

Open: 7:00pm

Newsletter: Approved

Chancellor: Last week has/had been hectic and a bummer. Many things have been put on hold. However the current Kibbutz problem has been fairly well resolved. Putting the train of events back on track. Only a week+ behind schedules.

Reviewing the newsletter. Sensei updated many points from our last issue. The items that had been paid for by Lord Ronin, a shipment of C= hardware and software. As well as the Wheels 128 system. Have not yet arrived as of meeting time. A Dungeon game series for the Penny Farthing is still under delayed construction. Something about too many dungeons for to many sources <G> The Bards Tale 2 & 3 manuals now on the BBS for DL. Are accredited to Lord Alberonn. As he had to go to project64 and take the files. For some reason they did not unzip correctly for Lord Ronin. who did convert them to normal PET and SDA the files for the player/deckers ease.

Lord Ronin has DL-ed the Centipede source Code and Programmers Reference files from the web site. Though he hasn't opened them up yet. There is now at least the chance for the group to repair some of the games and just maybe. Learn to write our own for distribution. Word came to Lord Ronin from an old Omni user in Tacoma. That Brian Bell <Dr. Midi> had just abandoned the Omni and their SysOps/users.

Our #30, no longer has the 300 problems. Nor the 1200 that died out on him. He has gotten all the parts together and is now running at 14.4 for the BBS. There are some DL problems at this time. Not sure if it is settings on the term prg or a failure of the Omni system.

#4, Lord Alberonn. Did gain much information and access to files that

would allow him to use FIDO on the possible Amiga BBS. Not sure if it can be done with the Centipede or Omni BBS for the C=.

Lord Ronin, before the situation, had DL-ed the Wasteland maps in gif format. One of them is over 1000 blocks. He hope to use the tool at videocam to resize it to C= standards. Then all the maps for the Wasteland game will be in the art department on the BBS. He promised to try to use GoDot and make copies in several formats. Permission for this is given at/from the web site.

A run down of the exchanges of newsletters. Only the Commodore Huston one had reached us before the meeting. In that one there are several interesting articles for the C= users <and Amiga ones as well>. A discourse on the difference in the method used in printing between the dot matrix and a laser printer. This includes some code lines and a simple illustration. Cameron Kaiser is keeping a directory of ISP slots that feature shell servers. This can be reached at <http://www.armory.com/X7Espectre/shell/>. You can also contact <http://www.eskimo.com/main.html>. where you will find links to phone numbers is all states that they cover. Said to be in all the U.S. and Canada. Maurice Randal has a bit on the Wheels serial numbers and how to change things so that all will match up. Lord Ronin needs to look that over for his GEOS/Wheels work.

O.K. that ended the newsletters. Sensei then brought out a couple more tidbits of news. There is

THE WHEELS ARE GREEN

the possibility of the laundromat being used for the shop and the ACUG. One half of it framed and enclosed for the shop/group. Help will be needed in the measurements. As Lord Ronin has to present the numbers and proposal to the land lady. If this works out on time. We will have the 23rd anniversary party at the new place. Which also happens to be the yearly elections. Nominations are as follows. C= Librarian: Imperial Warlord. Amiga Librarian: Lord Alberonn. Editor: Lord Ronin. Treasurer: Gary <To'Bar> Dupuy. Chancellor: Well he was elected for life a couple years back <SEG>

Treasurer: \$6 <No count at meeting time>

C= Librarian: This months disk is the Last Ninja III. A +3 trained version. That has the intro animated story. A cover screen shot and the entire dox in a nice note writer on screen for you. We were given this one and permission to pass it along from Mad Max at M2K BBS. Thanks Mad Max. The rumour on this one, is that it is the version fixed a few years ago. So that it is SCPU compatible.

#4 has been helping in the C= files for us. By collecting the ones that at project64 do not unzip for Lord Ronin and his unzip 2.15 prg from Errol Smith. This has allowed more manuals to be gained. As a new disk of game manuals is forthcoming as a Penny Farthing issue.

Amiga Librarian: Most of Lord Alberonn's report will be in the Tally Ho section. As it pertains to the update on the Amiga One system. As it stands at this moment. The 1200 will be the first one to have the new Amiga One board from Eye Tech. Lord Alberonn also attempted to go to a web site listed in Commodore Scene Magazine. That has collections of Hard Ware projects. Lord Ronin couldn't get to the site. Now it is found that neither can Lord Alberonn. Wonder why a C= site is open only to Nutscape?? More of #4s

work in the Demo section.

