



ACUG's Amiga Librarian, Lord Alberonn I (Left) & President Lord Ronin from Q-Link (with kittly litter on the right.)



Dragon the Amiga Librarian found on the Internet.

CMD-HD Crash Issue!!!

The Village Green

☆A.C.U.G. Officers☆

Chancellor: Sensei David O.E. Mohr

Treasurer: Gary L. Dupuy <#5>

Commodore Librarian: Imperial Warlord <#2>

Amiga Librarian: Mark E. Reed >#4>

Editor: Lord Ronin from Q-Link <#1>

Deputy Librarians: #30 & Vixen <#3>

Emulator Representative: Scott Farly <#16>

BBS SysOp: Lord Ronin from Q-Link

Web Master: Lord Alberonn I

⌘A.C.U.G. Policy⌘

We are a group of Fanatic Commodore & Amiga PC users. The group was formed in 1978ce as a PET U.G. Today we support all forms of C- & Amiga PC models. Our goal is to provide information and education on the use and enjoyment of our selected PC choice. Also to help end the discrimination on computer platforms.

All articles in The Village Green are open for republication. Just let the reader know where you found it. Some articles are the product of the minds of the membership. Others are found on the Inet and republished here for information and education purposes.

The A.C.U.G. does not support or condone the use of pirated software. Our definition of this term is any software that is currently supported in the C- or Amiga market place. Unsupported software is open for grabs. As we feel that it is the only way to continue the use of the platform. Any complaints we term as entrapment.

Official organs of the A.C.U.G. are The Village Green and the Vacuum Tube BBS for information and policies. The BBS is a support board for the C- & Amiga users, as well as a support area for R.P.G. players.

⌘NEXT MEETING⌘

16/May at 7:00pm at the Kibbutz. Demos, Visitors, Smokers welcome. Got ash trays and coffee.

Open: 7:00pm

Newsletter: Approved

Chancellor: First order of business was the early notice about the elections. As many remember all elected positions are open. The office of Chancellor was elected for life a few years back in our history.

Chancellor: Sensei David O.E. Mohr [for life]

Treasurer: Nominated current officer, Gary Dupuy

Commodore Librarian: Nominated current officer Imperial Warlord

Amiga Librarian: Nominated current officer Mark Reed

Editor: Nominated #30 and current officer Lord Ronin from Q-Link.
#30 declined as he felt he didn't have the skills or equipment yet.

Appointed Officers: Shall remain the same.

Sensei then went over our newsletter and the ones in exchanges. An update to the bit in The Village Green on the Kracker Jax testing of .D64 & PK-Zip files. These did transmit to Mad Max at M2K BBS very well. This new idea will be used to expand the tools and utilities library on the BBS for the membership. We also received by the meeting SYNTAX from the Huston Users Group. This one contained information from the LUCKY Report on the Expo for 2002. Plus a lot of Amiga that #4 was interested in reading.

The M.A.C.U.G. did not arrive by meeting time < lord Ronin said he will update in his ramblings section >

Two disks arrived from 5C's full of great material. These were too much to view at the meeting in any depth. Placed in the library for preservation and future copy work.

W.C.C.U.G. Sent a two page letter on their current status. The idea of returning to making their own newsletter "Interface Loop" was brought up. We hope that things are better for them and that they can return to publishing their newsletter.

St. Louis Users Group had two issues sent to us. More information on the Commodore Expo of 2001ce A tip on how to use a word processor in fixing SEQ files.

Lord Ronin had contacted a MTTM member on used hardware and software. Vince sent back a small letter with some of the hardware currently available and a promise of a software list. #30 is interested in the light pen and the koala pad.

Shop Report: at the meeting time things were very tight on the money section. First can of paint and foam brushes had been purchased. #30 has been working on painting the wall that the group constructed. Having already

primed them for the group. The chosen colour is a Royal Blue. Wood work will be stained in a Cherry stain and Varathayned <sp?> Vixen and Lord Ronin have been working on that part for the shop. Updates will be in the Ramblings section.

