

Found on a Used Disk I bought



Japanese Wood Block Engraving

# The Village Green

The Voice of the A.C.U.G.

February 2002ce issue

## OFFICERS of the A.C.U.G.

⊙ Chancellor: Sensei David O.E. Mohr <Go-Dan>

★ Treasurer: Gary Lee Dupuy <Keeper of the Coins>

✂ Commodore Librarian: Imperial Warlord <So Many DISKS!>

\* Amiga Librarian: Mark Edward Reed <New Amiga?>

✎ Editor: Lord Ronin from Q-Link <Verbose and bad handwriting>

◇ Deputies: #30 <lots to test and translate>  
Vixen <I can't read LR's notes>

\* Amiga Emulator Rep: Scott Farly <Getting real 1200 working>

### ⊙ A.C.U.G. Policy ⊙

We are a group of dedicated **Commodore** and **Amiga** users. Our goals are to learn about our systems. Expand what we have and spread the word of our PC choice. Membership is open to all **C=** and **✓Amiga** users. Now also open to users of **Legal Emulators**. The A.C.U.G. nor their support BBS the Vacuum Tube condones the act of pirating currently supported software.

A.C.U.G. can be contacted at 623 29th Street Astoria Ore 97103 Or through the BBS at 503-325-2905. Send **C=** comments to ID #1, **Amiga** comments to ID #4. Inet addy is lordronin@videocam.net.au

Articles in the Village Green are PD unless otherwise stated. Credit to originator would be nice. <G>

### ⚡ Next Meeting ⚡

21/Feb/02ce 7:00pm at the Kibbutz. If we move to the new location. This will be posted on the BBS in the Main News and the A.C.U.G. news section. We can hope. Got coffee, and smokers demos and visitors are welcome.

## Notes from Meeting of 17/Jan/02ce

**Open:** 7:00pm

**Newsletter:** Approved

**Chancellor:** Did a fast go over of the last issue of the Village Green. Noted that for some reason the "n" in the word "Collection" on the front page didn't print. This has been a common problem in using the GeoPub text inserter in page graphics. Lord Ronin stated that he thinks he has found at least a partial cure. Group discussed the issue and the GeoPaint GFX that were used. The idea will continue for future issues. Mad Max of the M2K BBS, with whom we exchange sent a message in the Omni Echomail that he like the complaint department image on the front page. The idea of staying with the booklet format was approved. Untill circumstances require another format. Lord Ronin admitted that it is not as easy to make. But it does give more information in less space. He demoe a page and font discussion at the demo section. Since he is paying for the issues. Saving a few dollars is a good idea.

Chancellor then went over the exchanges that came in before meeting <Editor Note: There are more for this meeting> The M.A.C.U.G. issue mentions the Tally Ho! section again. Lord Ronin said he must do something to have them notice the Commodore parts. The Premiere issue of the U.C.U.G.A. arrive before the meeting. This is the newsletter of a new Commodore user group. The aims are to umbrella for a collection of user groups. The first issue of course is not a good measuring device. Done in the Post Script format and in colour. Dale Sidebottom and Rolf Miller are the driving forces behind the publication. This issue contains a short bio on Jeri's Amiga friend Courtney. An article on the new =WiNGS= system. That was reported in the last issue of the Village Green. A few other bits on the editors. Lord Ronin liked the fact that Dale is the gadget freak for the Commodore and the other end of the spectrum. The stock machine, is represented by Rolf. Motion was made to join the UCUGA. Motion was rejected. The ACUG wishes to remain independent with the freedom of our own publication. As results from other groups indicate that they are going to use the UCUGA as their newsletter. We don't think that is a big enough vehicle at this time to present our 12+ pages as well as everyone elses. Though Lord Ronin agreed to join as an individual member.

Next was a discussion on the shop an the possible anti-semitic vandalism of the outer walls. Plans are now to finish the re-building and complete the interior by the end of February. Parts should be picked up by meeting time. We hope the work will be done by that time. The need of a truck to haul things is a big slow down factor.

