The Village Green

Amiga & Commodore Users Group #447

Small Loud and Opinionated

Chancellor: <Sensei> David Otto Edward Mohr (Go-Dan)

Treasurer: Gary Lee Du'puy (Keeper of the Coins)

Amiga Librarian: Mark Edward Reed (Go-Kyu)

Editor: Lord Ronin From Q-Link (Militant C= fanatic)

Commodore Librarian: Imperial Warlord (Too many disks, and too little time)

Deputies: #30 (Lots to translate to Pet) & Vixen (cute and fem and drowning in paper)

Amiga Emulator Representative: Scott Farley #16, (What's this all about then?)

SysOp: Lord Ronin from Q-Link (Glued to the BBS, says Vixen)

Web Master: Lord Alberonn I (Must redo it some day)

BBS: Vacuum Tube 503-325-2905 300-14.4 Kbps. Commodore 40/80c, Ascii 40/80c, Ansi term preg usable. Support BBS for the A.C.U.G., Commodore and Amiga PCs and for Role playing Games. BBS operates out of the A.C.U.G. GHQ in Astoria Oregon. Running the omni BBS system, 24/7

A.C.U.G. Policy

We were founded in 1978ce as a **PET** users group. Grew into a C=64 group and then a merged of the C= and the Amiga. At which we remain today. Supporting all C= and Amiga PC platforms.

Our group is dedicated to spreading information on and about the use of the Commodore and Amiga PC. We attempt to preserve files, books, equipment and magazines in our ever expanding collection. In an attempt to spread the word of our PCs. We run the above mentioned BBS. Plus publish our monthly newsletter **The Village Green**. This contains information that we collect from multiple sources and what we are doing localy. For the Amiga members we run a special section called the **Tally Ho!** Unless stated otherwise. all information in our publication is the property of the authors and is freely allowed to be re-printed with credit to the original author.

This issue was made in Post Print by Maurice Randal and printed with a Lexmart Optra 40. Images used were collected from Inet sites.

NEXT MEETING: 20/December/2001ce. meeting will be at the Kibbutz. 623 29th Street in Astoria Ore. Got coffee. visitors, demos and smokers welcome. Soon to be in the new location.

Notes from Meeting of 15/Nov/2001ce

Open: 7:00

Newsletter: Approved

Chancellor Report:: Started out by going over the Exchange issues for the last month. Small amount as many send in two months at once. M.A.C.U.G. did mention the change in our Newsletter. They referred to the full page issue of the prior month. Stating that it was easier to read. Hope that they liked the first booklet format. That we did for the group. Finished up on the Lucky Report. Excellent use of colour. A state that Lord Ronin intends to reach with more practice. Sensei said that we should have more Newsletters for the December meeting

Going over this issue of our Village Green has become a regular feature. Sensei gave informative updates on the different projects. he also showed the tattered colour test copy. Tattered because Lord Ronin took it to OryCon-23 and showed it about to the people that had blasted him on the mail list. he was able to show it to our L.D. member Tony. <Hi Tony> Talk was on making a colour wrapper for this next issue.

While at the con. Lord Ronin was able to diffuse some of the hostility. Though not all of it. Said he would make an updated article for the Village Green explaining what happened at the con. An addendum to the last issue story.

Biggest topic was the work at the shop for the Group. Lord Ronin brought the group to speed on what has happened. Finances being short. Work is done in bits. More plasterboard is needed. As are some more 2x4s. Masking and mud, plus paint. The chairs have to wait till more solid work is done in the building. There is planned and Lord Ronin described the area. A section for the Magazine and selected book hard copy library. More indexing for #30 again. A portable folding table will be available. We can use that at the meetings. The A1200 of Lord Ronin will be at the shop. So will his SX-64. A desire to use one of the 64 systems for a reader system was discussed. How much C=/Amiga items will the shop have on hand and in storage. This was a topic of some debate. Depends on how much space in this smaller area we can spare. As much club work will be one there as well. Remember that members can use the C=/Amiga systems set up at the shop and the software/hardware libraries at any time the place is open.

Moe discussion on the sanding and staining of the display items and the illumination of as many as possible. Giving a brighter look to the place. Compared to the dingy look the other location had. Spirits are high. Though work will not start till after December. Of note is that there is slate for a border. Thanks to a broken pool table. Lord Ronin has scored up some bags of white rock for the walk way area. A start but it will look nice in the end.

Treasurer Report:: #6 remaining as the base amount is left untouched.

Commodore Librarian: major disk problems with the drive and bad files that were Down Loaded from the Inet. This month is the second of the three in the Phantasie series. Game tested good at the start. But so did the First one. Thanks to #30 and Vixen for work on the labels and sleeves. Vixen helped design and #30 did all the cutting and pasting. December will be the last part of the Trilogy. Disk supply is getting dangerously low for blanks. Hundreds more to test for the club.

