

# NOTES FROM MEETING OF 15/2/2001

**OPEN:** 7:00pm

**NEWSLETTER:** Approved

**CHANCELLOR:** Sensei announced to the group our newest member Tony A.K.A. Skippy's Evil Twin. <G> Many things in discussion this time around. The prospective location was rented at a much higher price than we can afford. So we are still looking for a new location for the shop and the group. At this time, Sensei is setting up with Lord Ronin to use the BBS for more of the ACUG C= needs in hardware and software. Also for orders in the RPG items. And inventory is suggested of the items in storage. Transport at this time is not an easy task.



More discussion on the entrance of emulator users to the group. Lord Ronin had placed the request for information on the types of C= emulators out on the Inet. So far when he was last able to log on, there was nothing stating that there were any licensing problems for the C= ones. Lord Alberonn has sent requests on the Amiga emulators for legal license and is awaiting a reply from the company on how to prove legal ownership for the Amiga emulators. #16 is appointed nominal head of the Amiga emulators at this point. As he is the first to be getting the Amiga Forever CD. He will be working with Lord Alberonn on the usage of the Amiga emulators.

This then went to a discussion on the need for the Emulator users to DL the .D64 images of the Penny Farthing each month. A question raised on the cost for the membership. As recorded in last month's issue of the Village Green. Lord Ronin explained that he would have to make the regular Penny farthing disk. Then run another programme to create it to the .D64 files. Reminding the group that there would be two files. one for each side of the disk.

Then take the 1581 work disk and upload the .D64 files to the ACUG area on the BBS. After that he needs to monitor the area regularly to avoid the misuse problem. While still trying to maintain some semblance of the honour system for the group. He did add that he made the ACUG area a free file area now. So no cost in file DLs. The extra work for the emulator users makes for the higher cost.

This went next to the return of the DL the regular Penny Farthing Disks from the BBS. As discussed last time. Some members are out of the area and it is just time and cost prohibitive for them to attend the meetings and to score up the disks. When they are over 100 miles away. Should they be allowed to pay the extra at membership and/or update their membership. So they could DL the standard Penny Farthing from the BBS? Would this be better also for our local members? Sensei decided that this would be a good topic for the BBS ACUG area and for our next meeting. Suggested that all C= users that are members and that can contact the BBS. Do so to indicate their inclinations on this topic. E-Mail to Lord Ronin and the group is at a hold for the moment. As will be seen in the Editor part.

**TREASURER:** \$5 <Lord Ronin donated again the newsletter>

**COMMODORE LIBRARIAN:** Last month imperial Warlord and Lord Ronin gave us the MUD simulation "Micro Mud". A copy was also sent to Mad Max at M2K BBS. Who if memory serves right, had a German version. Mad Max returned the copy in a

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net packet and it is Jiffy Dos fixed. We haven't tested it out yet. But trust Mad Max's work. This month the disk is a bit spotty. Since the majority of the Kibbutz crew has been down with the flu bug for over a week before the meeting. Not a lot was done this time around. That and for some reason the important files were lost for the images and the disk sleeve. However out of the vaults of the collection. Well out of the recent work done. <G> There are on this months Penny Farthing. A couple of the more complicated note/screen writers. help is available if needed on how to use from Imperial Warlord and/or Lord Ronin. There are also some of the walkthroughs for different games. By request there is the one for the first Bards Tale. These are the ones from our DL area and not the ones that are in the Text File Reader. So there are no returns or colour work done on them.

Side #2 has the Metal Warrior game #2. About a year ago we put out the first of the metal warrior games. This one came from the disk from the Commodore Scene in the U.K. <Hi Allan> We received this copy from Lord Ronin's Inet friend in Romania. <Hi Mihai> A fast test showed that it worked alright in NTSC. There are more commands and therefore a good head of the intro information is suggested.

