Notes from Meeting of 19/July/01ce

OPEN: 7:14pm Start of Centipede Demo ran over time

NEWSLETTER: Approved

CHANCELLOR: First order of business was the Elections. Voting was unanimous for the following. Treasurer = Gary Dupuy, Commodore Librarian = Imperial Warlord, Amiga Librarian = Mark Reed, Editor = Lord Ronin from Q-Link. Next came the appointed departments. Sysop and C= Inet information Officer = Lord Ronin from Q-Link. Web master and Amiga Inet information Officer = Lord Alberonn. Deputy Librarians = #30, Vixen and #22, Amiga Emulator Representative = Scott Farley. Chancellor Sensei David Mohr was elected for life several years past.

Sensei then went over last months newsletter. Discussing the updates on several things that have happened since then. Such things as the Beta release of Wave 2.9. Lord Ronin had just downloaded it. As yet hadn't installed this newer version. More information on the Post Script printer work being done. Such as the new colours. Lord Ronin will hopefully be using the printer he obtained for the September issue of the Village Green. The JOS release is now available for Down Load. Lord Ronin has not done this yet for us. he promised that as he clears up his work load. He will DL the files and test them for a report. Time and space are a consideration at this moment.

A long discussion continued on the new set up for the A.C.U.G. First was the ability for the members of the Commodore side. This is the prices for the next year. $18 for the membership or $27 for membership and a years worth of the disks as they come out each month. Amiga users are still at $18 per year. As disks for them are a custom job. Disk prices remain the same at 75 cents for the C= users and $1

for the Amiga users.

Next part was with the Long Distance members. Those who would like the disks. But are not able to attend the meetings. This also covered those that are members but decline to attend the business meeting each month. Starting with the August Penny Farthing. In Node 19, Data Store, 19.2 the disks in .D64 format and zipped will be found. These are for DL to members who have paid for the years disks. Lord Ronin will watch the log on the BBS carefully to make certain this is not abused. In this manner, members may call the BBS and DL the disk sides for their use. Converting from zip and .D64 to normal. If trouble happens. Lord Ronin agreed to make personal and special arrangements.

EMULATOR USERS: This is the big news for this meeting. Effective the 20th of July 2001ce. The A.C.U.G. will welcome those that use either the Commodore or the Amiga Emulator systems on their non CBM/Amiga PCs. At this time there is not a Commodore Emulator Representative. As no one in the group is emulating the Commodore. There is an Amiga Representative for the Group. #16 on the BBS. Scott Farley has an emulator and runs an A1200.

Membership Prices:
C=/Amiga/Emulator Straight cost = #18
C=/C= Emulator/ and LD members with disks via meeting or BBS = $27
C= & Amiga Emulator = $30

counting 3 C= or Amiga disks.

TREASURE: $6

COMMODORE LIBRARIAN: All 20 C= Hacking Magazines are now cut into files from 200 to 240 blocks. ARC'ed and SDA'ed, placed in Data Store 1.2 on the BBS. Imperial Warlord was asked about FD-2000 disk problems. He explained that the FD is rather picky on the disk quality that it will accept. BASF, MAXEL, TDK have been good brands in the tests. Radio Shack failed on his tests. He also explained how he and Lord Ronin made the current files for the C= Hacking mags on the BBS. Plus several .D64 files for the BBS with the help of #30.

AMIGA LIBRARIAN:

All Amiga users. Stock or Emulator. need to contact Lord Alberonn directly or through the BBS. Regarding custom created disks for use. As he explained. There are many different Work Benches and operating Systems for the Amiga. The desire is to make disks for each member based on desire and system. He mentioned that there is a way in regards to the emulators. Where he could read and write a 720k disk. Making it a bit easier on the Emulator users. Or the disks can be compressed and put on line for a specific DL. More Amiga information will be in the Tally Ho section.

EDITOR/SYSOP: Lord Ronin went over the M.A.C.U.G. newsletter. Showing the 128 that was pictured inside and the comments. Editor work has been mainly with the CML and online things with the Inet. There are people on one of the lists that are willing to talk him through the set up of CS-DOS and through that the use of the LZH to SFX system. This may bring on a change to the files in several areas on the BBS.