Amiga Librarian: The Con slowed everything down for all areas of the group. Amiga section as well. Lord Alberonn reports that we are just about caught up on the Sabrina OnLine strips. As of publication time of the November issue. we are about one month behind the releases. More information on the Amiga in the Tally Ho! section. As all wait to see what is happening.

Editor/SysOp: There wee a lot of minds blown at the Con this year. When I showed off the colour issue we had assembled. I'll do more in a special section on this topic. My writing has slowed down. All things that have recently happened in the world. Just tired me out and gave me a bummer of a trip. This is picking up again. Must catch up on a lot of the projects. Still have many to write about for Commodore Scene. Though at this time I haven't heard back on the Editorship bit from Go64.

There have been some recent problems on the BBS. #30's account was somehow dropped to visitor. This has been fixed. i suggest that all members keep a watch on their BBS accounts and report anything out of the ordinary There was also a problem in message Base 7.5. The P.B.E.M. game of Tunnels and Trolls. Some corruption entered in a msg by #30. Things that he couldn't have done. There was also a problem of this nature in area 2.4 in one of Vixen's game reports. Though what happened to her report

didn't corrupt the entire area. I did fix the area in 7.3. Moving all 8 game turns and replies to the unused area 7.3 The Tunnels & Trolls game has been continuing with out a hitch since then, and the problem has not been fully understood. Even looking at the line error didn't answer the question of what.

Geos/Wheels users, there is now a CD-Audio Player that you can use in Geos/Wheels. Version 1.7 is out <*Editor note: just received Version 1.9* > I have read a lot of information and test results on this new tool. Sad to relate that I need to fix my system. As I can't access my CD Rom unit any more. I think the cable is bodgered a bit. What I have hear is that it is possible to do Geos Work and play Audio CDs. Reports talk about the use of the buttons on screen. Some problems and SCSI compatibility. Much over my head at this time. Hope to be able to have a demo of this by meeting. However a cable may be needed to show it and the CD of Post Script items as well as the Retro Gold Cd of .D64 files.

Many of us know that Maurice has a system to make a Zip drive. But did you know that he now has a JAZ drive? Listed at IIRC $349 USD. i had to look into what a JAZ drive was about, and saw online that there isn't that much of a profit for Maurice in that price. Still when I can afford one. I will get it, and move the BBS to the JAZ drive. There has been word from Mad Max about the JAZ drive and a sleeper mode. This is uncertain to me. Mad Max also sent a BBS msg that he had an E-Mail addy for a while. But I need to get the addy from him for contact. We still don't have L.D. and I am a bit peeved at this IDT company.

Last part for the nonce. When Robert Bernardo, President of the Fresno Users Group stopped by this last summer. He gave me a C=64 recreated badge. Naturally I wear it just about everywhere. This drew a lot of looks and comments in a positive nature at the con. Where I of course had to tell more about the sacred Commodore. <SEG>

Deputies: #30 has been working on translations of files for our Tomes 6 Scrolls area. recently branching out to include some Play Station material. Still has more Wasteland work and file testing. While Vixen has been trying to sort papers. That she can't read and the cats love to lay upon. Making a mess as usuall. <G>

S.I.G.S.: The *RPG* group is attempting to replace the Phantasie One game disk. Then test it out. When a good copy is made. All those with the defected one, will get a free re-cut on their copy. Running a P.B.E.M. game on the BBS was just started as a topic line in the *RPG* group.

GEOS group has been experimenting with the Post Print and images that have been converted at VCS. #30 has been using the tools for Geos to convert to GeoWrite the text files. Which he has been translating to GeoWrite and editing for us.

Programming Group has run into problems. Time schedules, bad weather and illness. Along with the Convention throwing out one weekend. We hope that things will return to normal shortly.

GoDot interest is high. Right after we read in the recent issue of the Lucky Report that the system will save pictures to EPS for use in the Post Print. There is an excellent article and almost a walkthrough in the Lucky Report. One that we wish to try to follow.

Demos: Club Disk Making, Printing the colour labels, and the sleeves with Post Print. Showing the difference between the colours, and how a GeoPaint document looks in Post Print. Working E-Mail on the Inet with Pine 4.33. How to cut large parts of quoted text out of the reply message. Also how to paste in text with the Control-R feature. Lord Ronin showed off the Autographed, by Mike Stackpole, copy of Wasteland Commodore 64 album case. There must be a story behind that one.

Discussion: #16 talked on the Amithon programme. he was/is considering getting a copy for the emulation part. This is a windrone prg that will run Amiga programmes. So long as they "Don't Bang the Amiga Chips".

A question arose if possible would the spare 128D after repair be at the shop for use? If so what form of monitor would be used. Nothing solid in a reply at this point. How to attract more people to the Users Group? A long discussion on how to show people at the shop the power of the C= and Amiga. Many notes were taken on this point. Plus how to advertise the shop and the users Group, in an effectual manner.