Editor/SysOp: Well now to be frank. A big bumper put everything to a screeching halt. Just a little over a week before the meeting. No Inet or just about anything else. Tried to make good some promises on files for the BBS for people and maintain the PBEM's there for all. Problem resolved, now there is a hell of a lot of catch up to do.

Can't do much on the videocam update. One thing to add to what was in the last issue. The ansi there in the Wave is excellent. in fact at a couple sites that I went to through videocam and Wave. The colour came out better on the C= than the same site on the Amiga. <G>

Oh yeah work was going good on the Centipede testing. Though our new kitty at the kibbutz does like printouts in plastic sleeves. He chewed up a couple of them. Oh yeah save your old 5.25" disks. They make great kitty toys. Now if he would just leave the good ones alone <UBG> Problems at connecting to Mellenium 2000 BBS. M2K only lets me in at 7200. This is on NovaTerm 9.6, DesTerm 3.02, Dialogue SL, and worse of all the Omni Term prg for SysOps of Omni Boards. Phone lines or what? Another decker in newport. Also has connection problems. But he isn't using a C=. Though that shouldn't matter. Mad Max has indicated it may be the phone lines. Something about the T1 line. That honestly I didn't understand. Now last issue was a bit easier to read. The font was the dame the 9 point PICA. But I did the entire issue in boldface. Same for this one.

Demos: Lord Alberonn showed how he is able to grab the files from Project64. then unzip them, and finally put them in a LZH compression. Send them to the SysOp secret area on the BBS. Where Lord Ronin can then copy them to disk and convert them for the TFR and the DL area. Not bad for a man that just finished visiting his sister and his new born nephew. Who he said has a great set of lungs and diaper rash. Poor sleep deprived Lord Alberonn. <BG>

Demoed Ansi on the Vacuum Tube. As #4 was at his Amiga 4000 and logged in. Members could see what it looked like on the BBS end. As well as what the Ansi looks like on the Amiga. Impressed a few that the C= can do it. <SEG>

Lord Ronin showed about the way files are converted on the C=. After getting the file and opened. Then it is converted to PET and broken up into 20 block section. Using the ASC2PET prg from videocam's file area. The small size is for the large files. As the text editor in the BBS only handles 255 lines <Centipede will do up to 1000> Then he showed how to arc the files. Using both the create and the append commands. He also showed the list command for the arc. Showed directory listings and how to delete. As the members present hadn't any experience with the ARC 250 prg. It was suggested to put this as several lessons in the PRG SIG. Next was shown how to SDA the file. Using the tool that Hernan from 5C's group sent Lord Ronin. This then became a topic of the discussion and added to the lesson list. Next was a demo of how the files are edited in the text editor in the BBS. So that those that read or buffer capture the files in the Text File Reader, can have an easier time. As the returns are installed and the paragraphs are coloured. Though the demo of GEOS and Wrong is Write for the work on the files that are not translating correctly on line length, that was not finished and will be part of the GEOS SIG.

SIGs: Rpg; work on the Bungeon games to continue over the next few weeks. As we need to make the one for Load Star, Go64, and of course our own. <G> No report on the Might & Magic 1 game as of the meeting. Computer problems on the players part and time constraints on just about all members caused a delay. PRG; group has made it by meeting time through lesson #4 in the book. Doing the repeat of the book. Before moving onto the second book in that trilogy. Lord Ronin announced that there would be work done on the Mars

text adventure after the trilogy. Including some work on modifications to the base game. To be used as an engine. Having a sight on this as the beginings of BBS game writing. The need for more work in ARC/SDA as well as other compression forms. This will be part of the lesson at the next PRG group meeting. GEOS; A little slow with things at the moment. Most work is for the BBS and is using the Wrong is Write V7 file. That is just now being given out to the members. #30 added to the group that he has been working on some E-Text of some game manuals for us. These will be sent to Project64 as well.

Close: 9:08pm <separate group discussions followed>

Lord Ronin's Ramblings

OK, if all goes correctly, then the above is in 24 point bold "Robin Hood". All the department titles are in Elvira in bold and the header for the meeting area is in Camp Hill. This main body type is bold faced 9 point PICA. I found the new fonts. Simply because I was hunting the disks that I had collected from others. When they sold them off to me. Looking for an input driver for Mad Max. BTW: can't locate it. As the 128D 1571 drive is acting very weird. All I could see were the 1581 disks. But i collected these fonts and hope to have them on the BBS for DL soon. Naturally all wrapped in V3. Found quite a few other files that look like they could be of interest. Meaning that I need to go back to the work on the GEOS files. Testing and setting up all the files for our BBS areas for DL. The job that was interrupted a while back. <bummer man>

As I looked over the writing for the meeting. I saw that even with the bad trip that happened. More things were done than I thought. Again proving that we may be small. But damn man we are active. <G> I doubt that we will have any images this time around. Didn't do any scanning work to make new files. Won't have time to do this by the deadline for the issue. Want to put in the latest stuff I find on the Inet about the C= scene. This

means that we may just have to increase the page count in the future.