**Treasurer Report:** \$6, as Lord Ronin is still paying for all out of pocket. Did create a nice Cat Food can bank for donations and disk buys. <Editor note: This one came from the old no-kill cat shelter I worked at 13 years ago. Also note that I made a buy for the disks that we need from a MTM member. Donations are most welcome.>

☐ **Commodore Librarian:** January disk was a sort of re-release. Having the Metal Warrior 2 & 3 games. These though were fixed for NTSC use. Gained from the site itself. They were independently converted from the zip and .D64 file to stock 1541. Using Errol Smiths unzip programme on the 64c. Each side for each disk made from the master copy in our files. A new tool has been developed for the BBS. This may help us in cataloguing the files for the library. Not fully tested yet. New ways are being explored for the organization and cataloguing of the files in our collection. A slow process as the testing takes a long time. Imperial Warlord thanked the help of Lord Ronin, #30 and Vixen for the work they are doing to help the library of files. he also noted to all that there are some items up for sale for the Commodore users. These are the extras from buys Lord Ronin made through the Inet.

☐ **Amiga Librarian:** The January Tally Ho! has the most recent Amiga info update. Currently upto Jan 2002ce in the Sabrina Online strips. next month there may be only three strips as that is all that was made by the time of the meeting. Apologies from Mark on having to bump #16s article to the next issue. The new update information was felt to be that important. Mark <#4> also made a quote in regards to #16s tower for his 1200. "Idiots made the wrong power adaptor #16s tower, should have been shot" This is because #16 came by with the items for help from #4. But the power plug in thinggy was completely wrong.

☐ **Editor:** Lots of the behind the scenes stuff going on. no reason to bring it all up at the meeting. Did a lot of writing for the CML. The Village Green was a bit delayed. Had almost 3,000 messages to filter through on the Inet and that took about a week of just cutting them out, as I was off for a couple of weeks. Applied for a couple of writing jobs in the game field. Shall see what transpires. At the meeting I brought up the part about Linux. There may be a way that C= users can join in on this and so far it seems to be a real multiplatform or is that cross platform system. There is a small group forming of Linux users at this time in the Astoria area. Our #4 has been working from time to time on the Amiga version of Linux. I have heard of some forms for the C=.

A project for the Geos S.I.G. I brought up is testing some GeoPaint images. Putting in a bit of colour to some of them. As Allan at C.S. was interested in doing an issue of colour GeoPaint images. This was met with a good feel as a training exercise. But when do we have the time? Was the popular quote. We will make the time I hope.

Mad Max has been working on many updates for the Omni BBS. We have gained a few packets from him and further information. At this time I haven't been able to squeeze out the time to process and implement everything. There are a couple new games coming our way. These will be added to the list for the deckers enjoyment.

☐ **Deputies:** #30 has been writing an working some on the CML for us. He also has a few games to test and manuals to put out. These also include some Game Shark Codes for the Play Station. All being translated and done through the Commodore for our BBS. The final text files are in PET and sda format. We expect a few to be ready for uploading soon. Vixen has been working on files sorting and paper work. Trying to organize the collection of files and work on the manuals that we have already printed. #16 has

sent his A1200 into the shop for the installation of the 1200 into the tower.

☐ **S.I.G.s:** Most work now going on with the Geos S.I.G. As the manuals and other work for writing and for the BBS are being done through the GeoWrite system. PRG S.I.G. Slow but we have restarted. Reviewing the READ/DATA section in the second book. Some minor work has been done on the BBS adjusting a few lines. GoDot group on a temporary hold. While we finish up other projects. RPG group dealing with the BBS and the creation of a few more P.B.E.M.s. As well as testing out a few more C=R.P.G.s that have been found at web sites.