Last part was a discussion of running and playing a P.B.E.M. game on the BBS.
CLOSE: 8:20

Quartz - how you get to Quartz is your choice - either go around the mountain to the west, or take the "short-cut" through the mountains (enter the Guardian's Citadel and exit again along the west border). Go through the mountains and Quartz is to the west. Enter in the south-east corner - there's no particular reason to start anywhere, maybe the "walls" and" locked gate" at the Cemetery caught your eye. The "local bar" may be a good place for getting info, or a "fight" if you're so inclined. All of the important places are in the south-east part of town - only the "store" (south-west corner) and the "doctor's office" (north-west area) are not!

You can quickly move through town, avoiding any "outlaws", through the "sewers". Stand on any "manhole cover", select from the"directions" available (N, S, E, or W), and simply "move" when you reach the area desired. Beware - several "abandoned" buildings contain" critters" that will "poison" you! (that's probably the reason for the "doctor's office" nearby!) We'll go through Quartz - one building at a time! Cemetery - use "Climb" to get over the Cemetery wall, read the headstones and kill "ghouls". Take the cash, leave the "broken toaster".

(*Note that one "plot" is "reserved" for Finster.*)

Use "picklock" on the gate to exit the Cemetery. Scott's bar - is west of the cemetery, use the main entrance on north side of building. Observe the messages & graffiti you see. Walking around the occupied tables, soon "you've overheard enough to realize that the towns people are concerned about the mayor and other hostages held by the gang"! (your first clue about Quartz.) Go to north end of bar and walk on figure standing there, select "shove back" and kill them for loot (Cash).

* Talk to "Scott" the bartender - just try "chat" for now, but remember "chat" (hat will usually be the the best way to gain "information" from other "characters" in the game)! Go to table in corner by rest rooms, Head Crusher invites you to sit down. Use the "VISA" card on chair, to get the password for the "Atchisons" in the Desert Nomads settlement! Select topic to talk to him - (ask anything, then) "chat" and "dancer" for a warning! (graffiti on many tables is "dancer") Go in men's "rest room", kill the outlaw and talk to boy there. Ask anything, then "Ugly, gang, Courthouse, & Riddler" for info and instructions! (note - go see Riddler!)

Have one ranger walk on the toilet, just for a chuckle - not important at all. Your female ranger goes in ladies' "rest room", walk on the figure, step back and, use attribute "Charisma" for more info about "hostages" and "Ellen", also a "tip" to remember what "Ellen" says to you. Use toilet, while she's there.

* Change weapons to pistols! From the "restrooms", go east and kill the outlaw, then go south to the "rear entrance". Kill the outlaws there.

* Change weapons back knives! (We could have come in south entrance, killed outlaws and "chased" any who survived our initial attack.) Go back to the bar area, one Ranger "sits" at the bar and talks with Scott, the bartender - if you're thirsty, try the "coffee", otherwise select "info", then choose "B) thugs, C) riddles, and E) rangers" for info about the game and "hostages"/"Ace".

Find the table "Scott" told you about for the answer to (the "Riddler's) last riddle! Go to the south-east corner of the Stage - remember Head Crusher's warning, stay off the stage! - kill the gang members there for loot and a "tip" (later learn that the password has been changed!). (If you go on Stage and kill "bouncers", you'll never get off the stage! It's a trap!)

Go to table in the north-west area of bar, buy drinks for the Riddler and solve his riddles! (The answers are: "toast", "r", and "urabutin" - in case you're interested.) Only the last answer must be correct, but note the mention of toast - r (toaster) and Ellen as sources of "help" in solving the game! Okay, you've seen enough messages about a "barmaid (Ellen) speeding by" and you've got the Riddler's instructions about what to say to her! Go back to the bar, one ranger sits at the bar (keep trying until you find the right seat!) and Ellen approaches - give her the message (urabutin), remember her response (uraqt2), and take the loot (roomkey #18) that's it for Scott's bar!

Sagecoach Inn - our next stop in Quartz is for the "help" Ellen promised. Exit Scott's bar through the main (north) entrance, go west, then north between two buildings and continue north on Target Trail to the end - Stagecoach Inn is on the east. (walk into the tree here for a "dumb" message ... "you hoser")

* Use knives or pistols in the Stagecoach Inn (your choice!)

Lobby - ignore the "clerk" for now, go east into the diner toward the figure in corner, kill outlaws, continue toward the figure in corner. Disregard his warning, walk into him (the cook) for loot. Exit the diner from the south-east corner and kill "Mule Foot" for cash. Back to the Lobby, exit north, go past the "pool" to room #18.

Next month Quartz continues. More on the Stagecoach Inn and into the Courthouse. Tons of things to do yet. Even a few NPC's to hire in time. See you again next month. <VBESG>

Lord Ronin's Ramblings

Wow! Another booklet issue and this time I am trying the colour wrap around experiment. There isn't any special reason for this new attempt. just the desire to try out the idea. Now then the colour images need to be explained in this issue. As the last issue didn't have a full explanation of what was used.