Much work has been going on with the BBS. Many new files have been uploaded. Ultima and Bard Tale files. Manuals and Walkthroughs *<ed note: now have a 900 page Wasteland walkthrough to be worked on and installed>* Many files are now put in the .D64 and zipped format for easier use and credit spending on the board. Mega clean up has been happening in msg areas as well as the file areas. Much more is in need of being done. As more disk mags and demos are being sought out and uncovered. Soon to be tested and UL-ed to the board.

This talk lead to a discussion of the Centipede testing. That will be saved for the Discussion section.

DEPUTY LIBRARIANS: #22 has gone for the summer on a family visit. We hope for a safe journey and his return in September. He has called the BBS a couple of times. #30 has been working on the Ultima Files both the games and the manuals. Which Lord Ronin was able to DL from Web Sites. These have been made into .D64 and then zipped files. While the manuals are in PET ascii and then ARC-ed and SDA-ed for the manual area in Tomes & Scrolls on the BBS. Good work #30. Vixen meanwhile has been trying to sort papers for a multitude of reasons. Making unpublishable comments about Lord Ronins file system and his hand writing. Along with faded printouts from dried out ink ribbons.

DISCUSSION: The future of the Commodore in the world today. How we are doing great with our systems. The new advances for the Commodore with many things. Including the CommodoreOne from Jeri. What do we need and what do we want? How much Hi tech is really important to our work? Or to anyones for that matter.

That lead to the discussion of Centipede as the new BBS. Though Lord Ronin has been away from testing it for many weeks. He explained to the larger than normal group. What had happened and what his plans were for future development of the BBS. Though this is still far away from being implemented. On that note, the question of bringing up the 28.8 modem to Omni and Centipede was raised. Lord Ronin said that he is hesitant to install it. As on

Omni 300 bps users are not allowed to log on. OTOH there are only 1-2 and they are not regular callers. Centipede has yet to be tested at 300bps. Though it is a 60/40 chance they can log on. Regarding information Lord Ronin has received. He also has new Centipede contacts. These may assit in his testing.

DEMO'S: Lord Alberonn showed online the game Dynamite. The Amiga only online Inet game. He also has the ability to host games on the Inet through his A4000. Plus he has made a few of the game screen mazes himself. Lord Ronin had #16 test out the Centipede work in progress. #16 was interested and his comment was "Cute". We hope that is a good sign <BG>

Items that Lord Ronin had bought this month for the Amiga were shown. Over 1.000 disks. Plus some books and hardware. These will be tested and then sorted to what the officers <first refusal> desire. The rest will be sold to the members to recover costs and place in the treasury. Also shown were Commodore items that Lord Ronin had bought this month. Many disks and a few pieces of hardware. #16 was interested in the K.J.V. Bible search on 1581 disks. Especially more so when he heard that there is a file that lets his Amiga read and write the 81 format. #30 went for the 1750 REU. As he doesn't have one at this time. Other disks will be tested and sorted. Duplicates going up for members to buy.

CLOSE: 10:02pm

Lord Ronin's Ramblings

Another issue with another test of those Letter Quality fonts for Perfect Print that I picked up on the Inet. This time around I am using Bookworm 20 for the Meeting date. Bookworm 10 for main body text and Contempt 14 for the departments. The entry to this section is in Camp Hill and from another set of disks. Now for something completely different.

Preserving Manuals and Walk Throughs for Commodore User's.

This is my second article for the Village Green. I'm still learning how to do this so I'm bound to make a few mistakes. Sensei David Mohr wanted me to write this article or he'd use me as his target dummy to demonstrate throws in the martial arts class. Unfortunately I'm not good at my rolls and falls yet. <BG> But I'm hoping that this won't be too boring and put any one to sleep. <LOL>

I've taken it upon myself to edit and preserve manuals and walk throughs for Commodore games so that others (including myself) can use them to play these with out too much difficulty. Now days the games are difficult to find and the documentation is even harder to find. Sometimes the only way to get the games we want is to find someone with them who is willing to copy them for us. Sadly most of the time they have a copy as well and don't have the documentation for the game. Through my efforts I hope to make it possible for the documentation for these games to be available to all who need them.

