their favourite computer.

And now we bring you Amiga Fire - the online magazine only on Amiga games. We have the latest news. Previews of the upcoming games. Reviews of the latest releases. Simply we have everything on Amiga games.

It is our hope and goal to give you something that has been lacking. A great Amiga games magazine.
Happy reading.
Amiga Fire Staff
[Ed note: This site's URL is: http://www.amigafire.com Check it out!]

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Website Update
(Or... please be patient, I'm working on a better site!)
For those of you who are wondering at what's going on with the ACUG website, here's a fast report.

I have been sidetracked and delayed for quite a while on doing the site's update lately. However, I have been working on a complete rearrangement of our pages.

One major thing I'm doing is breaking up the main page of our site. (http://home.pacifier.com/~alberonn/acug.html) The front page was getting to big to easily move around. I'm turning the front page more into an index page to the other sections of the site. I'll bee adding an introduction Page, a news page, a files page, and a page with information about our BBS. All the other pages with the Links and images to link to our site will be cleaned up a bit and I'll start on the

rewrite of those pages as well.

Other things I've been doing is cleaning up a lot of the HTML code. I found an HTML validater on the internet that allows me to upload my HTML code and then it tells me where there are any problems. I'm working on having my page validate as proper HTML v4.0. Supposedly, this will make sure my site looks pretty much the same to all graphic browsers and if I watch what I'm doing, should be still fine for Lynx user's.

I also located an Amiga Port of Tidy. Tidy goes through my HTML document and finds (and tried to fix) any major errors. You can have the program output to a file a list of problems that may have cropped up and allow you to know where you have to go to fix problems that Tidy cannot handle.

I am hoping all of this will end up with a better and cleaner webpage for the ACUG. I have gotten good response form those who have seen the work in progress at the shop.

(acug.html - current layout on the HD.)

Another thing I'm looking into now is registering our own domain name. I found a site that will also host our page so I can separate it from my Pacifier account. This also allows me to change ISP's in the future without having to send a bunch of notices that the site has moved yet again. This will also allow easier transfer if we get a volunteer for the webmaster's job in the future.

Tidy can be found at Keith Blakemore-Noble's site at: http://www.amiga.u-net.com/ MadDogSoftware/Tidy.html

What looks pretty much like the

same validator program can be found at these sites:
http://www.htmlhelp.org/tools/validator
http://validator.w3.org

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Our New Mail List
The Amiga-Commodore User's group has a new feature available not only to our member, but for any interested in the Commodore and Amiga computer platforms. We now have an internet e-mail mailing list.

For those of you who don't know what this is, it isn't too complex. What happens is that whenever you send an e-mail to the list, that message goes to everyone who is part of that list. (Including yourself.) This is somewhat reminiscent of the "Message Bases" of the BBS systems, except this get sent to you e-mail account.

One bad side to this is that some lists can generate a lot of e-mail. Some lists (like our's,) give you the option of getting a "digest" version. In our case all the posts for one day are combined into one larger e-mail message. Our list also has the option for it not to send you any e-mail, but you can access the list via the World Wide Web and read and respond to the posts online. (You'd still be able to directly send a message to the list via e-mail.) Some lists also have other features available via the web as well

The mailing lists are often a good place to get help with technical problems or just to brag about the new toy you got for your computer. What is normally acceptable topics vary depending on the list you're on.

Our list is for generic discussion on the Commodore and Amiga computer systems. Requests for help are welcome and we'll try to answer the best we can or try to figure out where'd be the best place to look. We welcome new users as well as the more experienced crowd. We are a very informal list. Under e-group's policies, spamming is prohibited, and will not be tolerated by me, the list's owner.

The service we're going through, (e-groups,) allows you to easily create you own mail lists and is host to several Amiga mail lists that I know of, and I wouldn't be too surprised to see more then a few Commodore lists on there as well. E-groups dies have a search option to allow you to locate groups you may be interested in joining.

I have tested the site with iBrowse 2.2, AWeb-II, and Voyager 3.2 on the Amiga. I have been successful with accessing the site with Lynx using my Unix shell account and my C128.