Font page is Judge Death of "The Crime is Life. The Sentence is Death" fame. A reoccuring character in the Judge Dredd series in the Brit Cit magazine 2000 A.D. Where it came from I am not certain. #4, Lord Alberonn found and sent it to me. IIRC this one may be from the 2000 A.D. judge Dredd web site area.

Inside back page contains three images. The four section one is of Leftenant Gay Ellis on Moonbase. This comes from the T.V. show U.F.O. Late 60s early 70s period. A few years ago it was run on the Sci Fi Channel. I was given the link addy for many of the series fan sites. Also links to the Space 1999 series that Gerry and Sylvia Anderson produced in the 70s. Anyway this image is the dressing scene from the first episode. The one next to it that is slightly out of shape. Interceptors from Moon Base in U.F.O. The one at the bottom is of the Sky One fighter craft. Though these last two images are not actually from the show. They are the actual models used in the show. That Century 21 <production Company> had at a Convention in the 1980s.

Over the next several issues I will be putting more of these up for our enjoyment. not all in colour though. These images are also in the JPG Down Load area on the BBS. Yes i will be collecting more of them for our enjoyment. Coming from a collection of Fantasy and Sci-Fi sites that I find. For what it is worth. These, save for the Judge Death, were converted to size at Videocam. Making them usable on the JPG viewer programme.

BBS: The problems that happened before the meeting have already been covered. One other problem that has been creeping up on the BBS. This is in the Empire IV game. At times players lose all but three of the Warlords. No reason has been found for this act as of yet. #30 and I will be looking at the entire programme. As Vixen already re-wrote the quests and the quest wins. Next she is to do the spells. But we need to work a bit more in the actual programme lines. Including upping the number of plays a day.

Recently #8 forgot to disable his call waiting. Just as he was saving a msg in e-mail. Or so it appears to us. The call came in and he was bumped off the board. That is what normally happens and the decker will receive a carrier drop notice. But that didn't happen this time. We discovered that the BBS was frozen. Parts of this msg were listed as his name, handle and phone number in the call waiting screen. I reset the BBS, #4 had to shut things down as it was too corrupted. Then we tried again. That fortunately was the cure and the BBS was active again.

Several days later #8 popped by. As I was writing a msg to him with some log entry cuts. As there was a lot of attempts to enter his account. As well as a few others. Including the SysOp account. Pity that the Hacker doesn't know that there is another pass word to activate things from a remote site. he also tried to use FurrPurr as the Pass Word. Naturally that isn't the P.W. Now is it spelled correctly. The Hacker must be an IBuM user. As he didn't use a space in the words. <BG>

Amiga Names Sanjay Menon Vice President of Engineering

Menon brings 10 years of experience in delivering software solutions to Amiga's hardware agnostic multi-media platform.

Snoqualmie, WA - December 3, 2001 - Amiga Inc., a provider of multi-platform multi-media content solutions, today announced the hiring of Sanjay Menon as their Vice President of Engineering. As Vice President of Engineering, Mr. Menon will be responsible for delivering Amiga solutions on a multitude of platforms.

"Sanjay has several years in the software industry and has a track record of successes with projects he has worked on or managed" said Bill McEwen, President and CEO of Amiga Inc. "We look forward to having him deliver many different types of solutions both to consumers and developers alike". "His leadership will help make our Amiga developers be more successful in their roles toward the completion of our vision for the digital world".

Menon brings more than 10 years of development and management experience to Amiga and is adept at planning and executing development strategies ensuring quality product releases in a timely fashion. His most recent accomplishments were at Microsoft Corporation where he spent 5 years in various management positions. His responsibilities there included shipping portions of the Microsoft Java Virtual Machine which was delivered in the Internet Explorer browser. Previous to his experience at Microsoft, Menon was a Lead Developer for Connectsoft Corporation where, among other things, he delivered advanced communication applications and protocols.

"I am very excited to have this opportunity with Amiga" said Menon. "I believe that Amiga is poised to deliver quality solutions across a wide number of market segments that are in growth areas of communication and computing. I look forward to working with both our Amiga developers and the developers in the Amiga Community who are going to deliver leading edge solutions for numerous different devices".
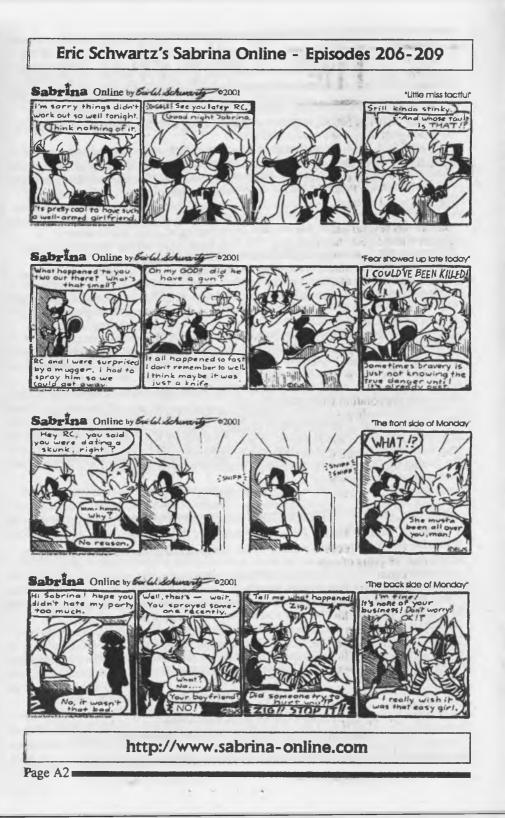
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Amiga board elects Frank Wilde as Chairman of the Board