**AMIGA LIBRARIAN:** Lord Alberonn was also hit with the flu bug these past weeks. On a recent check of Eyetech website. Lord Ronin saw information that indicated Amiga One boards for the 1200 and the 4000 tower may be out in March this year. Alberonn also bitched on the problem with Pacifier and Lord Ronin. "words not printable".

**EDITOR-SYSDP:** Been real sick this past few weeks. Pacifier has screwed me so I can't use PINE. Which locks up. So my Inet work is screwed up. I can't do my E-Mail. Though I can do my LYNX and access my home directory. I went over our newsletter exchanges with the group this time around. From Matthew Monchalin. we were gifted with the 128 version of the Midnight Assembly system. Which though over my head at this time. Is a great welcome tool. And it should be stated that Mr. Montchalin, not only is a member of our BBS. But also the author of the prog. We thank him for the book and disks.

Rev. Willis Patten sent us a copy of the November Geos Publication. A nice history of the Commodore company and a great colour pic of Gaelyne and Rod Gasson on the back. Be glad when I can do that on our publication.



Syntax from the C= Huston group has a bit by Maurice Randal on the wave64. Which I have been using for Inet log on <when I could> and a good article on the history of Rev. David Moorman the new owner of Load Star.

Lucky Report has great pictures from the C= Chicago Expo 2000. More on the 24 bit Video board from Jeri <Hi Jeri> and an article from Nate/Dac on Clips along with images from the Clips demo.

C= Hayward gives us the history of the "@" character. E-Mail and "netiquette". Hooking up the VCR and the C=64. Which I had done a few years ago for some screen shot work. Fail naturally. Now I know why. <BG>

MACUG newsletter has a bit on us and our report on the Load Star sale. Plus a partial listing of the computers in the Computer museum.

C= of St. Louis Several good pictures of the members. FAQ on the RamLink. FAQ on how information is stored on the 1541 disks.

These newsletters are at the kibbutz for members to read and study.

**DEPUTIES:** #30 is ready to start on the disk work again. Though he has run into problems in making the new animated entry screen for the Penny Farthing. #3 is bummed out on the papers and had to work on the new print out of the Dungeon Dox for the Dungeon Creator. #22 is putting together a Demo of his work and still using the books he has for more disk info for us.

**SIGS:** GEOS group is learning about font making and #30 made the first draft of the Ultima V font. When completed it will be on the BBS GEOS area for DLing. Based

on the fonts from the Ultima V game. Lord Ronin is working on the idea of the Prisoner Font for use in the Newsletter. If time allows work. Lesson is set up for how to map Dungeon maps. Along with a special disk of Dungeon making tools and fonts. Geos 128 is now in the hands of Lord Ronin and he will work with it in the near future. Ordering Wheels 128 ASAP.

**RPGs:** Work on the Dungeon Creator is slow right now as the story is being finalized. Lessons on how to balance a game have been done in E-Mail and on the BBS.

**BASIC:** With all the other projects and illness. This group is a bit behind right now.

**Discussion:** Talk on this months Disk. including the re-release of the 128 40 col game psionics. important info on the read me file regarding the .SDA files. Metal Warrion 2 has the use of level passwords this time. Demo on how to use the network E-Mail section of the BBS. Along with a step by step demo on how to send a network E-Mail to M2K BBS. Meeting closed for discussions at 8:16

### Lord Ronin's Ramblings

Quite a bit has happend since I wrote the above lines a few days after our meeting. Pacifier gave me a free month. But hasn't fixed the problem. I have ordered from Maurice Randall WHEELS 128. Expect that soon. Sent the money to Gaelyne in Oz for the videocam telnet account. Soon all my e-mail etc will be done through there, for the moment I will use pacifier as my server. But am looking for another at this time.

Finished the **Commodore Mailink** for the MTTM group. Just a little late and it was posted off a few days back. Slowed me down a bit on things. But made 20 pages for them this issue.

**Dungeon Creator:** Though not completed yet. the project is moving along at a good pace. Delayed for the **GML** writing. Two passed levels are ready out of the scripted 15. The rejects and some others made just for us. Will be on one side of this months Penny farthing. If all goes as expected.