This is not going to be my lifes work, just a hobby. But I will edit and preserve as many manuals and walk throughs as I can. The manuals and walk throughs I have done so far are on the Vacuum Tube BBS (503) 325-2905. I do the best I can and hope that the people using them find them to useful and informative. Many of the manuals contain typo's and have been written in a confusing manner. I had to go through the entire spell list in the Bard's Tale manual in order to make the spells understandable. I know I'd find it rather difficult to understand something like Mangar's MindbladeMIBL. More than a few of the spells were set up that way. Not only as far as the name of the spell and what you need to type in cast it. but everything about the spell as well.

When I edited the manuals for Phantasie 1 & 2. I had to separate the games into

their own manuals and than add the spells into each manual. Fortunately the manual for Phantasie 3 wasn't set up the same as the Phantasie 1 & 2 manuals were. If I hadn't separated them it is likely they would have confused people more than actually help them to play the game. No offense to who ever did the original work on the manuals. I know I found it confusing. So I figured others might as well. The manuals and walk throughs are in areas 1.90 and 1.91 in the file transfer area. I have quite a few more manuals and walk throughs to do in the mean time.

This is also my first year in the CML so I'm new to this type of thing. I hope to improve my skills and be able to write longer articles in the future. I'm still learning how to edit the manuals and walk throughs as I go along. Eventually I'll know what I'm doing. <VBESG> But at least I'm gaining experience in this field. I hope to get a project started in the future, but I won't get into that at this point in time. There are still a few things to work out on that, and it might not even happen, so I won't raise false hopes.

I'm also still learning how to use GEOS v2.0 and have recently aquired a 1750 REU as well. Now I can get wheels so I can use my FD-2000 after I get it fixed. My main interest is in programming in basic at this time. Although I love to play games like wasteland and pool of radiance among others. That is only a small part of why I'm doing this. I also like to be helpful to others when I can. There are so many people out there who need help as far as getting manuals or walk throughs and they need people who are willing to preserve and pass around these things for others to enjoy and use. I just hope that I can make people happy and help them to learn how to play the games they have or get in the future. If I can even help one man or woman learn how to play and enjoy a single game, than I've done the job right. To me that is what matters the most, helping others. Manuals and walk throughs are rapidly vanishing and we need to preserve them while we still them around. If we don't

they will be gone for ever. That would be a terrible loss for all

I'm not the only one out there preserving manuals and walk throughs, but the more of us who do this, the more likely these manuals and walk throughs will be around in the future.

#30 Fox Mulder Vacuum Tube BBS
David Moon

Lord Ronin's Rambles Return: Our #30 is quite modest. I collect from sites, manuals and walkthroughs. These come down is ascii. I put them up in an area on the BBS. Where #30 downloads them to his system. Then with Wrong is Write V7. He converts them to GeoWrite 2.1 That is the easy part of the work. Not comes the hard part. That being the editing of the words. As many times, there are no spaces between some of the words, nor spaces between a period and a word. Never any paragraphs. This part of the work takes hours of slow study and many re-reads. Then the file is converted into a petascii file for Commodore Users and uploaded to our BBS. Generally in a sda format. I knew from personal experience how long that can take. As I did several of them at the start. Doing them on the BBS in the text editor, where i was limited to only 17-21 blocks for text. Makes for some long files. However they do fit on the online Text File Reader. This is just one of the ways that we are adding to the work at preserving out Commodore history in a useful and practical form.

Shadowland: Just some updates and rumours and tid bits this time around. First a partial review. PERFECT PRINT; Recently i have taken the time to start study on this utility. Though i am far from expert on the subject. I pass on what I have learned so far. For several months I have printed this newsletter in a printer driver from the disk copy I received. All in GeoPublish and at this point. I don't know how to improve the quality. Now then in GeoWrite, that is another matter. Recent attempts have ended frustration at set up

The Tally Ho!

AmiWest Show Report

More Info from Amiga Inc. Bill McEwen, President and CEO of Amiga Inc., made a number of exciting announcements at the AmiWest show in Sacramento, California. The AmiWest show is organized by the Sacramento Amiga Computer Club and is one of the largest Amiga shows on the West Coast.