Wilde brings 18 years of experience in the personal computer industry to Amiga's Board of Directors

(December 6, 2001) The Board of Directors for Amiga Inc. have elected Frank Wilde as its new Chairman of the Board.

Mr. Wilde will bring his many years of experience and leadership to Amiga to help expand its business into new markets while releasing new products.

Mr. Wilde joins Amiga from Ravisent Technologies where he was President and Chief Executive Officer. Frank was appointed Chief Executive Officer of RAVISENT Technologies Inc. in April of 1998, a year after joining the company as Director and President. Wilde brings over eighteen years of sales, marketing and business development experience in the computer industry holding key industry positions at IBM, Dell Computer Corporation and Memorex Telex Corporation. He has over 15 years P&L experience and is a veteran of six startup companies and has led or been a team member of companies that have raised over 300 million in venture funding. He strongly believes in developing highly

competitive and fast growing organizations that enable individuals and teams to grow and develop their professional capabilities in such a way that shareholder value is maximized. Wilde was instrumental in the planning and execution of the company's transition from a hardware company to a software Intellectual Property licensing company. Under his leadership, RAVISENT was able to raise $18 million in private funding in June of 1998. Wilde also led the company through the IPO process, taking the company public in July of 1999, raising $61.4 million.   RAVISENT's flagship product family, CinePlayer, offers consumers a single look-and-feel PC solution for interactive playback of a wide variety of multimedia formats - including CD Audio, MPEG audio, MPEG video, DVD, Dolby Digital audio, MP3 audio, LPCM audio, digital television (DTV), analog (traditional) television, high definition television (HDTV), and "time-shifted" television broadcasts (so-called digital video recorder files or DVR).

"I had many choices on where I wanted to go next and where the best opportunity for the future was. Bill McEwen and I had been speaking for many months on business plans and other issues, and after meeting with the team, and viewing the technology and their partners, there was no better choice for me than joining Amiga" said Frank Wilde, Chairman of Amiga, Inc. "The Amiga has an amazing past and is well known at Ravisent, but seeing what I have seen of the technology, they have even a brighter future, and I am pleased to be here".

"Frank brings a level of expertise and knowledge that is second to none. His level of excitement and dedication to Amiga, will be seen shortly as we continue to build and release new products" said Bill McEwen, President and CEO of Amiga, Inc. "I look forward to working with Frank, and the two of us working with the community and our partners on building a very solid future".

Over the years, Wilde and RAVISENT received recognition from numerous business and technology organizations. Most recently, RAVISENT was recognized as the #7 in the 2000 Deloitte & Touche Fast 50 - Fastest Growing Technology Companies in Eastern Pennsylvania. He was also recognized as a Technology Pioneer, an award that is developed jointly by the World Economic Forum and Deloitte Touche Tohmatsu to recognize the world's fastest growing, most technologically innovative companies. In 1999, RAVISENT was named the #1 in the Deloitte & Touche Fast 50 - Fastest Growing Technology Companies in Eastern Pennsylvania. Also, RAVISENT was recognized as the #9 in the 1999 in the Deloitte & Touche Fast 500 - Fastest Growing Technology Companies in the United States. In April of 1999, RAVISENT was ranked #8 in the Electronic Business list of Top 20 Small Electronics Companies. Frost & Sullivan granted RAVISENT the 1998 Marketing Engineering Competitive Strategy Award because the company was able to create and implement an effective competitive strategy.

Wilde received a Bachelor's degree in business administration from Seton Hall University. He is a member of the American Management Association, American Electronics Association, USA Reserves Officers Association, Special Forces Decade Association and the Army Aviation Association of Aviators and Sigma Tau Gamma fraternity. He has also been named to Who's Who in International Business and awarded the Republican National Committee "Businessman of the Year" award for 1999.

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Amiga Anti Virus Sources

With more of our members actually getting their Amigas online, (or wanting to do so,) let us not forget the need for good anti-virus software. For those of you who think that this is going to very expensive, never fear, there are some very good

shareware programs out there that can be found at one good site on the internet: The Virus Help Denmark site at: *http://home4.inet.tele.dk/vht-dk/amiga/amiga.htm*. They have a good collection of antivirus software. They have also been working hard to track down viri, figure out how to kill them, and report their findings to the Amiga community.