Right now I am making the levels and

other items for the game. But am receiving help in the form of ideas, hints, tips and playtesting from #30, #22, #3. Trying to sneak in #4 as well. Who worked with me on this project a few years ago. Some tough monsters in a reject level that will be destroyed. Only the tough Dwarf and the Ogre class of characters made it through that adventure. The Elf, Sprite and Human died in the same spot. Meaning that the game is too tough for all classes at that spot. This level was requested to be put on the Penny Farthing for this month. So be warned it wasn't my idea. <BG>



O.K. for those members that joined after the Load Star issue was passed around (with permission from Fender) I can cut copies for your use. So you can play the games on the disk. The levels on the

disk are not the ones we are sending to the new Load Star. So now conflict of interest in this part. help in playing is of course available from us through the group at the kibbutz or through msg on the BBS. I intend to put up adventures later on the BBS for DL.

### Dox & Manuals & Walkthroughs:

This is of interest to several of the members. As I found a few sites where I was able to collect in a Data Steal. Walkthroughs for several games. Manuals for games and doxs for some prgs and C= books.

Some of the early walkthroughs I found have been put on the Penny Farthing all ready. I hope to have some more requested ones for us this time around. Sorry I don't have the site addies at the moment (pacifier problems in getting the URL). I hope to be able to do a proper review of these sites in the future. So that those that are wired here and in our exchanges will be able to also gain more C= information.

The big one that I found is Project64. There i found hundreds of manuals for games and I think some other programmes. i grabbed a few for testing through Wave64. These have yet to be tested and if work converted for our use. At the site I also found several manuals. Including the C= users manual and the Programmers Reference book. I didn't grab these yet. Want to experiment with the other files

first.

One problem that I have had with the DL-ing of Wave64. This at least at two sites. Happens to be case problems. Some files that I grabbed and didn't do a name change. Well they would not be seen by the Unzip 2.15 prg. I tried the @r0: command and that didn't work. I'll admit at the time I was under negative pressure and that may have caused me to make some errors. Finally I used Omega-Q II. Which did the job. Though the upper case names were reverse colour bars only in the listing in Omega-Q II. Name change became something like "file #1" etc. Perhaps now that things have mellowed I will be able to see more and do more.

**Magazines:** Yes I am able to now again go to the German site with the C= related magazines. I have grabbed 6 issues of one magazine for testing. So far only one file seems to have not unzipped correctly. As the files are in the 2.04 format. Again the work was done on a day that should have been one of lay back and forget

everything. So perhaps I again did something wrong.

Those that were opened up. Have at this writing only been lightly looked over for information. No real testing of them has been done. This site has hundreds of C= disk mags. However when I do a review of this site. When I can get the URL for it that is to say. I will give you only one of the two. As the first one that I used would not allow a DL. This one required a special "script file" to DL. Something that we don't have and I don't understand. I mentioned this in a feed back to the web master. He wrote back, explaining what the problem was and that he would make it for LYNX and WAVE users. He did and sent me the new web addy. In fact the banner says that it is LYNX and WAVE friendly. You still have to unzip the files.

I will say that in the magazines listed. This site has a large amount of the editions. Some of the titles are missing a couple of editions. Which I am certain working copies would be appreciated by the site. <BG>

In time we will have most of these

magazines in our DL area for our use and several will be Penny Farthing editions. Might find some tools to improve the looks of our own crude monthly disk. <G>

**WAVE64:** I haven't done a lot with this tool yet. Sadly I can't go on my E-Mail system <PINE 4.21> with it. Not the fault of the WAVE. But of Pacifier! In fact I recently tried in VT100 and ANSI to log on with Dialogue SL. Locked up in reading a msg. But it got farther that day than I can before. Right now I use for my E-Mail Lord ALberonns Amiga and a prg that lets me get into PINE.