The following products were announced for release by Q4, 2001.
°AmigaOne PPC Computer
°AmigaOS 4.0 PPC Operating System
°Amiga x86 (x86 Amiga emulator)
°AmigaDE 1.0 and Series Zero Game Pack

AmigaOne PPC Computer

The AmigaOne PPC computer, being built by Eyetech in the UK, is based on Zico specs published by Amiga Inc. Amiga Inc.'s flagship next generation desktop continues to advance towards the first real new hardware for the Amiga community in over 6 years. Excitement is mounting at both the Amiga office and around the world as Amigans realize that the long wait will soon be over. All partners in the AmigaOne and AmigaOS4.0 project have been working hard to meet deadlines as the project moves into its final stages.

Bill also announced that the two week slip in schedule for the Eyetech AmigaOne which had appeared in June had now been pulled back to just one week. The new Rev B boards are functioning well, with live PCI and AGP slots and work is now focused on bringing the board and the CPU cards together. The first week of August will see full system boards delivered to the AmigaOS4 team for preparations to move AmigaOS4.0 from the test bed machines.

For more details regarding the AmigaOne, see http://www.eyetech.co.uk/amigaone/ or http://www.amiga.com/products/one/.

AmigaOS 4.0 PPC Operating System

The AmigaOS 4.0 project is being managed by Amiga Inc. in partnership with both Haage-Partner (H&P) who are porting the main portions of the new PPC OS and Hyperion Software who are doing 3D and Mesa for the new PPC Operating System.

AmigaOS 4.0, which will only run on the Eyetech AmigaOne, is moving forward nicely. With the help of Amiga partners such as Matay, much of the development work has used a combination of A3/4000s, Matay Prometheus PCI bridge boards, Cyberstorm PPC Accelerators and H&P's StormC v4.

This has allowed the project to move forwards without having to wait for an actual AmigaOne board to become available. Consequently, the new file system and the core of the TCP/IP stack were completed over two weeks ago. The PPC 68K emulator is being fine-tuned and the new Amiga PCI library is being profiled against the Eyetech AmigaOne live PCI slots. The RTG system is being enhanced, with a full PPC implementation of the extended and most used functions, to allow for stunning 2D and 3D performance. In addition, the Voodoo 3 drivers have been completed and the G450 drivers are under development, to be followed by drivers for the new Matrox G550.

While the porting of the 68K elements of the AmigaOS will continue through AmigaOS4.2 and AmigaOS4.5, the first set of libraries ported to PPC will ensure that AmigaOS offers impressive increases in stability, functionality and speed.

Once the test bed to AmigaOne migration has been completed, Amiga will provide screenshots and benchmarks of the new system. These reports are aimed at demonstrating the superiority of the AmigaOne and will give the community an early look at the features of the product. In addition, Eyetech has commissioned some very impressive case designs that will give the AmigaOne the looks to go along with its brains.

Amiga x86

Amiga was able to demonstrate a prototype of an x86 emulator for 68K for the AmigaOS3.x series. This product, codenamed Amithlon, provides only RTG compatibility and is being targeted at providing a

first step from x86 towards the AmigaOne. Amithlon is self-booting from CD on almost any x86 laptop or PC desktop. It is able to run most RTG programs at speeds beyond that of a standard Amiga 060 cpu. Several developers at the AmiWest show tried their applications on Amithlon and commented that they had never seen such fast run times before on a 68060 Amiga computer. Amithlon is being written by Harald Frank and Bernie Meyer.

Many Amigans who left when Commodore went bankrupt have been looking for a way to run their favorite Amiga applications on newer hardware. The purpose of the emulator is to allow x86 PC owners to experience the benefits of running the AmigaOS and applications without having to make a potentially risky purchase of an entire machine. Marketing and community will then slowly draw these people towards the superiority of an AmigaOne with a full native OS running on it, along with the latest applications. Amithlon is not a port of the AmigaOS and there are currently no plans to see the AmigaOS ported to x86.

More details of the Amithlon including feature lists and release dates will be published shortly.

[Editors Addemundum: This part of the announcement has caused a lot of fallout on the internet. Enraged Amiga purists are screaming that this is a very bad idea. However, on the AmigaOne Maillist, Gary Peake of Amiga Inc. has done much to clear up

Eric Schwartz's Sabrina Online Marathon - Episodes 171-180

Sabrina Online by Eric W. Schwartz ©2001   "Legion"

The time has come for us to reveal our selves to the mistress.