☐ **Discussion/Demos/Close:** Lord Ronin brought up the durability of the Commodore. When he reported a story about the 20+ pound An La Shoc, A.K.A. Terror Kat. Who in a playful mood ran through the house. Leap from a salvaged fax printer. Up onto the 64c keyboard. The thought that the keyboard of being cracked and destroyed came to Lord Ronin's mind. Especially as many items that were stacked up in the area. Since the Terror Kat had knocked down a good collection of books and disks onto the keyboard. The Terror Kat, when he leapt off the keyboard. Took out more things. However the 64c was tested and works fine.

#16 mentioned that Lord Ronin needs to "Stand Back and look at things ... he is over worked". A point that other members agreed upon. More delegation of things to be given to the Deputies of the group was the decision. This led to a list of things that are being done and planned to be done. The amazed look on several faces, showed that they didn't know the extent of the work that goes on for the group.

Demo this time was not the Santa Claus IFLI as thought, there was a failure with that demo. We hope to have the repaired version for next meeting. JOS is also an upcoming demo suggestion. This demo was on the Post Printing of the different styles of the Village Green. Explained was the point size of the 8 1/2 x 11" issue at 12 point for main body. While the booklet size is using just 14 point for the main body text. Showing in a demo how in 12 pages of Village Green. The group gains more information in actually less space, and at a reduced cost. Closed at 9:22pm for the guild R.P.G. session and private talks on the Computer systems.



## The Wasteland walk through: part 6

*Converted and edited by #30*

Use "safe crack" on the vault door leading to the stairs near by, go down stairs, use "safe crack" on another vault door and you're back on the 1st Floor! (you can go back to the main entrance and kill the "guards" - when they ask for password, say anything except "muerte" and kill them as they appear (for cash) or just leave them there. When you kill them, there's more Guards in the Court House, waiting for you, and more "loot"!)

That's it for the Court House! Exit through the "secret tunnel" to the Stagecoach Inn

- use a "snake squeezin" to get the last "bum" out of your way! rest-up at the Stagecoach Inn to get your "CON" up again. Make sure that all of Jackie's "stuff" has been "traded" to Mayor Pedros! We're through with Jackie - press the "D" key to disband. Select "Jackie" and say "yes" to "dismiss forever". (Thanks, Jackie. good-bye!)

(That's it!) before we go any further, check to see if anyone has any "spare" equipment & weapons for Mayor Pedros - he needs a canteen, a knife, a pistol, ammo, & a crowbar! if necessary, go back to Scott's Bar for a knife and pistol - ammo is practically everywhere!

Hide-out - okay, remember Scott's Bar and the info we got. The boy in the "rest-room" talked about the gang, - "they're in the Court House, and there's more of them on Devistation Row." Also, remember the "password" we found on the desk on the second floor of the Court House and the "combination to the safe" from the dead guards' jewelry! You'll find Devistation Row just north of the Court House - it's a very short street, just two buildings, so the Hide-out can't be hard to find! When you enter the "Hide-out", use the "password" (kaput) and you can approach and kill each group of outlaws "one at a time" with knives. Finish one room before going to another, saving "Ugly's office" for last.

Lounge - east of the entrance, just kill all of the outlaws there.

Kennels - west of the entrance, use "climb" to get over the fences to kill the dogs & outlaws.

Main room - south of the entrance, just kill all of the outlaws here.

Bunk house - east of the main room, kill the outlaws, find the loot on the table, use "Picklock" on the cabinets, beware of the dogs in the south-east corner by "trash".

Officers' club - east of the main room, kill the outlaws, find a "hidden trap door" behind counter. Go down into cellar, use "picklock" on the two jail cell doors. There's "Ace" to be "recruited" later.

\* Ugly's office - south of the main room, kill the guard at the door, use "picklock" on the door to enter. In the first room, find a "map of Quartz" on west wall behind the table. Stand by the map (press the "left arrow" key) until you discover a "safe" behind the map. Use the combination (11-16-27) to open the safe or just keep trying "O" to O)pen the safe. (both work, but using "O" may raise a "skill" level.) Take the "kevlar vest" & equip Snake Vargas (your best medic) with it! "Trade" & equip his bullet-proof shirt on Angela Deth (your other medic).