I have learned that I can use in some method. QWKRR to grab my mail and send it back. Then just use Wave for the web browsing. This I will try after moving to videocam. Where i will be assured of help from friendly C= people.

What I have learned is slowly growing. DL work has been fair. The above name change problem notwithstanding. Other files have worked fine and it could just be the way that it is listed at the site. I have achieved speeds of over 1200 characters per second. If I am reading the information bar correctly. Rather fast to my eyes <BG> Though it is only a single DL ability. The use of the GUI's makes like a lot easier for me from dealing with the method I used in DesTerm. Less to type in and bugged up. So far not one crash on a DL. Though I am discovering the delay times and crowded Information Hi-Way. ;-?

**Interview:** Recently I was honoured by Dale Sidebottom in a phone interview for the Lucky Report. A photo of me will also be published. this topic has lightly been talked about before. I want to again thank Dale for the honour of the article. Now to work on the Dungeon Creator article with screen shots for him. I will <egotistically> show off the interview when we receive that copy.

**Commodore Scene:** Allan sent us the most recent issue and several back issue disks. At this time we are posting to him the Village Green and the Penny Farthing. Every few months in a packet. A little cheaper that way we learned.

**New Items:** Currently I am some deals to increase the amount of items we have for



# The Tally Ho!

The ACUG  
Amiga Section  
& Comics!

Issue 19-March,2001ce

## First Impressions:

### Amiga Forever CD v4.0

By Scott Farley

Recently on the BBS, there has been some discussions on emulators in the message base areas. I, have purchased Amiga Forever 4.0 on CD and it has been installed on my Windows system. If you don't know already, Amiga Forever 4.0 is a CD that has UAE, an emulator for the other system. [Ed. Note- This CD has Amiga emulators for Windows, Mac, Unix and Amiga.] It also has software to network a true Amiga with a Windows machine. In other words, It's possible to hook up an Amiga to a network. I briefly viewed the Deathbed Vigil video of Commodore and I thought the video was well made. I only saw about a half hour of it out of approximately an hour and a half. There are other videos and audio files on the CD as well. Mostly an interview with Amiga creator Jay Miner. Currently I am emulating Amiga OS 3.1 and the 68020 processor and with sound. OS 3.1 on my system has the OS 3.9 icon enhancements that #4 Lord Alberonn has on his Amiga 4000. [Ed. Note- What he is talking about is that the pre-installed OS 3.1 directories have the NewIcons Package with the GlowIcons images. The GlowIcons were used for all of the icon images in Amiga OS 3.5 as well as OS 3.9.] I can also go to a traditional OS 3.1 screen and change screen resolutions.

The system I am running Amiga Forever is a AMD K6 200Mhz computer running Windows 98 second edition with a 8GB hard drive. I have been told that I can change my primary operating system to an Amiga OS on my Windows system. I have heard of changing the OS's being done and I have seen references to it in Colanto's website (www.colanto.com) and on discussion groups. Mark even emailed me some messages on the topic of installing 3.9 in Amiga Forever. I am still doing some research on how to change my operating system. [Ed. Note- There have been several threads about installing OS 3.5 as well as OS 3.9 on UAE. There are some issues, but several people have reported both success and failures.]

This article is only some first impressions I am telling you. There may be more articles in the future on the topic of emulation. Lord Ronin has been discussing the topic of volunteering me to be the Amiga emulator representative. I may not accept the nomination on the basis of I still don't know much about emulators. [Ed. Note- I was far from being an Amiga "Expert" when I started. I still have much to learn about the Amiga.] For those who have both an Amiga and a Windows or a Linux machine, I recommend purchasing Amiga Forever 4.0 and hook them both up together and use each other's hardware and software. One final

thought, What do you think of my naming both my computers 1 of 2 and 2 of 2 of Borg?

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### The Amiga Editor Rambles on and on and...