Some of the anti virus programs use a common library that has information of the different viri and how to ID and kill them. This library, the xvs.library, was created to allow the fast updating of Amiga anti virus programs by simply replacing the library file. This allow the users to not have to worry about reinstalling an entire software package just to find a couple of more viri. Some of the programs that use this library are: VirusZ II & III, VirusChecker II, and VirusExecutor. All of these programs are in the download section of the site.

I currently have VirusChecker II and Virus Executer installed on my system. According to the site and other information I have found, it is often desirable to have more then one anti-virus program installed as different programs are better at taking out different viri then others. If I had to choose just one program however, I prefer Virus Checker II. The nice thing is that I don't have to just choose one so I can do my sweeps of my system with the different programs and be assured that I'll be somewhat safe vs the nasty viri out there.

Another item of mention is the Virus Warning Guide, an AmigaGuide document with information about viri being found on the internet, what the file names of the infected archives are out there currently, when they were discovered, and what to do about it. This is very important information to help protect you before you download some files.

Overall, this is the first place I go to in order to find my anti-virus software as this site gets updates just before Aminet does and all the newest archives are well labeled, listing when the file was posted. Aminet is still a decent place to look, but this gets me the updates that I know are current. Another thing about this site is that there are also sections for the Windoze and Mac operating systems as well, so people who use those platforms my also benefit from a peek at this site as well.

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Amiga Hacked!

On the 9th of December, Amiga Inc's webpage at http://www.amiga.com was replaced by the page on the right. Luckily the switch was quickly noticed and fixed. An email from a member on the Amiga Inc. Maillist led me to a site that had the changed page archived.

The individual had hit at least 20 other websites, replacing the pages with his own inane messages. As you can see here, the individual is obviously in need of a life.

It was also good to see the crew at Amiga Inc was able to catch it and fix it quickly...

BL4F

First out, some 100% gangstah-rap...

"Thinkin of a master plan
Gettin the amiga site within my hand
so I think of all the divious things I did
I used to roll up, this is a hold up, ain't nuthin funny
Stop smiling, be still, And gimme root
or I will yer system reboot."

Isn't that wonderful?

Believe it or not, security is a joke.
It doesn't matter how smart you are, there
will always be someone which will outsmart you.

Fear the unknown and combine your fear with knowledge, only
then you can be safe...

Btw, master pimp no#2 wanted to say hi to his girlfriend.

/ BL4F - The empty spot in your logs!

#8 and I looked over the log record. As I showed him that his account was used. As was his brothers and his fathers. Though the P.W. for his fathers account was an out of date one.

His account needed to be fixed. As the attempts with his log ons, are the #8 tries. I looked at his account and saw that the msg parts that were in the Waiting Call screen. They had been written over his normal information. Replaced the corrupted parts with the correct information. Now he has been able to log in regularly again. I don't know if this has caused any problems for others in the BBS activities. Been valiating all the subpartitions.

FILES: #30 has been working on the Wasteland game walkthrough. This will be put up in a PET format. Be a spate of time. This one is 900 pages in the Ascii text form. According to the author of the walkthough. We will continue to put in the Walkthrough parts here in the Village Green. Perhaps we will expand the amount in an issue?

#30 also has gotten from me some Game Shark Codes for the Play Station. These will be made into PET. As they are currently in HTML . Not an easy task. Eventually a selected collection for games will be on the BBS. Right now he is working on the Final Fantasy VII collection. Just something more with games for us to provide on the board for the deckers.

Add to that a collection of games. These I down loaded a couple plus years back. Never had the time to test them. #30 has been down loading them from a special section on the BBS. Giving them a test. Sadly many of them are bad. Some turned out to be a .T64. Good news is that the tool we got from Mihai in Romania works for #30 and the files can be converted. Though that tool takes some time to work. I haven't been working with it yet.

As you can see, 330 is about as busy as I am with work for the group and the BBS. When we reopen the shop. He will return to the Magazine indexing task. Once we have a larger collection of diversified files on the BBS. We will be using that as the Library and make a disk or several of the listings. Along with them will be the uploaders comments. We think that this will help the member see in more depth what they are interested in, as regards what we have in the library. At this time it is a couple thousand files. At least the counter says so. <BG>

One project that Vixen and I are working upon are the Disk Magazines. Since we have found several that are in a series. We decide to start making specific areas for the titles. Right now we are putting the Driven Mags in a slot.. This group is special as we are putting several on a disk. Usually 4 issues. Then making a .D64 image copy and PK zipping that for the BBS. We feel that this way those with Emulators will be able to see the work. This also is the format for large issues that we found on the German site where we gain the mags.

I grabbed a couple series of disk mags from the site. As I reported on the BBS. These will need to be tested for the UL comment. They are currently on a partition and just about eat up the entire 65,216 blocks of space. They are in .D64 format . A testing is going to start soon. As they must be transferred to the 81 size disks and then Undone on the 64c for proper testing. After that slowly they will be placed on the BBS. Some may be high lighted disks for the Penny Farthing. Only time and testing will tell on that part.