Now a bit that needs to be brought out for the A.C.U.G. gang. This July is the big yearly meeting. Sure I hope we have the party and of course the elections. But remember that we are also going to vote upon the following <1> Emulators for both C= and Amiga allowed to join the group. Including the sub stuff about legal emulators. <2> Cost to membership to DL the Penny Farthing for members that don't want to make it to the meetings, or who just live too far away. As that would be cheaper than posting the disks to them. <3> Modification of part #2 for our local users. Remember that this is for the C= users. The Amiga disks are a custom job done by Lord Alberonn. Further information can be found on the BBS in msg base 9. Or contact me and we can explain more.

My apologies that I am unable to give the videocam review. The one that I said I would do this issue. As we said in the radio biz, "fecal matter, materialises". <BG> The problem denied me Inet access for the time that was needed and as of this writing. I have yet to go on and even cover the tremendous E-Mail. Best I can tell you is, if you have a direct dial shell account. Send Gaelyne the \$20 U.S. and join. The help and support is worth it. I have the comp.sys.cbm newsgroup. Also the comp.binaries.cbm newsgroup. Three FIDO echos. Gaelyne said that she was also installing the alt.c64 newsgroup. Meaning that the major newsgroup sources of info are in one spot. As well as all the C= related mail lists that videocam hosts. The menus in the Wave Ansi look great. Had trouble with telnetting from my server <pacifier> with the ansi or the vt102. When I looked at the menu screens. Wave is very easy to use at videocam. So if you have or are planning to score up Wave. Videocam is the place to join.

SHADOWLAND

A term from the FASA FRPG Shadowrun. A place in the Matrix in the game for information. Some true some exaggerated and others perhaps not so true? Rumours and speculations.

[HTTP://arnold.c64.org/](http://arnold.c64.org/) Unable to access this site. Something about the HTML not being right. Was also unable to link to it from other C= sites. Such as Lemon.

Commodore Scene #33. A great maga zine from the U.K. This issue has several articles of rare note. Some history on the C=64c model. The Commodore P500. The fact that the C=64 game, ELITE was voted the top game on Channel 4 - Bits Chart. Excellent flyers from Dale Sidebottom on the PP2/PP3 work on a C=. Page 20 has the start of a great 2 page review of hardware projects. Such as the QuickCAM64, LCD64, where a LCD screen was added to what looks like a 64c. Adding the non C= pc's joystickst to the C=. Many more on top of this. However don't go to www.64hdd.com. If you aren't running the windrone system. As you can't get there!! Meaning we can't look at C= stuff with a C=. Blatant discrimination!

Commodore Scene & RPGs: Effective 30/April/01ce Lord Ronin is now the Role Playing Game column writer for Commodore Scene. First article should be in issue #34. First part is a bio and policy statement of the column. After that, the issues will cover different games and dice RPG and C= RPG tools/utilities. All help that the C= community can pass along would be welcome. Lord Ronin can be reached by e-mail at lordronin@videocam.net.au. Thanks go to Allan of Commodore Scene for the opportunity for Lord Ronin to write about his two loves, RPG and C=.

Wave: Many things are being talked

The Tally Ho!

The ACUG
Amiga Section
& Comics!
Issue 21 - May, 2001ce

New email address for Amiga Librarian/Editor

I am in the process of changing ISPs right now. I'll still be able to receive email at my old address at alberonn@pacifier.com, however, that won't be good after a while. My new email address is alberonn@harborside.com. Please use that one from now on.

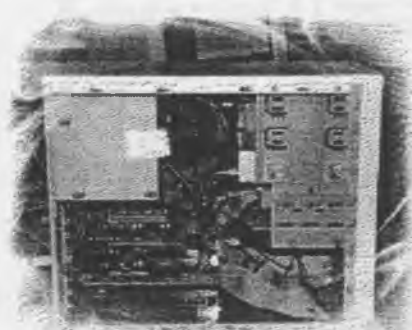


BPlan releases pictures of their PPC motherboard.