As we near the end of napster, the MP3 music file sharing service, one would be glad to know that there are some good things to be had for free. When Mr. Farley had me take a peek at his Amiga Forever CD, I was lead to Clonanto to seek for some information to help him. It was on their website that I discovered that their entire library of Classic Amiga software was put up for free downloading. One of the biggest finds there is Personal Paint v7.1b. I have an earlier version (v6.4) on Clonanto's Personal Suite Cd for the Amiga. This is a very good paint program that has minor image processing abilities. While it can only handle up to 256 colors at one time, it is very suitable for any non photograph quality pictures. It can load a variety of different formats and can even load "unknown" formats if there is a suitable datatype for that image installed in the Workbench. However, due to the fact that there are legal issues with the GIF formats, the library file for dealing with GIFs are not included in the Aminet archive. However the library was in the Amiga Forever CD as well as an earlier version of that library was on the Personal Suite CD that I own. The Colanto archive can be found on the Aminet

at <http://us.aminet.net/~aminet>. Choose to browse and got to the biz/cloanto directory.

One thing I'm doing now is looking into setting up a BBS system on my Amiga. This is not something that I'm in a huge hurry to do, but it has been something I've been interested in doing for quite a while. I think when it does start up, it may be a part time system, a place where I can have an easier time setting up transfer areas. Due to the larger size of some Amiga programs, I can easily fill up one of Lord Ronin's 16Mb partitions. (The max size of one of the CMD HD Native Mode partition.) While this is great for any C64/128 file areas, some of the newer Amiga program archives can get pretty big. I have been troubled at what files I should have up on the Vacuum Tube, so having larger transfer areas would be nice.

I have been looking at several different packages, from the freeware Max's BBS to the \$175 CNet BBS system. Financial concerns aside, I need to find something that would fit my needs the best. If I have to spend some of my meager funds, then it will take a while for me to start playing.

Why a BBS in these days of websites? Well, one reason is the limitations of space that most ISP's limit you to having. With a BBS, you're limited to how much hard drive space you want to allocate for files. This may not seem to be that much of a big deal for those of us who access the Aminet via the internet, but there are those people still out

## Eric Schwartz's Sabrina Online Marathon - Episodes 121-130

**Sabrina** Online by *Eric W. Schwartz* ©Y2K

"Happy millenium, baby."



**Sabrina** Online by *Eric W. Schwartz* ©Y2K

"Defused"



**Sabrina** Online by *Eric W. Schwartz* ©Y2K

"Seeing both sides of the conversation"



**Sabrina** Online by *Eric W. Schwartz* ©Y2K

"OK, NOW it's my last joke"



**Sabrina** Online by *Eric W. Schwartz* ©Y2K

"Too wiped out for revenge now"



**Sabrina Online** by *Eric W. Schwartz* ©2000

"Self deprecating"



**Sabrina Online** by *Eric W. Schwartz* ©2000

"Should've given her Jetstorm"



**Sabrina Online** by *Eric W. Schwartz* ©2000

"A long time coming"



**Sabrina Online** by *Eric W. Schwartz* ©2000

"Saw that one coming up 5th Avenue"