Centipede: Time has not been of great abundance for me. I can say with complete honesty. That not a single thing has been done in the last month on the Centipede system. The convention, poor health and a number of other little annoyances have kept me from that project. Now reaching the point of a possible re-start, from scratch.

Inet : This is one of the problems that slows down the work on many projects. Even the newsletter. If I don't long on daily the mail becomes horrendous. Average of 175 bits a day arrive. Some are important personal ones. Others are information from many different mail lists that I am on. Both for the Commodore and for RPGs.

On this topic.There is the good news and bad news. Bad news is that Wanderer's World e-text magazine has ended. Many reasons not the least being the death of two of his brothers. Personal things have just forced the end of the magazine and I am not writing the Commodore spots for it any more. The good news is that Crooked Faced Games has sent me the Free Lance form and I am there as a writer. May be the break I am looking for to the R.P.G. field. naturally all writing will be done in Wheels. FWIW the owner of the company uses a Mac and doesn't like windoze either.

One good thing on the Inet is finding things to buy. We all know I am not rich. Living on a small V.A. cheque. Thought there are

interesting items that pop up. One such was an auction on eBay for a copy of the Wasteland game for the Commodore. As many know I have that game already. Even had it autographed at the last convention. Along with a first printing, first edition copy of MSPE. But our 330 doesn't have a factory copy with the booklet and cards. In short I was able to score up the auction and #30 is/has bought it from me. As I write this the payment is winging it's way to California.

Another buy is a collection of Commodore books and software. Got it for a decent price. This is a PayPay buy from eBay. The items when they arrive will be sorted and tested. Then the members will have first pick. Well after I ad to my collection of course. <SEG>

Through the Inet I also met a man in Beaverton Ore. Who collects and resells Commodore and Amiga items. i haven't bought from him yet. The first items I was just to slow on in not logging on and then being buried with tonnes of e-mail. he put them on eBay.

However he has more items and I have made an offer on some C= items and asked for more information on the Amiga parts. Mainly now I am hunting for myself, to sound egotistical. Also for the members and spare left over stuff for the shop. We will be listed in March of 2002ce as a resource for the MTTM group.

MSD Dual Drive : Thanksgiving day I and #5 drove to the Canby area. There we met with Robert Bernardo the President of the Fresno Users Group. he had for me a MSD system. A long story accompanied it and some documents. Since I had to return to Astoria for the burned bird and the game group. We were not able to stay long.

Recently I dug out of the pile of things that surround this computer desk. Serial cable and power cord. Plugged the unit in and gave it a test. I knew that the copy roms were not installed. We have to put in a socket for that part. Things came on as the booklet described. Some grinding noise was heard. Was able to access the directory on 8,0. But nothing on 8,1. Nor could the disk load that Robert had given me. Looks like some hardware work before the socket. But when we have it working, then there will be an excellent machine for the clubs use.

#16 and his Amiga : Just the other day. #16 came by and wanted #4 to lend a hand in the work on his A1200. #4 though was not around. He was attending his sisters wedding and the following day was his birthday. Making him a few hundred miles from home.

#5 was able to remove one of the chips for #16. As he had just gotten in his order. Now he has the new roms for the system. Sorry I don't know what they are called. He also has the CD for the OS 3.9. If I have the terms correct. Along with that he has the internal flicker fixer. Next on his buy list for the holidays is the A1200 tower. I refuse to do the "I told you so." part at this time. <SEG>

We went to the computer room. Where I was working on this colour wrapper for the issue. Cleared off the mound of stuff on the A1200 that I have on the desk. Including the box and towel. Keeps the pipe's ash off the machine. <G> Hooked up his system to the Big Foot power supply. Flipped the switches and he has the new system working. Though as I understand it, there is something else he needs to be able to operate the CD.

Sad to relate my A1200 didn't work when it was reconnected. I hope that this is just a connection problem. As it worked this last summer when #4 did some file work on it.

The Stacks : Well how else would one describe the computer room? <VBG> All the A.V.U.G. library of unsorted disks. About 3,000 of them. Along with the books are stacked around me. Added to that is the 128D that I am using, the C=64c set up behind me, the SX-64 on the rack and the A1200. Coupled with all the notes and books and manuals. Poor Vixen is having a time going through all this stuff.

In the stacks < Literal statement > we are finding treasures of disks and printed material. Missing and forgotten manuals for games. Even the lost 64 version manual of Wheels. in the lovely red cover. Things that a year ago had to be just stacked in places where they would fit. Not a pretty sight.

The problem isn't that we are re-locating the lost treasures. No it is trying to figure out what pieces goes to what. Not an easy task when one considers the amount of things to go through in just the printed matter. A solid week of 12 hours a day would work. none of us have that luxury at the moment.