Enter the second room, you'll see Felicia, and Ugly. Don't accept his offer to let him

## Report from one of our users

Scott Farley

It is me #16 your emulator representative once again giving you another report in the world of Amiga Forever. There is news that Amiga Forever 5.0 is out and has some improvements over 4.0 which I have. Amiga Forever now has the AGA support so desperately needed under WinUAE. The same applications are still in as well as a ready to run PowerMAC version of Amiga Forever that is considered experimental. Amiga Forever 5.0 has what is called Just -in-time (JIT) version of emulator software that is 30 times faster than any previous version of Amiga Forever. There is a software manager to update your emulation files that is privacy conscience. There is a full version of Picasso96 software that is registered and CDTV and CD 32 boot ROMs and extended ROMs to play directly and boot from the CD ROM. There is also some binary files and sources for Linux to run Amiga Forever on Linux. Amiga Forever 5.0 still has all the contents from previous versions including the famous death bed vigil video in MPEG 1 format and is almost two hours long. *[Ed. Comment: I sure hope that they fixed the problem with the names of the CD not coming up as they would on an Amiga CD-ROM drive. This has caused some troubles with those running certain Amiga CD-ROMs and running the OS 3.9 Boing Bag update.]*

On the subject of my Amiga 1200 upgrade progress currently I am waiting for my power tower case to finally tower my 1200 (everyone is saying it's about time). Lord Ronin has been bugging me about why I have not ordered my tower a lot sooner when I had the chance and was talking about it. He has been doing the I told you so spiel a lot. It seems like I have been cursed with the I told you so's from Lord Ronin. I have Amiga OS 3.9 and an internal flicker fixer/scan doubler to use my 19 inch monitor. *[Ed. One difference I've noticed is that the flicker-fixer he has just promotes the stock screenmodes that normally wouldn't show up on a modern computer monitor. No added screen modes as far as I can tell. My*

# Eric Schwartz's Sabrina Online - Episodes 213-215

Sabrina Online by Eric W. Schwartz ©2002

"Comic Interruptus"



Sabrina Online by Eric W. Schwartz ©2002

"Is this the preachy part?"



Sabrina Online by Eric W. Schwartz ©2002

"What's with all the word balloons?"



<http://www.sabrina-online.com>



*Picasso IV RTG board in the A4000 also has the advantage of a gfx processor and RAM so I get a speed increase due to the lightened load on the AGA chipset. The device that Farley has doesn't have that ability. Though I have heard that there are some gfx boards for the A1200, but they tend to be terribly expensive. My Picasso IV was over \$400 which is admittedly steep. I can't wait until the AmigaOne is out! However in light of how hard a decent Amiga monitor is to find and buy, this is a good step up.] Yes I do have a monitor the same size as #4's monitor, and I finally have the 3.1 ROMS. Did I mention that I have a 40 GB hard drive waiting to be installed once I get my tower which should be here before next meeting.*

I have talked to a customer service representative at Software Hut about my tower and they said that the tower is AmigaOne capable. The sad thing is that I won't see the tower until after Christmas. I can wait some more, I have waited this long and this only gives me more planning time and prep work to get things ready to convert my 1200 to a tower. The plans I have for my tower are numerous and I am doing research on what web browser to use. I will either go to Ibrowse or AWeb. Ibrowse I own an old factory copy and have downloaded a free update for it; the AWeb version I have came in the copy of OS 3.9 CD. It seems every day I am gaining an interest in the Amiga after doing research on the internet and reading my Amiga books.

January 17, 2002 C.E.