Why do we wanna do that?

Need I remind you that she was the one who rescued us from the Wal-Mart?

She freed us from our blister-card bondage, cares for us, keeps us from getting dusty.

Ok, all right! you've made your point.

So, what will we be doing for the mistress?

That depends on what she wants.

:GIGGLE!:

Whoa!

What's happening?

I think maybe it's some kind of network interface.

Must not be very efficient if they have to be that close together to share data.

Sabrina Online by Eric W. Schwartz ©2001   "Apologies needed?"

Sabrina?

Are you home?

Later. Definitely later.

Sabrina?

Z

What's up?

I'm not sure. Sabrina's date must not have gone well. She's home and asleep already!

Really. Maybe she's not feeling well. She was snoring pretty loud.

Z

Sabrina Online by Eric W. Schwartz ©2001   "Better than waking up next to Zig Zag"

SABRINA! Get up! You're going to be late for work!

oh cool! It wasn't a dream!

Sabrina Online by Eric W. Schwartz ©2001   "Guess who's coming to breakfast"

Well! It's about time you woke up! You Ok?

Sabrina, do you know where... oh..

Hello..

Yeah. I — guess I forgot to set my alarm.

oh shut up. I didn't say anything!

Sabrina Online by Eric W. Schwartz ©2001   "Confidence builder"

Do you think we rushed into bed too fast? Almost certainly. I don't mind though.

You'd better go. You don't want to be too late for work. I already am. Don't worry about it. I'll see ya... Online.

Ummm... What? Not to sound too insecure or anything but — how was it? Did you enjoy it?

huh? oh, SURE!

I mean, it was a little awkward, but it was wonderful, better than ANYTHING! Yeah. for me too.

Not that I have much of anything to compare it to - ;heh;

hmmm..

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this matter. *"Then help me explain "it is an emulator for OS3.9 with no AGA", but it runs 3.9 RTG apps really fast. :)" He said in a message posted to the list. Overall the x86 emulator emulates AmigaOS 3.9. it runs on top of a mimimal Linux Kernal. It does NOT run PPC software. It does not handle any hardware-banging programs either. It was made to help lure old Amiga users, who have sold thier old systems and bought into Windows-based systems, a way to see what Amiga has to offer. Perhaps by OS 5.0 we'll see the operating system reach the potin where it doesn't care what the hardware is, but this is still a ways away right now.]*