BPlan, the makers of the "stand-alone" AmigaOne systems released these pictures and comments about their new Pegasos. After reading the specs, this system did have the full ZICO specification as required by Amiga Inc.

Frankfurt am Main, 30. April 2001

After successfully running the internal hardware tests, LinuxPPC was booted as the first supported OS. The short time frame needed by this task fully validates the Pegasos concept. As being a open system the capability of running multiple OS is one of the key features of this architecture.



First prototype systems are equipped with two separate CPU sockets to allow the testing of the various single and dual processor configurations. The picture shows a single 400 Mhz G4 system with 1Mb backside cache installed.



By using the ATX form factor even the first machines build are mounted in standard cases, while fulfilling the needs of CE and FCC standards. The system shown was presented to the press as being the first fully running system.



An earlier article on their site posted this info on the Pegasos Specification:

Dual G3/G4 microATX Mainboard - Codename PEGASOS

With it's PEGASOS development bplan GmbH of Germany brings

PowerPC® performance to the Power Users!

By using a modular system design, the mainboard can be easily upgraded to fit the needs and demands of the users. With todays standard interfaces already integrated into the PEGASOS mainboard, users will be able to easily connect standard components (such as hard drives or CD-Rom drives) and a wide range of high-end devices such as digital video cameras to the system.

While PEGASOS itself is widely scaleable to the users needs, it is an easy task for retailers or OEMs to configure the system for their demands. By hitting the best price/performance point for the selected configuration, systems starting with one CPU (at entry level) to multiple PPC G4 based cluster computers can be build using the same hardware.

PEGASOS Specification:

- » microATX Mainboard
- » 133 MHz Processor Slot
- » Optional with 350 MHz G3 PowerPC® / 512k Cache up to Dual G4 PowerPC® / 2 MB Cache at state of the art speedgrades
- » PC133 SDRAM Memory for a total of 2 modules
- » AGP Slot
- » Optional with Matrox G450 Dualhead or user selectable graphics card
- » PCI Subsystem with a total of 3 slots to be used for custom expansion

- » FireWire at 100/200/400 MBit Transfer rates
- » 10/100 MBit Network
- » USB I/O System with a total of 4 connectors
- » AC97 Sound Subsystem with Mic. In, Line In/Out and Headset support
- » Optional Soundblaster Live! (uses one PCI Slot)
- » IRDA for communication with PDAs and other IRDA devices
- » ATA100 with up to 4 devices
- » KBD for PS2 compatible keyboards
- » Mouse for PS2 compatible pointing devices
- » Serial two channel RS232
- » Parallel standard Centronics
- » Floppy
- » Gameport to be used with PC style joysticks/gamepads

BPlan's website can be found at <http://www.bplan-gmbh.de>



Amiga Virus Encyclopedia
 released for public perusal
 Posted on Amiga.org Saturday,
 May 05 2001ce

Virus Help Denmark have publicized the first world-wide reference book for Amiga [classic] viruses. They have aimed their goals to regularly update the pages in the future and to further extend this database.

You can read about several forms of Amiga Viruses, and even see screenshots of a few

Eric Schwartz's Sabrina Online Marathon - Episodes 141 - 150

Sabrina Online by Eric W. Schwartz ©2000 "Lingerie models"

Oh, sexy duds.
 Oh, shut up.
 Do you have to wear that?
 Best I had, sorry.
 I usually sleep naked. I figured you wouldn't appreciate that very much.
 It'll be a while before they bring by the spare bed. Wanna talk?
 About what?
 About why I tried to jump your bones, for one.

Sabrina Online by Eric W. Schwartz ©2000 "A deviant to both sides"

So - um, - uhh...
 Yes?
 Are you - gay?
 Bisexual. I'm equal-opportunity. It sorta helps in my line of work.
 I'm assuming you're not, but...
 Afraid not...
 Hmm, I guess my radar was jammed.
 I can't put my finger on it but there's something about you I found very attractive.
 Maybe because I'm one of the only people at the studio you haven't slept with?
 Possibly.

Sabrina Online by Eric W. Schwartz ©2000 "Fading apology"

Thanks for the rollaway bed. Sorry I don't have a tip - here.
 Why do you do that?
 Do what? I didn't see you doing anything.
 That's a big part of why I'm so uncomfortable around you. You're always touching, kissing, groping, or flashing people like me.
 Yeah, I'm the affectionate type. It's just part of who I am. I'm sorry that it bugs you.
 I do what I enjoy. Life's too short to worry about embarrassment and self-denial.
 But you'll leave me alone from now on, right?
 Now, I didn't say that! I think you still need to loosen up, and I can't just quit being myself.
 I won't let things go as far as they did, however. I'll be more respectful.
 But you'll still be annoying and embarrassing me?
 What kind of boss would I be if I wasn't?