**Sabrina Online** by *Eric W. Schwartz* ©2000

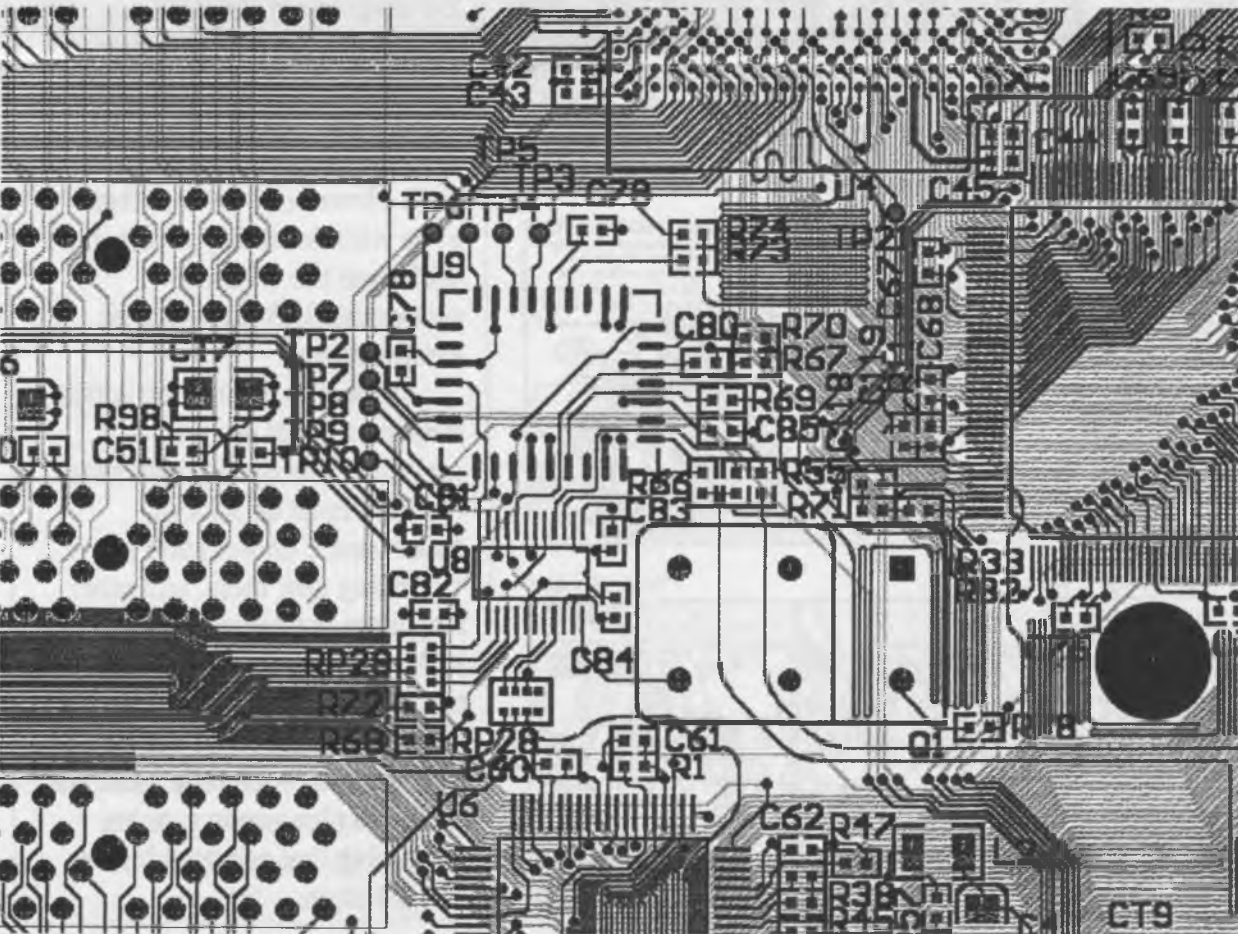