### AmigaDE 1.0 and Series Zero Game Pack

AmigaDE 1.0 (based on Elate/Intent by Tao Group) is being programmed by more than 30 programmers worldwide under the management of Amiga Inc. There are over 3000 developers currently signed up to produce content for various digital devices from cell phones, PDA's, handhelds, and even desktop computers running AmigaDE 1.0. Amiga also announced the first set of games that is being released under the moniker "Series Zero" to Sharp for use on the Zaurus handheld devices. The 5 games that are being released as part of the Series Zero Game Pack are:
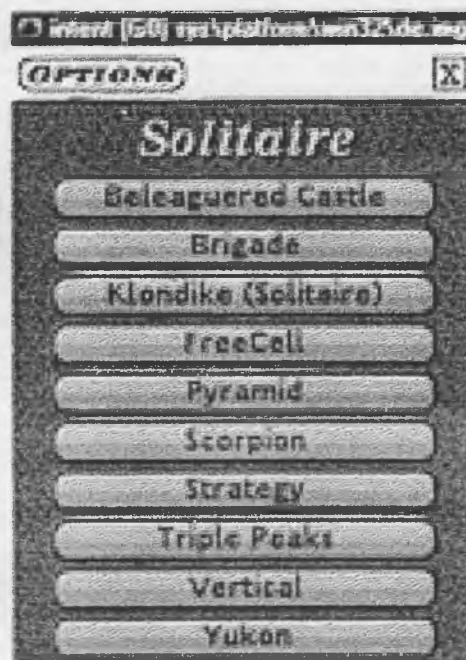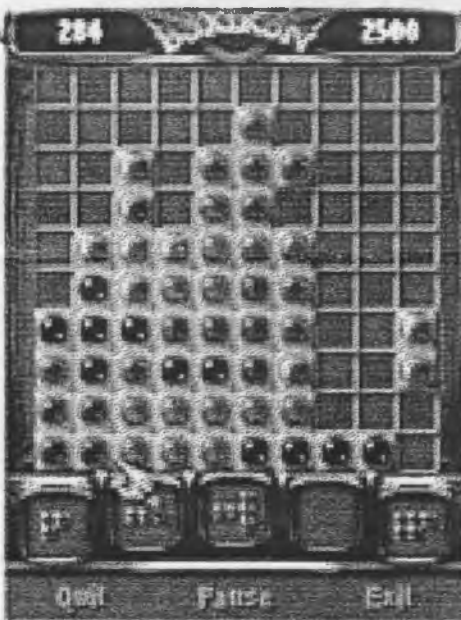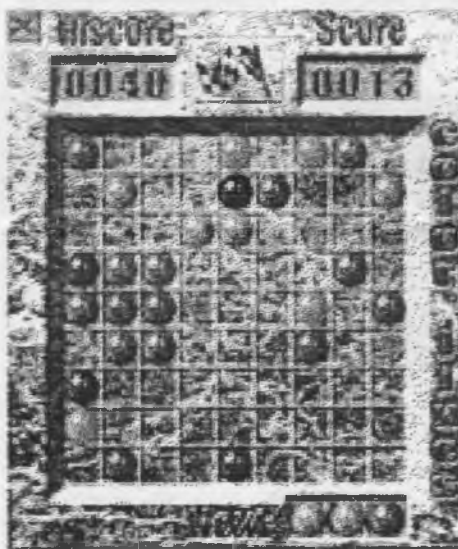
Batty by Titan Computers
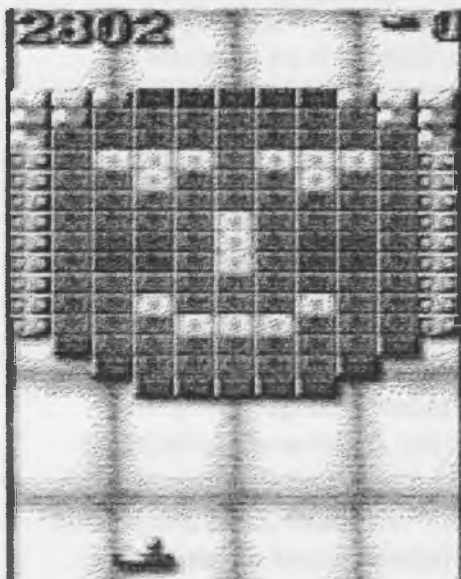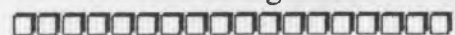

Convex by Zeoneo
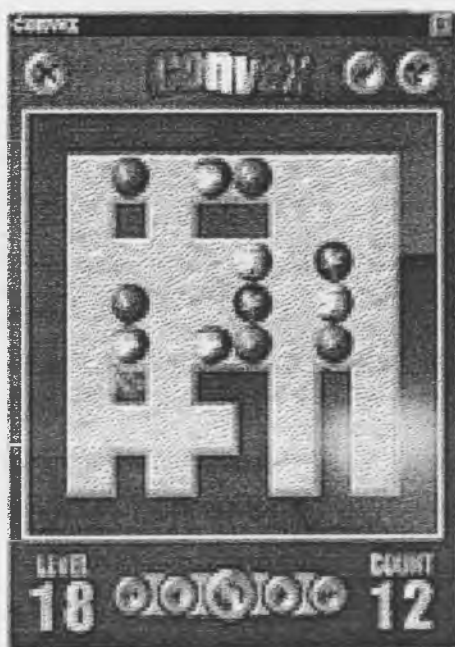
Solitaire by John Harris