Here is an addendum to this report from when I wrote this article last December. Today I sent to software Hut my 1200 tower case to be worked on after I got it January 2nd. I have had some problems with the conversion process. Originally, I had problems with lining up the holes to attach the motherboard to the case, then I had problems with getting my disk drive to line up using the covering that came with the tower, then I had problems with figuring out which direction the power supply adapter went. #4 took a look at it and fought it tooth and nail to no avail. Finally I sent the tower back to have Software Hut work on the tower and finish the work I started. I will still use the Amiga and I may even get rid of my heretic system. *[The problem was in the adapter for the power connection. The little board it was on prevented us from installing the motherboard when*

*it was plugged in. I'm quite surprised that there was any troubles, but I never had to tower my system since I got one already set up. However, the plugs on the A4000 are easier to deal with since the motherboard was made to be stuck in a case of some sort. Another difference between the towers was the amount of internal drive bays. Farley's case and mine are both Power Tower cases, yet I have brackets inside on the back of the case for several harddrives. This was not in the case for the A1200. On the outside both cases are identical. As to his Intel box, he can always use it for Linux...]*



### **The Amiga Editor Rambles on (and on...)**

Geeze, last month it was the attack of the tiny fonts and this time I'm just hoping I'll fill space. Mostly I've been eagerly awaiting the new that the AmigaOne and OS 4.0 is finally out. (Not that I have the money to pick it up right now.) I've also play a bit with Debian Linux on my A4000 and my old 2GB Maxtor hard drive. Installing it and running it was a bit simpler then I thought t it would be, but somehow I have to switch to a different terminal(Alt + F2, etc. if I remember the hotkeys correctly.) I was having some success, but I know I need to get the CD's so I don't have to spend hours getting all the software installed. (Let us not go on about how long it took to get Linux to connect.) Anyhow I need to get some books and CD's and I'll be more comfortable working with it. (As well as the 40GB Maxtor IDE HD at Costco for around \$115.)

I have been looking around on the internet as well and found a couple of sites to find some downloadable Amiga games. (Besides the usual Aminet hunt.) One site is the Amiga Arena at <http://www.online-club.de/~ARENA/>. I found some links to some interesting games there. Another one I found was at a site called GFX-BASE. It is setup as some sort of online magazine with several games that you can either download from the site or a link to where you can get it. This one is oriented more for the graphics card owners as well as those with the souped up systems. It can be found at: <http://www.gfxbase.f2s.com/index.shtml>.

I also got a bit of an ego boost as well. In the CHUG's newsletter ?SYNTAX, an article I wrote about Amiga anti-virus sources was reprinted. Thanks guys!

go in exchange for a code to disarm the bomb, it's a trick! Move toward Ugly, he may run away or come at you. Kill him with your knives, and kill the guards who appear, too. Take the bullet-proof shirt for a ranger, take the uzi smg for someone with the "smg" skill. Walk over to Felicia, and use the "bomb disarm" skill! (After the first time, some of the lights are still flashing, this requires you to use the "bomb disarm" skill again!) Take the loot (plastic explosive) and there's Felicia again! Felicia says, "Don't worry about me, rescue Ace from the cells."

\* Note - if you were "peeking" at the vault behind Felicia when you entered, you noticed 3 loot bags in the vault. The bottom one "disappeared" when you declined his offer! No, you haven't lost anything - this was the uzi (smg) that you just got from Ugly and an "extra" quasar key, that you'll find later when you need it! Leave "Felicia" and "Ace" in the Hide-out for now! We can come back and "recruit" them later. Also, leave the rifle(s) behind for now! You're done, you can kill the guard at door - (Widow Maker), when you leave by using the "wrong" password (there's no loot for this) or use the "correct" password and leave him there. It doesn't matter. That's it for Ugly's Hide-out! Quartz is essentially done!

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Remember "Head Crusher", we delivered a "message" to him ("VISA" card) and got a "password" (caterpillar) for the "Atchisons" in the Desert Nomads! Let's return to Desert Nomads and see what's in store for us there. Stay on green, grassy areas since one recruit doesn't have a Canteen yet - soon to be corrected!