Treasure: \$6 in the jar. Lord Ronin not touching the principal

Commodore Librarian: Our Penny Farthing disk for this month was/is **Eternal Dagger**. This is a double sided disk and there are two histories for it for us to know. The short history is that it is part 2 of the Wizard's Crown story. One you can play after Wizard's Crown with the same characters. Going to a new realm and fighting the evil found there for the better good. Now then the second history is our problems with the game. Lord Ronin has a factory copy of this game, in the box with dox. But he and #30 with Imperial Warlord were incapable of making a copy of the game for the BBS or the group. Sides would .D64 and others would not. Read that the same for arc 4 pack zip and even a wraptor attempt. Lord Ronin mentioned this to Mad Max, who had bought the rights to this game. He sent via the BBS the 4 pack, .D64 pk-zip files of the game. Lord Ronin opened them up, created the play disk and tested the files. Then made a .D64 file and pk-zipped it for a test. This he then unzipped and created another play disk. By request this is the April Penny Farthing. There is a small doc file on side one of the master disk. Written in Edstar II. This prg is also included on the disk side. Giving you a bit of the information. Eventually there will be a full doc file for us and Project 64. A request was made that the Penny Farthing disk for May be Wizards crown. As that game and the Dox for it were found on the Inet and saved. While neither the Dox or a working copy of Eternal Dagger was found on the Inet. After a little discussion, this was agreed upon for the May edition.

Amiga Librarian: "Found good news for the Amiga people" Lord Alberonn started out on his report. "According to AmigaOne update page at eyetech website <15/March> AmigaOne63-S# motherboards are now production ready. Orders for developers, dealers and OS 4 beta testors were being takes till 24/March for an April delivery. Main production run will be timed so that the boards are ready at the same time as consumer release of OS 4. Probably in May 2002ce. The boards and at least the first run of the production boards will be shipped with soldered on G3 PPC CPU, running at 600Mcps."

Lord Alberonn added from his website reading that it appears later releases will have the ^4 installed. Price of the G3 system, not counting any taxes or shipping is est. \$500 USD. The est on the Amiga OS 4 is \$62.50 USD, with AmigaOne mother board. Stand alone price for OS 4 is \$74 USD. {see discussion on keyboard topic}

Editor: Been testing out the prospective 56Kbps modem. Worked well calling to videocam. Worked very well with high speed rates on just the Wave. Mind now it would not let any one call in to either Omni or Centipede BBS boards. I believe this to be the discriminatory aspect of the X2 thing installed into the USRobotics 56K modem. #4 did do a test to call the two different BBS boards. Omni would slip through so fast that he was never given a chance to connect. Went right to the "!" for a log off. Centipede would let it ring twice. Then pickup, then let it ring then pick up. The SysOp log menu continued to say "no dial tone"

As you can guess. I was rather "put out" by this situation. In the end we connected the 28.8 modem and did a test. Lord Alberonn was able to connect to the Centipede BBS and there we discovered that the Commodore Graphics are reasonably translated to Ansi for that type of caller. Shortens Vixen's menu writing work load.

#4 was able to try out a few games on the Centipede set up. I compared what I saw in C= C/G to what he saw on the Amiga screen. IMNSHO the translation of screens I made for testing came out quite well. Only need to make some 40c screens for the 40c users. I'll be working on this for next meeting report.

A test of the Omni system with the 28.8 modem by #4 also gave clear and quick results for the log on and moving through areas. #30 was going to do a u/d test for us and report on the effects at the next meeting. At this time our BBS is running on the 28.8 modem. Since the other one failed. I didn't have to pay for it, and the owner is looking for a 56k that is more acceptable for our system.

There have been some problems in the Omni game of Empire-IV. Why I haven't a clue. As stated before I was going to adjust the print lines to reflect a more R.P.G. based game. One that also reflects names and the like from our own Guild. Thought that print statements would be safe. Changed the "\$" symbols to "GP" making that flow a bit more smoothly for colour. Changed some other minor print statements. But for some reason using the second spell, the once for the ocean. That now will boot you out of the game. No error msg, you just can't go any farther in the game. Runs a cycle after you get/use the spell. Then the next time through your turn. After going into things for the buy and sell land/food. Bang back you go to the main menu prompt. For the life of me, I haven't a clue as to why. #18 did a test and was able to get spell #3 right after. Then there was no problems on her testing of the game. Real strange that a print line would do that to the game. I'll be looking more into what happened as I try to figure it out.

Tidbits abound on the Inet on a new thing for the C= to connect with or is that to an ethernet. O.K. I am very weak on what this will do for us. But some people in Europe have made a system that works. They aren't selling it, however the plans are available as is the parts list. I would like to go to the site and take a look at this new tool of hardware for the C=. However I can also add that as it will allow us to use a cable modem connection. Don't be in a hurry to build this and hook up. If your local cable people are like the ones here in Astoria. They refuse to connect to anything that isn't a windrone machine. That leaves us out in the cold. Blatant discrimination I called them personally.

More items for the group arrived. These from Harold Zappia. This is the first of a couple expected shipments. This one being a collection of software. I must add that all the disks in boxes arrived in near mint condition. A full list of items was not available for the meeting. But OTOH, all of the software was shown to the assembled group. #30 now has his own copy of a factory disk of Rampage. ;~?