Boxikon by e.p.i.c. interactive gmbh

Linea by Titan Computers

**The Amiga Editor Speaks**

Well another month goes by as we see the unfolding drama of Amiga Inc. While the AmigaOS x86 has potential to bring back some of the old Amiga crowd, it has also caused some serious fallout on the AmigaOne list, and some other places according to other list members. Some see it as a very good thing, a way to put the Amiga platform on more pieces of hardware out there. A way for those with the Windows-based systems to see what we've been playing with as really fast speeds. Others see it as hurting the market and the companies who are working on the PPC-based AmigaOne systems. Who is right? Only time will tell. However, Amiga Inc. did screw up and should have been more clear when they announced this, since a lot of people thought the AmigaOS 4.x would be released in an x86 version. Please fix this Amiga Inc.!
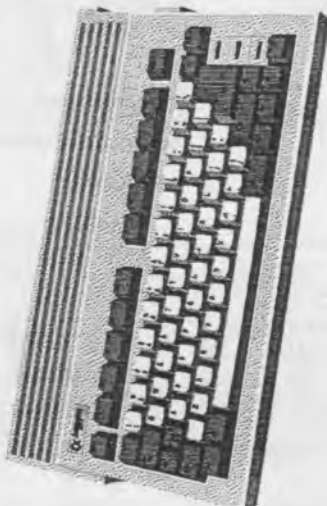
and have produced letter quality print outs on my Cannon BJC-4000. Set up is the difficult part. This requires several files to be in the work area. Be it a REU or an actual disk. I am using the RAM in the SCPU. Beyond the basic files for the Start and Load LQ for Perfect Print. One needs to have at least one LQ font in the area. Why I am not certain. Then again, why would you be printing in LQ with out having LQ fonts. Which is so happens are on the distribution disks. Other files are based on your printer and if you are using a serial or parallel connection. This is what threw me for many hours of testing. As of yet I still can't find the way to use the parallel connection from the users port. Another problem I am having is in the page length. This is not the same as on the screen. The print out is more compressed than what is seen on screen. This seems to cause, in my experiments. The page to not fully print out on one sheet. There are adjustments that I need to experiment with to learn more. At this point in time. I can state that if you do not have the big and pretty post script printing style You CAN gain excellent printouts that are letter quality with the LQ fonts. Stock Geos fonts are also cleaned up. I don't know if Maurice has this product. But if he does. I do suggest that you score up a copy. Great print outs. besides which you may be able to tell me what I am doing wrong <BG>

STUFF: Locally we have been working on the library for the BBS. Making our users group Library on the board for our members. This was decided as the best means of a fully detailed and simple way to have the members be able to see and learn about the files that may be of interest to them. There is work now going on in making zipped copies of .D64 images of our old club disks. These for the ACUG only area. as are where the new files are

put first.

Maurice has returned home and set up his shop for the CMD items. Work is going on with the SC version of Wheels. Talk about a .D64 reverter in the new system. IMNSHO this is a good idea. Since I data steal files that are zipped .D64 images. These can now be unzipped in Geos. a .D64 reverter would be a big help in the Geos/Wheels environment.

Wanderer's World e-text magazine is back in publication. As you can probably guess. There is a C= section written by Lord Ronin from Q-Link. More RPG tools are scheduled for Commodore Scene. No word from Go64 as of yet. Commodore Mail Link last issue. all done in postscript and in colour. That one has caused a bit of a stir in several sections. Paper work has been turned in for the new shop location. Fingers are crossed. O.K. lots more to say, but I made a promise to show more GFX this issue. So these are from a clip art file I found called 'Real Girls'. Yeah this one is on the BBS for DL. See you in the matrix or at the meeting.

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Might be picking up a FD-2000 a few GEOS utilitiy disks and blank disks for the group from a MTTM member

Found a source for a few blank disks and the Animation Startion

GEOS users: just learned how to use C4 the web search engine. Tested out on GeoPaint. Over 100 sites popped up. More to incestigate. Though it looks like a source for more GeoPaint files for us and the BBS

A box of tapes and disks are on their way to Mihai in Romania. A little late but more than he expected from us.

← Won't use this font again :?

Your Expiration Date is on the address lable. check to see if this is your last month

Next Meeting is on
Thursday 16/Aug/01ce
7:00pm at the Kibbutz.
Got Cofee, Smokers
visitors and demos welcome

Chancellor= Sensei David O.E. Mohr
Treasurer= Gary Dupuy
C= Librarian= Imperial Warlord
Amiga Librarian= Mark Reed
Editor= Lord Ronin from Q-Link
Deputies= #30, Vixen, #22
SysOp= Lord Ronin from Q-Link
WebMaster= Lord Alberonn
Amiga Emulator Rep= Scott Farley
Commodore Emulator Rep= OPEN

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