Desert Nomads (again) go to the train, try the Caboose/Brakeman (nothing happens), try the Locomotive/Engineer (hooray!) let's get info - Ask about: chat, (3 Clans here, Brakeman, other cars), hobo (from his response: a source of info here, another Hobo is in Needles.) Brakeman, "VISA" card, caterpillar, Atchisons (Head Crusher said, see "Atchisons"), Topekans (from Engineer's "last response"), and Santa Fes (what? - no response -) So now we know that the Atchisons are "trust-worthy", but the Topekans are not! There are 3 tents with guards, but we only about 2 of the clans! Also, that the Hobo Oracle has "good" info. The "logical" start would be the tent nearest the Locomotive. (Hooray!)

The guard disappears into the tent, returns with a shovel and tells us where to dig for our "reward"/loot. (from west end of south rail, go 12 paces south and be rewarded.) Use the shovel to dig-up the loot, when you take the last item, 3 outlaws appear - kill them for 3 more crowbars. "Good judgement" would tell us to stop here, but our "curiosity" has been aroused - can there be more loot in the other tents? So try the "password" on the other guards, at one of the tents the guard "just keeps coming back and asking - state your business" (nothing will ever happen here!) At the other tent (center tent) the guard will return and "invite you inside", remember the engineer's

warning!

If you tried "chat" at the first tent, the guard refers you to the "engineer". The guard at the tent by the engine tells you the "Atchisons don't have time for small talk". You'll know which tent is theirs! But at the center tent, the guard invites you inside. You'll learn why! (Note: you don't have to say anything, just press the "left arrow" key once, to clear the "message screen", and walk over the "guard" into the "tent"! Once inside, the Topekans rush you and attack" en mass" - no problem! - move to the west or south side of the tent.

Attack with Knives and concentrate on the "men" and "elders" as they come "in range". Finally, "chase down" any remaining "women & children" and the "Baby Topekan" who will be running away from you. (Isn't slaughter fun? You're sick! !)

Seriously though, you've done the right thing.

\* The second "broken toaster" is here in the loot! Take one "sledge hammer", any "axes" & "crowbars" you need! (you've got a shovel, one is enough), two of the train's cars remain "unexplored" - the "Casino car" and the Hobo (Oracle)'s Boxcar. The "Casino" is self-explanatory. If you're interested in the Hobo Oracle's "message" come back with 10 "snake squeezin", he's got a heck of a thirst! (The Hobo Oracle's message refers you to the following paragraphs in the "wasteland" files for "game clues": #'s 46, 110, 156, 160, 152, 117, 141, 128, 3, & 148!

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At this point the messages are more confusing than helpful, but they do "explain" the game "mission":

- #46 - Beware of Finster.
- #110 - Guardian's Citadel for best armor.
- #156 - Trust "Max" in "sewers".
- #160 - Rescue Mayor first, then Felicia & Ace.
- #152 - Finster's "Mind Maze".
- #117 - Robots threaten Las Vegas.
- #141 - Ellen/Laurie will "help us" save Quartz.
- #128 - Base Cochise is a "nightmare".
- #3 - Sleeper will help us destroy Cochise. (maybe, to "Clone" our rangers?)
- #148 - Destroy Cochise to save the world.

The "Casino car" (slot machine) here isn't too bad. If Thrasher's "Luck" attribute is an "18" or better, you can try the "slots" to raise his "gamble" skill to a "5" or "6". Don't expect any "Jackpots", but you shouldn't loose very much money (don't "spend" over

\$500 trying)! That's it for Desert Nomads - complete! (just return to pick-up any needed loot!)