Hard Drives, Tom stated that he would post them by FedEx on or about the 18th of the month. This will be fine for our purposes. However knowing

Tom's health situation. There may be a few day delay in the shipping of the box. If they arrive before next meeting. I will have them for a display/demo of what ever BBS was installed. Also the treasure trove of the files on the HDs.

OSFCI, I received a msg from one of the officers. Pertaining to the problem. I was told that the meetings are now in May and that the paper work would be sent out in that month. All we can do is see if we are still accepted as non windrones. Or is almost 10 years of work for nothing. Because I stood up for the C- & Amiga PC users.

Emulator Representative: #16s work schedule precluded him from attending this last meeting.

Deputy Officers: #30 has spent time helping paint the shop. Also doing work with Geos on the walkthrough for the Wasteland Game. Plus some walkthroughs and codes for PlayStation games. That are being converted to PET for the BBS. Vixen has been working with the stain and Varathyne < sp? > for the shop and shelves for the kibbutz. Lord Ronin's book collection is becoming in need of new shelves. < VBG > She also found a box of papers. Some are old fan folded print outs. These are faded on the top sheet. Material to search over for preservation work.

S.I.G.s: The programming group has again been working on the lesson book. Finding that the information doesn't seem to equal the requested experiments. Lack of depth. Idea is now to go through the lessons in the book two and book three. Then see about some of the type in books. Hoping that this will make the information stick a bit more in the minds. The next four books have been selected.

Geos work has been in writing. Lord Ronin has found a few tools to try out. But they haven't been released to the group yet.

GoDot is on hold as the slate is too full with other things including the shop. But Lord Ronin did mention that new files had been released again and that he was going to collect them ASAP.

R.P.G. is working on the Eternal Dagger game for a review. No screen shots yet. Just play and work on understanding the keyboard controls better. This review will be sent to Commodore Scene for publication.

Discussion: A very long and at times heated discussion arose when it was found out that it is not possible to use a real A1200 or A4000 keyboard after the tower conversion process. Lord Ronin and #30 decided to not tower if they can't use a real Amiga keyboard.

Question on when this months game would make it to the BBS. Fair question for the members since the disk cost is 75 cents, with or without a prg on them. Decided that it would be about a year before the files would be put up and in the .D64/Zip format.

Demo: The Eternal Dagger game and a run down of the included doc file. Showing how to set up the game to make the play disks. Creating new characters or using the stock ones. Parts on magic use and the combat commands. Plus from the factory dox a general lay out of the background

Preview of AmigaOS 4

First screenshots from AmigaOS4.0

April 25, 2002 - Snoqualmie, WA.

As the release date for the next generation of Amiga desktop products gets ever closer, we have been inundated with requests for glimpses of how the new system will look. Amiga has thus asked our partners at Hyperion to provide us with a set of screenshots to show off some of the upcoming features, and this will become a regular event as we seek to highlight particular aspects of our future offering.

For the first set, we chose to highlight the many different customisation options that a user can apply to the AmigaOS4.0 interface. Taken from a VGA setting on one of the core team development machines, this set highlights such effects as transparency, shadow, texture, gadget shape and colour. This will allow the Amiga community to continue to create and enjoy the most varied of experiences.

Amiga OS 4 GUI Preview

Quite preliminary screenshots of the AmigaOS 4 GUI

These screenshots are very preliminary and must not - by any means - be considered as the definitive appearance of the AmigaOS 4.0 GUI. Work is still in progress, and a lot of improvements are being added, including the user's ability to configure almost everything.

Most of the work that has been going on "under the hood" of Intuition can't be seen here...

What you see here are just a few elements which might, or might not, become part of the "default" AmigaOS look. More importantly, you can see some (admittedly small) examples of the kind of configurability which is being introduced at all levels of Intuition.

In the coming weeks more screenshots will be made available, which will show further enhancements to the default appearance, as well as some more advanced configuration features.

In the end, it is you that will decide what your AmigaOS 4.0 looks like...