For those interested in the list and for current member's reference, here are the important e-mail addresses and the URL to our e-group's site.
Post message (List member's only):
acug0447@egroups.com

Subscribe (Just send a blank e-mail):
acug0447-subscribe@egroups.com

Unsubscribe (Just send a blank e-mail):
acug0447-unsubscribe@egroups.com

List owner:
acug0447-owner@egroups.com
alberonn@pacifier.com

URL to this page:
http://www.egroups.com/group/acug0447

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New toys for the Amiga Librarian
Thanks goes to #16 (Scott Farley) for getting me Aminet Set 4 (Aminet CDs #13-16) and the Amiga Developer CD V2.1 (For AmigaOS 3.5)

With the addition of Set 4, I now have Aminet Sets #1-4 and I'll be working on getting the rest of the CD's. This gives me more programs immediately available for our club member's pleasure.

The Developer's CD had important files and reference material for developing programs for the Amiga. this will go a long way in learning C after I get a couple of books that someone on the amiga-c mail list recommended to me. I'll also need the time, but after we move our shop, I hope to have the time to work on that project as well as my work on learning Commodore ML. (And my Gamma World IV RPG campaign, and . . .)

I also have on CD the Fred Fish disks #1-1000. I also have some of the later Fresh Fish CD's and I hope to expand my collection as time passes.

This is a lot of software on top of the Old ACUG library disks, however, I have found that several disks in our old floppy collection are bad. This could be due to detoriating disk media. I guess I'll also have to save up for a CD-Burner and transfer our floppy collection to CD. This would also help with sharing the ACUG library with our members and other groups, but I do not have the funds right now to add this piece of hardware to my Power Tower. (I'd also have to add another IDE controller for the burner to hook up to.)

A.C.U.G. The other being the BBS. We have taken some approaches that are new and experimental. I have dropped the border lines. As a member wanted to see if it would look better with out the borders. I have used at times some gfx. Illustrating the great Handy Scanner. Should we continue with gfx? If so what style should we adopt?

Recently I have used a boxed type separator for the departments. This issue I returned to the older style. Which is better for you to read? How shall we handle both the classifieds and submission deadlines? I'll be looking for your answers at the meeting.

Second is a major discussion on the Dungeon Creator. I haven't found out yet if the Load Star version is also PD. that can wait a bit. As we need to discuss making games for the system. A crew is needed to work on the submission for Fender. As I got stalled on that job by myself.

BBS; As mentioned in the news. File area #2 is closed to up loads. We filled up the 64 games partition. All 65,216 blocks. Need to move files to other partitions. Before more can be uploaded. Area #1+ and area #19+ have now been made into Free File areas. Thanks to Mad Max for clearifing how it was done. This is the Tomes & Scrolls area and the A.C.U.G. area. No credit cost to dl files from these two major areas.

We have a new decker from out of the area. #20 <Tuxedo> calls from down the coast, uses a C=128. Special Level and Main news now appears at login. Set for the level of access of the decker.

There have been some Amiga files put up by Lord Alberonn. A full list is found in msg base #4. Scan for the #xfer" msg post. Some Miami items and several other files in that line. Are now in the Amiga file area for dl-ing. More on their way for our Amiga Deckers. The file area #20 has been emptied. A new set of .D64 files will be made and installed in the area for the emulator users.

Enough for now. See you at the meeting and in the matrix Chummers.

GENERAL

We welcome Richard Chase to the ACUG. Our newest member. Richard has a C=64 and a 1541 drive. Both of which he recently aquired. At this time his interests are in Games and programming.

Richard has shown a bit of interest in learning something about the BBS and Telecommunications. Welcome to the ACUG.

NOTICE: Your mailing label has your EXPIRATION date. You expire at the meeting of the month listed. Remember that the group is here to help. All you need to do is ask.

Remember the moving sale this month. Where ACUG members can get up to 50% off on many C= items. Check with Lord Ronin on what isn't at 50%. As that is a smaller list ;-?

ACUG members and exchanges can post free in this space. Have something to announce, sell, want etc. Send it to Lord Ronin at the shop, the BBS, snail mail or Inet.

New location will be announced in the next issue of the Village Green. Members may ask at the shop for the new GHQ.

Next Meeting: 20/July/00ce
at 7pm in Mohr Realites
Smokers, Demos and Guests Welcome
Pardon the mess as we are
moving

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97103

PORTLAND OR 972
PM
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