Next month we head to Desert Nomads and Needles. <VBESG>

## SHADOWLAND

*Date: Fri, 4 Jan 2002 23:23:38 -0800 (PST)*

*To: CommodoreOne@yahoo.com Subject: [CommodoreOne] Update from Jeri (fwd) The latest news from Jeri Ellsworth's website at www.commodoreone.com*

Sorry for being quiet lately. I've gotten the attention of a company who wants to invest in the C=1 project, but I wanted to let everyone know that I'm still working every day as if there were nothing special happening. I'm still on track and moving forward.-Jeri

[ sent in by Robert Bernardo the President of the Fresno Users Group]

*Date: Sat, 5 Jan 2002 11:05:31-0500 From: Maurice Randall*

*To: homestead@videocam.net.au Subject: Re: [Homestead] HD-DOS update*

Hi Alan,> Won't CD sized partitions make the whole idea of burning CDs easier? Actually the idea will be to use a foreign partition for burning CDs from. But to begin with, the 'extended native' partition can be used for building the CD in order to get the files arranged and tested, and the directory layout and subdirectories set up how you want it. When finished, then a 3rd party application can build the foreign partition exactly like the CD will be, block for block. Burning a CD from a foreign partition built like this might work. Time will tell.>

What will the max size of the drive be? Work is being done in the DOS tables to allow a drive mechanism up to 2048gb. That might as well be no limit on drive size! And since I last spoke, the partition design is now up to 4gb with no performance loss. An extended native partition size can be anywhere from 16mb up to 4gb in 2mb increments. This is still not final though. The maximum could still go up or down depending on my continued work with the directory header design. The beauty of this design is that it will be fast. Block sizes are 512 bytes and the entire block contains data, no track and sector pointers. The pointers are contained in the FAT in a way similar to how MS-DOS does it, but not quite the same.

We use 512 byte blocks, period. That allows the maximum use of the disk space. There are no tracks and sectors. Blocks are addressed by the block number with the first block as block 0, the next one as block 1 and the last one might be block 8,388,607. So, with this BAM design, we can quickly write files to these big partitions. And with the FAT design we can quickly access any single byte within a file with nearly the same speed as

if we were to access the first byte. This will allow many future possibilities such as large fast databases. Or indexing into a specific portion of an image file, a sound file, or whatever. The directory entry layout is still being designed. But it looks like I'll allow up to 32 characters for filenames. *[Editor Note: I snipped out a large chunk of tech material*

*Date: Mon, 14 Jan 2002 19:53:22 +1030 (CST) From: Todd Elliott To: Homestead@videocam.net.au Subject: [Homestead] geoZIP v0.7*

Hello, geoZIP v0.7 users in Wheels 64; Please do not use the Zip Files menu selection in creating zip archive containing GEOS files. Somehow, the convert routines truncates GEOS files prior to archiving them and fails to restore GEOS files afterwards. You could lose GEOS files under this way. The Unzip files menu selection seems to work normally under Wheels 64. This problem does not affect Wheels 128 users using geoZIP v0.7. I found about this problem while testing out geoZIP v0.8. Needless to say, geoZIP v0.8 would not be released until I have tracked down what ails it in Wheels 64 mode with respect to the Zip files capability. Sorry about this, but I really want geoZIP v0.7 and when ready, v0.8 to run in any Wheels mode or at Werner Weicht's programming, also for all modes of MegaPatch 3. Integrity of the user's GEOS filesystem and files are the most important and a central feature behind such a ZIP utility. Hopefully I'll find a fix and debug geoZIP v0.8 more under Wheels 64 mode and then it'll be ready real soon. Enjoy.--Todd

*Date: Tue, 29 Jan 2002 18:22:09 -0800 From: Randy Thelen  
To: homestead@videocam.net.au Subject: [Homestead] C64 with ethernet?*