Eric Schwartz's Sabrina Online - Episodes 223-225

Sabrina Online by *Eric W. Schwartz* ©2002

"Reunited to reunite"



Sabrina Online by *Eric W. Schwartz* ©2002

"Intro to the everyday"

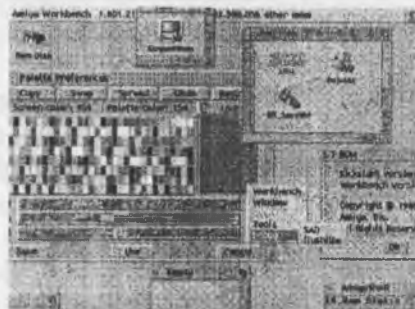


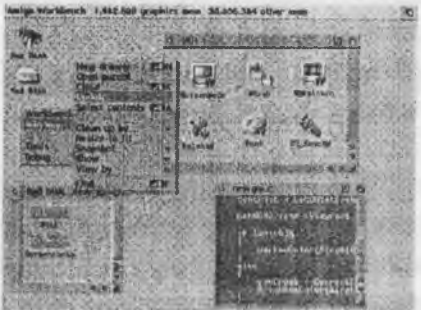
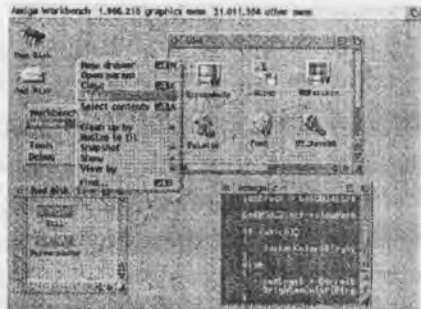
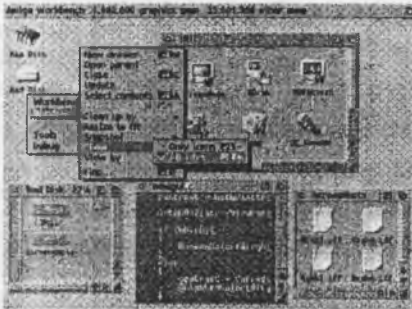
Sabrina Online by *Eric W. Schwartz* ©2002

"TIMMAH!"



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





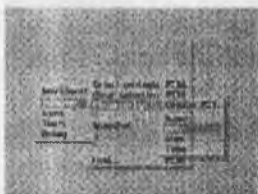
Amiga OS4 Menus Preview

This is not MagicMenu nor any other patch; these are Intuition's native menus, improved for AmigaOS 4.0.

Work is still in progress and further enhancements will be added, including customizable images for the menu symbols.

Expect similar improvements in many other areas of the AmigaOS GUI...

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Computer City to port Inga to Amiga platforms

Snoqualmie, April 15th 2002 - Computer City is pleased to announce that they have obtained a licence from Inutilis software that will enable them to bring the Inga gaming system to all Amiga platforms.

The Inga gaming system provides everything required by developers for the creation of classic graphical adventure games. It includes both a complete set of development tools and a run time engine. An easy to learn and highly flexible scripting language makes it possible for anyone, even non programmers to create varied and complex adventure games whilst the the intuitive interface provides all the control and interaction that the game player could want.

“Computer City has been working closely with Amiga for many years, and with the introduction of Amiga Anywhere, we saw a huge opportunity.” said Ron van Herk of Computer City. “Everyone loves adventure games but no one likes having their favourite adventure stuck on only one platform. With Inga running on Amiga Anywhere, the adventure is just beginning.”

“It is a pleasure to welcome Inga to the Amiga platforms.” said Bill McEwen, CEO and chairman of Amiga, Inc. “As Amiga Anywhere spreads from Handhelds to Set Top Boxes Personal Computers and beyond, customers will demand to play their games on any digital device. This announcement means that they won’t be disappointed.”

The Amiga Anywhere version will be published under Computer City’s own “Sultan Systems & Software” label.

Amiga Editor’s Ramblings

Well if you have read the Commodore and general pages in this newsletter, you are now well aware that our club prez’s CMD HD bit the big one. Luckily we found a good potential replacement for it on eBay. Hopefully his old drive will fire up long enough for us to salvage what we can off of it. Including all his GEOS stuff. So he had the fun of sittng in front of PageStream3 for the first time. This was not a fun time for him to start using this monster with very little info, but with my help it came out OK. So it didn’t have as many pictures as he normally has, but we make an Amigian out of him yet.

story of the game.

Several print outs were also shown. These are the maps from the Wasteland game. Found on the web site. According to the information on the site. These are from the original map maker for the Wasteland game.

They are originally .gif files. Lord Alberonn converted them to JPG for use on the Optra and print out with Post Print-3. His tool that allowed disks to be read and used on the Amiga drive in 1581 mode. Seems to have deteriorated. Forcing him to ul the files to Lord Ronin's account. Who then put them on the HD. Where they were printed out through the Post Print-3 system. Many are a huge number of blocks. Though the originals are in 16 colours only. They did come out fine in colour printing at JPG files.

That is until Lord Ronin attempted to full page print the scaled down ones that were created at videocam. These are, well grainy is a nice word. Distorted and blocky is another word group to use.