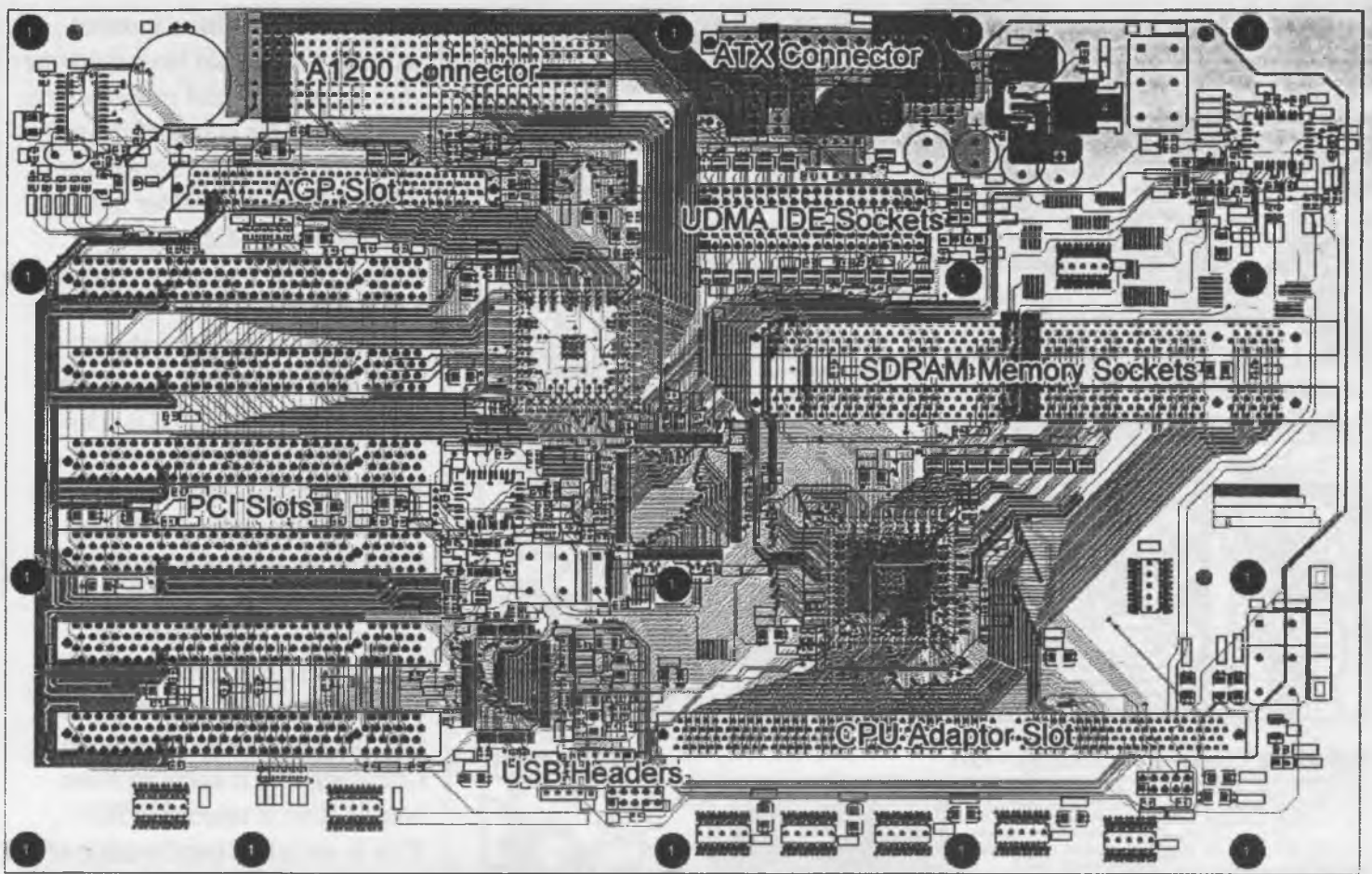
"Personal Space"