Sabrina Online by Eric W. Schwartz ©2000 "Post-proposition proposition"

You don't talk much to anyone at the studio, do you?
 not really.
 You should. There are a lot of nice people there.
 Y'know, my office is always open, if you feel like talking - about anything.
 I don't have an office, but I guess I could say the same for you.
 If I can't be your lover, I would love to try to be your friend.
 I suppose I could live with that.
 It's just too bad we can't be the kind of friends who have a lot of sex.
 You'd better be able to live with that.

Sabrina Online by Eric W. Schwartz ©2000 "Is that the Clinton definition of sex?"

I'll take the rollaway bed. It's only fair.
 Thanks. I can trust you, right?
 I solemnly promise I will not try to have sex with you while you sleep.
 I'd hope so.
 Good night.
 G'night hon.
 CLICK!

Sabrina Online by *Eric L. Schwartz* ©2000



Sabrina Online by *Eric L. Schwartz* ©2000



Sabrina Online by *Eric L. Schwartz* ©2000



Sabrina Online by *Eric L. Schwartz* ©2000



Sabrina Online by *Eric L. Schwartz* ©2000



viruses and trojan horses in action. Kudos, guys, for supporting us so efficiently.

To view the Amiga Virus Database, go to <http://home4.inet.tele.dk/vht-dk/amiga/desc/virus.htm>. To visit VHD's home page, go to <http://home4.inet.tele.dk/vht-dk/> [Ed. Note: This is where I get my latest virus killers for my Amiga. They cover Windoze, MAC and Linux platforms as well.]

Software updates that I use dept.

With todays computing eating up more and more memory, even an Amiga can feel the pinch if you don't have an accelerator board with tons of memory. One place that can take up a lot of RAM if the ENV: directory.

This directory, which is created when you boot up with the later AmigaOS'. This directory holds a lot of the settings for various pieces of software. (Like any MUI settings are stored here.) Most of these settings are also stored in ENVARC: (which is your SYS:Prefs/Env-Archive directory,) for when you power down your system, and are copied into ENV: upon booting your Amiga up.

ENV: is also where default icon images for your Workbench and programs like Def-Icons, which is part of OS 3.5/3.5 now. This and a lot of other junk can clutter up your ENV directory and therefore, eat up RAM as all of this junk is shoved in there during startup.

Wouldn't it be nice if there was a way for you to just load in

the files that you needed as they were needed? Well there have been a few programs that came out. One of which was HappyENV. This program (with some really fun configuring,) would just load up the files into RAM from ENVARC: just as they were needed. This ended up saving me a ton of memory just with the junk that piles up in there. (A lot of which I need from time to time.) However, on several of the maillists, this program was reported to be a bit buggy. I don't think I was really having trouble with it myself, but I decided to try a newer HappyENV clone that was supposed to be more stable.

ENVHandler v1.3a, by Stephan Rupprecht was pretty much his way of coming up with a better working HappyENV. Installation is simple, but does require you to alter your Startup-Sequence. However, good instructions on what to change are in the docs. It is a bit simpler to install then HappyENV, and it seem to be working quite nicely on my A4000 running OS3.9.

The requirements are any Amiga computer running at least OS 3.0 and a 68020 to `060 cpu.

You can download ENVHandler at <http://home.wtal.de/stephanr/downloads/envhandler.lha>
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Amiga Online Games

Playing a game via modem or some sort of connection between two Amigas is nothing new. There have been a few games littering the Aminet and other sources for quite a while. With the internet, online gaming took a whole new course with the ability to play games with a friend.

I recently came across a few

games that were mentioned on Amiga.org. One of which, Free Civilization, is a game that can eat up hours at a time. Based on a PeeCee game, you basically compete against other people as you build up your civilization from just "banging the rocks together" up to space flight. Gameplay can last for hours on end, to perhaps days. I once tried an earlier version, that required me to have the X-Windows package installed (in order to emulate the Unix X-Windows system,) but I never got it to work right for me. This version is a full Amiga-native port. Nothing fancier then having a TCP/IP program such as Miami or Genesis installed for basic network play on up to playing on the Freeciv server on the internet. I have yet to face a live opponent, but I'm still trying to learn the ins and outs of this in depth strategy game.