Making the sorted stacks at times end up in new heaps. Some times it is my fault and many times it is the playful yearling giant CAT!!! Who happens to like to steal the lighters, erasers, pens, pipe poker, pencils and disks plus the metal disk notcher. All end up in the kitty play box. We used to call it the bath tub. <LOL>

Amongst the disks found where half of the Mavis Beacon teaches typing set. That this non touch typer desperately needs. The missing, found in a book, disks from Dick Estell for more Geos and Handy Scanner tools. Lay overs for a game and for a cheat sheet. The latter seems to be for programming. As it lists sprite codes. A subject we are not fully ready to explore in our courses at this time.

Vixen has been keeping most of the exchange newsletters separated. now if she will tell me where she hid them. I might be able to do better reviews . They will be placed in the binders for our library when the shop reopens. This also includes the very nice collections of Disks that we receive from the 5C's group in Nevada. I was quite pleased to also discover the master copies of my Geos 2.0. They just happened to be in the book for Wheels 64. Though I had though they were in a disk box.

Now all of that brings me to the point. Exactly how do you the members of the A.C.U.G. and all our exchange groups. Handle the massive assortment of Commodore items? Not just the disks. But the books, magazines and mostly the notes that your write or print out from the files? i sure could use some space saving, organizing tips. <VBG>

Mokuso Jiujitsu: Right why am I mentioning the Martial Arts school in a newsletter mainly about the Commodore? Because of a simple fact. One that takes a bit to explain. FACT: no new members to the course will be accepted unless they have or gain and use the Commodore system. Sounds harsh and miltantly fanatical?

Perhaps it is to some. OTOH what I teach is not a sports style. The older style is what I teach. This includes some, well to be honest, crippling and deadly arts. Not the least to be considered, around 47 different weapons. Including fire arms. Now I don't want some in the box thinker trying to do something with what I have to teach. So a test was created for an entry exam. This test was to see the commitment and dedication of the prospective student. BTW: we also teach philosophy in the course.

What to use to test the student? i have spent over 32 years teaching the art. Never found a proper test that I could lay out on the students. To my shame a few turned bad and misused the arts. Causing harm to others, when there wasn't the need for protection. That and other reasons caused my retirement. Now that I am out of retirement. A test is needed more than ever. As I see the quality of students has declined in dedication. What "thing" to use to see if they were, well worthy to learn?

I would love to say it came in a flash of inspiration. But it didn't, a slow logical thought pattern emerged. Test the students ability to accept new ideas that are also old. Test the determination to move out of the accepted norms of their social structure. What better way for a teenager or one in his early 20s, than the Commodore? When you think in their way that the C= is just a game machine with blocky graphics and a key board. And windrones are now have been and ever shall be the world of computing. Then to have them use the Commodore as a test. Would be the way to see if they can think and not parrot ideology.

Since the test was started a few months ago. One passed, but he is also a member in the first place. <G> Two have failed. Their response to the test. Showed me that this was the correct way to sort out new students. Seems interesting to me that the Commodore can be used in a completely non Computer method. Yet achieve the result of independent thinking. That is so much a part of the Commodore Community.

Upcoming Thinggies : More BBS testing, disk sorting, paper sorting, installing the 28.8 modem, fixing the internal 1571 drive in the 128D, fixing tow other 71s that died out, testing several drives, fix the Amiga and test it, repair the cable for the CD-Rom and the GeoCable extension, test and pout up more files in different areas on the BBS, organize the computer room, continue programming lessons, articles for Commodore Scene, test over 1,000 Amiga disks, and a slew more that won't fit in the space left to me this page. Let us just say that we are always busy with our system. <VBG>

SHADOW LAND

Mihai had the **JOS** system on his web site at videocam. he told me many things about it. Most important is that the files on his site are updated and much easier to download than from Jolse's site for C= users.This I heard from him in a "TALK" on VCS.

Found on one of the C= mail lists: The Xerox C20 uses the same ink carts as the Lexmart Oprtra 40. May be cheaper to buy.

Homestead Mail List from Mihai: Jos and Clips will be working together under something called protovision.

Commodore One list: Lyndon Fletcher reported that at a Camden market in the U.K. he found Commodore "T" shirts for sale. New ones.

Commodore One mail list: Jeri wrote that she has the Retro Replay at $45 and the Silver Surfer RS 232 add on at $20.For current pricing and ordering of info. The number is 305-688-0167 She takes Visa and Master Card.She also noted that she has started work on the Commodore Tower case. Should have pre drilled holes for mounting drives. This will be for both the 64 and the 128. Along with that she reported that the SID has 16 voices, 2 channels, 4DMA channels and 64K wave table. i haven't a clue as to what it all means. Just sounds good for the new Commodore One computer.

Homestead: Maurice announced that he built the first Commodore JAZ drive. using IOMEGA and it is SCSI. Price is around $349 USD. We are expecting more on this part. At the moment the size is rumoured to be the 1000MB or 1GB. Wonder is if the 2GB one will be forth coming.

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