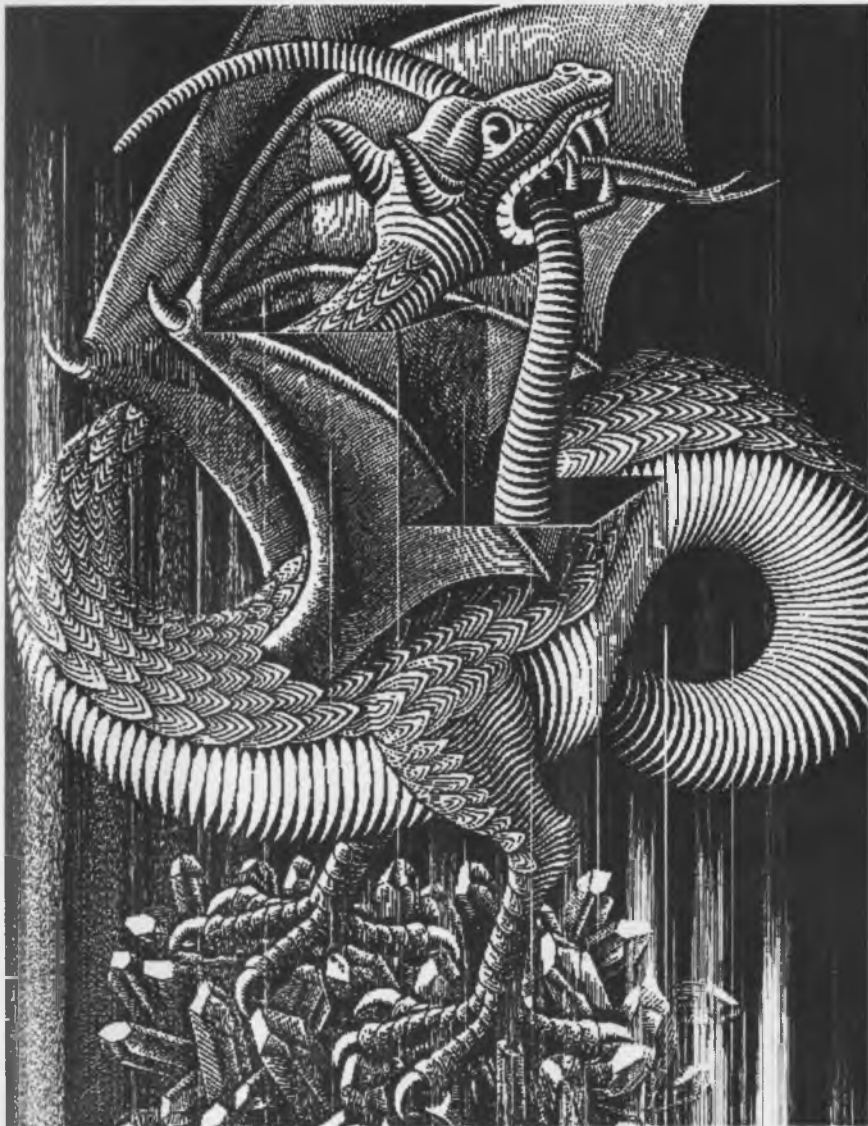
Somebody the other day asked about putting ethernet on the C64. Here's the web page of a crafty fellow who has put a web server on his C64! <http://c64.cc65.org/>>

- From the site: "Please note that the web server is actually running TCP/IP over the serial line. A SwiftLink cartridge is used as the only extension on the C64 side. The serial link speed is 38400 bps (images on this page load quite slow)."

Knowing a bit about TCP/IP and the protocols involved, I'm extremely impressed with the design and implementation of this setup. TCP/IP is quite complex. He's solved many problems with interesting solutions. I wouldn't expect Ethernet to function very well directly on a C64 for many reasons including, but not limited to: 1) Ethernet frames arrive all the darned time. It's the responsibility of each device to determine if a particular packet is *\*actually\** destined for the target to which the packet has arrived.

*[Editors Note: This is a real site. I went there in Lynx when I saw this msg. Not many pages. Most of the information was for the tech/gear heads. But it does prove that it can be done with a C=64]*

Foun on used disk I bough Believe to have been on  
Q-Link



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