You can find this game at http://home.t-online.de/home/sebauer/freeciv_eng.html

The requirements for running freeciv are:

- » 68020 processor
- » OS 3.0
- » MUI 3.8
- » NList 0.89 (MUI SubClass)
- » guigfx.library (latest version)
- » render.library is required by the guigfx.library
- » TCP/IP Stack

Another game I ran across was dynAMite. It is a clone of the Bomberman games. (You're in a area where you have to blow up rocks to expose powerups as well as take out any opposition.) This is only playable via TCP/IP, but looks like fun. I couldn't find any players in the wee hours of the morning. But I could get into a game by

myself and get a fast peek at it. You can find it at

<http://amisource.de/dynamite/>

Minimum Requirements:

- » AMIGA (what did you think?)
- » 68020 (68030 is highly recommend)
- » 4MB Fastram
- » 2MB Chipram
- » OS3.0
- » TCP/IP stack
- » CyberGraphX/P96 or AGA/ESC with WriteChunkyPixels()/WritePixelLine8() Patch (like BlazeWCP)
- » MUI3.8
- » AHI (optional)
- » amarquee.library 52.x
- » identify.library 12.x
- » NList.mcc

Links to the sites with the files you need are provided on the site.

The last game that I looked at so far was Battle Duel. This was based off of an old C64 game, Artillery Duel. In this game you and your opponent have cannons and you have to blow the other guy up. I didn't have anyone I knew on the internet to try to connect to, so I tried working out a game with our treasurer. We couldn't get them to connect, so I ended up writing some email to one of the creators and I hope to get things worked out. However, it can be played without connecting to another Amiga and is quite addictive, like Charr. I hope to get things figured out so I can sit at my computer and lob rounds at our poor treasurer. Well, not so poor, as he seems to be quite accurate with that cannon against the computer.

You can find this game at <http://welcome.to/battleduel>.

Minimum requirements are:

- Workbench 2.04
- 1MB of Chip RAM

about in the lists regarding Wave updates. One of them is Colour photoscraps. Work with the new Concept prg. On 30/April/01ce. There was a msg of an apology by Maurice. he had sent a test msg with the Wave in e-mail. Which until that moment, Wave has not been able to do E-Mail.

JOS: We have spoken here, the BBS and in the group about the Jos system. On 30/April/01ce. Lord Ronin was doing his e-mail and saw a msg on the JOS list. So he went to the web site. There he saw in Lynx, ansi colours, the Jos web page. Being run by a C=64 using the Jos system. There is a lot of tech data at the site. Here is some of it on what is making this webg server work on a C=64!! C=64c and a SCPU. 16MB of Ram in the SCPU. An IDE64 controller. Plus a lot more. The web server is up from time to time and can be viewed at <http://c64.nvg.org>. Give it a look and see for yourself that we "can't do that on a Commodore "

Trivia: This one by Todd Elliot on the homestead list. What game did BSW <Berekeley Software> make? Hint it isn't a GEOS game. Whell the answer is the game Karate Champ, Lord Ronin has a factory boxed N.M. copy of the game in his collection. The game is distributed by Data East. Programmed by B.S.W.

Delphi: Forget signing up here for text based. They have dropped all support for the text based users. just as compuserve genie and others have done. The question is not about the forums for the C=. But what is going to happen to all the C= files in the library at Delphi.

END|BITES

Last minute notes and input from around the Net and ACOG

Lord Ronin bid on and won an Optra-40 printer This is the one that can do Post Script 2/3 on the Commodore.

A few more pieces of hardware and software are needed. End result will be cleaner and more professional print out of the Village Green and game related items. JPEG capable

First test of the E-Mail from Wave was done recently. First msg was an apology from maurice for the Wave E-Mail test on the Mail Lists.

Apparently Maurice has made it possible to print in Colour with the Post Script to Geos additive, in GeoPaint and in GeoPublish. rumoured to have more than the 16 colours.

So you see
We just keep getting better

Next Meeting:
7:00pm 17/Mag/Olce
at the Ribbotz

Chancellor: Sensei David Mohr
Treasurer: Gary Dupuy
C= Librarian: Imperial Warlord
Amiga Librarian: Mark Reed
Editor/SysOp: Lord Ronin from O-Link
Deputies: #3, #30, #22
Web Master: Lord Alberom
Amiga Emulator Rep: #16
Commodore Emulator Rep: Open
BBS: 503-325-2905



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