there who don't have internet access. Yet they do have modems; and simple terminal programs are available. This is one of the only ways for those who are getting their first Amigas, older models that cannot handle the new browsers due to having Amiga OS 1.3 through 2.1.

Another reason is that I have found that BBS' tend to be much more intimate. It is a small local community. You have games, several message bases for conversation, and with several of the Amiga packages, multi-line chats that can go on. A lot of this can be found in one form or another on the internet, but a BBS is something that does not need to go the way of the dodo. One thing that is keeping some boards alive is telnetable BBS'. This is not a bad combination of the intimacy of the BBS experience with the range of the internet. It is of no surprise that most of the Amiga-based BBS systems support this ability as well. However, I do note that even with the ability to telnet with even the Windoze platforms, BBS's seem to be disappearing.

Probably one reason is that they are a lot of work to maintain. The Sysop, who runs the BBS must do a lot of maintenance chores such as validating new users, and other important maintenance needs to make sure things are running smoothly. In other words, most people are just too lazy to do all that work for such little gain. But there is a pleasure in running something that can both inform and entertain.



Left: Motherboard  
Below: Board  
detail  
Images converted  
from color using  
ADPro v2.5.0 for  
better readability  
here.

AmigaOne 1200 PCB pictures available  
For immediate release  
Eyeteck have released 2 images of the AmigaOne 1200  
PCB on the AmigaOne section of their website.  
See: <http://www.eyeteck.co.uk/amigaone>.  
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the group. This includes machines, books and software. If all of these work out. There will be a lot!! of new items for us. But I will claim the Animation Station for my self. May have 2 copies of GEOS 64 for members. Won't know till the lot arrives. Lost out on some software bids. Prices will be to cover my expenses and a little for our broke treasury. <G>

**Rumours:** O.K. this is not proven at this time. just stuff that I have seen on the Inet in mail lists and newsgroups.

There is the prospect if tests work out of the ability to burn our own C= CD's through the C= itself.

Discussions on how to use and which ones to use on Digital Camers. So that the images can be used by our computers.

Maurice Randall is working on a new Wheels version. Called Wheels SC which works in hand with the SCPU.

The IDE64 can take up to two 8 GB partitions.

Tests on the ability to use PDF files through some software to be able to print them out on the C= Post Script Level 2 printers.

CMD has stopped selling Wheels.

CMD sent a letter on their web site that explains their cutbacks. The 800 line is dropped. Workers cut back. Shipping on two days a week now. Raise in shipping price. Since USP and UPS have raised their rates. Dropping some of the C= items. But they say they are still with us. Just have to cut back. i saw the letter. But it was hard to read. Since I used LYNX with the Ansi setting. Things were a bit torn up. Others in the mail list where this was posted. Wrote that after a couple reads. This doesn't sound as bad as it did before. Word is that if you want a RamLink. buy it now. Sales are limited to stock on hand.

O.K. there are some of the things that I found out and pass along. So enough of my babbling now. I'll see you at the meeting or in the Matrix.

## ANNOUNCEMENTS

**#16 HAS GOTTEN THE AMIGA FOREVER DISK. HE IS CURRENTLY EXPERIMENTING WITH IT. A REVIEW IS EXPECTED THIS ISSUE. IF ALL GOES RIGHT. CURRENTLY #16 IS THE PRO-TEM EMULATOR REP.**

**#4 IS SERIOUSLY LOOKING INTO AN AMIGA DOS SYSTEM. TO SUPPLEMENT OUR EXISTING C= SYSTEM. MORE ON THIS AS IT DEVELOPES. MAY START OFF AS A NIGHT AND WEEKEND DOS.**

**SCAR FILE HAS LOST TO THE DISK DEMONS. ALL SCANS WERE GONE. THE DRES IN THIS ISSUE ARE FROM THE PHOTO ALBUM FOR THE CML ISSUE. SCANS WILL BE DONE AGAIN AND A FILE IN GEOS RELEASED.**

**LORD ROBIN HAS SAVED UP FOR SEVERAL DATA STEALS OF FILES AT M2K. HE HAS BEEN GOING OVER THE FILE LISTING THAT MAD MAX SENT HIM. MAKING SELECTIONS FOR EACH RUN.**

**ON THAT NOTE. HERE ARE SOME OF THE SCANS MADE FOR THE ISSUE.**



**NEXT MEETING 15 MARCH 01 CE  
7:PM AT THE RUBBUTZ DEMOS.  
VISITORS AND SMOKERS WELCOME.**



**CHANCELLOR: SENSEI DAVID MORR  
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LIBRARIAN: IMPERIAL WARRIOR  
LIBRARIAN: MARK REED  
EDITOR: LORD JOHN FRONZ-LINK  
DEPUTIES: #30 #3 #22**

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