Half page print outs worked a bit better. Lord Ronin said that he would experiment on the usable size for the group. Then make a note of that when putting them on the BBS file area. These are the Major overland map for Wasteland, Agricultural Center, Mines, Quartz, High Pool and the Rail Nomads camp. All maps are indicted as to locations. Some have the hidden areas on them for use in the game.

▼ Lord Ronin's Ramblings ▼

Lots to say and many pages left to say the words. First off let us move to the really depressing part. The Hard Drive crashed or what ever one calls it when it no longer will work.

Started out a few days prior to the crash on Thursday 2/May/02ce. On a log in it didn't accept the ID, PW and phone number. Kept printing the "Data doesn't Match" statement. A reset of the 128d and the HD corrected that problem.

Or so I thought at the time. Thursday morning on the 2nd. #30 called in, he told me later that he received a SCSI error on a dl. #18 called in and I haven't heard if she had a problem. #16 called in and was given the data doesn't match part. In fact the screen was locked up on the log off of the log in screen prompt. Running about 3 hours before I found it.

O.K. I thought another cool down reset part is needed. Reset the 128d. Did a reset on the HD. All came up again. I wrote a msg to #16 explaining what I found on the screen. Then started my daily e-mail reading. Did a message to #8. A long one with a bit of quoting. Told it to save and that I wanted a receipt. Got that far. But lost anything at the kill section. Activity light on the HD was on. The BBS clock though was stopped.

Several attempts by myself and Lord Alberonn later. And of course a major freak out by me. We had to shut it off and take the phone off the hook.

This may explain why I am at that Amiga 4000 power tower. Using PageStream3 to write these words. A system that I am not familiar with, either the hardware or the software. But unless I do this there will be no newsletter

this month.

This is a very frustrating event for me. This keeps bugging up and lots of things are lost as I don't know the commands. Now time is short and past game time on game night. Pressure is building of course...

However allow me to back up a bit. As the Hard Drives did arrive from Tom just before the loss of the HD. Remember that the BBS HD contains all my Geos things for the Village Green, along with out entire scoped out library. Plus this is also the location of my Wheels for the Inet work. Forcing me to borrow the Amiga to cut posts out of my stack at videocam.

As you can see this is traumatic for me and the group. Now back to the Hard Drives from Tom. As i mentioned these arrived, and in fact just a couple days before the crash. I had taken them out of the box and was surprised at what I found.

One is a CMD HD listed at 40 megs. Don't know yet if that is true. The other is a Seagate drive in a very long custom built box. This we found by matching the number on their site is around 450 +/- Megs.

Each box has a plastic label on it, one of those roloex type labels. They state "15". A test was made and eventually we discovered that the set up was as device #15.

Like most C= theme items. These didn't want to work well after being off for a period of time. Around 5-7 years I suspect. Took many attempts to have the drives activate. We had been trying to use the C=64c stack to read the information. Finally we were able to read the first partition. This was the BBS OS. Here we found out that the BBS was a 128 BBS.

We then had to disconnect the Omni system BBS. Hook up this new system and test it out. There are some interesting things that I found in the cases. There is the power supply and the HD unit in the slave box. Also there is a fan. But we had to open the CMD unit as something rattles. What caused this rattle was a very small fan that the prior owner had installed. This bit had broken free.

Tried to fire up the BBS. Thinking that it was supposed to be #15. But experiments seem to show that there was a RamLink installed on the BBS computer. I don't yet have a RamLink. In short to operate the BBS on this HD. We needed to set it to #8. This took a little work. As it stayed at the default of #30 for a period of time.

Board up and it didn't work. I remembered that when the modem is disconnected from Omni. Neither will Omni work. We connected my Aprottek 2400 to the 128d. This was enough for the BBS to fire up and then we were able to see what had been on the matrix lines.

MUDPIT BBS, operated by SysOp Mudman. Information on where it was located is conflictive. Much is listed as Dallas, but some is listed as Fort Worth Texas. In an Inet e-mail reply from Mad Max, who spent some time in that area. He had called the board and thought it was in Forth Worth. In any case. I'd like our Texas readers to know that it is being stripped of files for our BBS.

Going back to what is happening. I logged in as a new user. Saw a few statements show up. Then looked around at new user level. This BBS is on the Supra 4.6+ BBS OS. One that I am unfamiliar about in any form. Best I can put together from things I read on the board. Some one called Dante in California, possibly San Francisco. If I am reading the number correctly, created and distributed this system.

Next I went in and opened up the SysOp account. Re-writing it for me as SysOp. Next was hunt around and see what was there in the system.

What I found was some nice features. Ones that add a little more information at the start of the log in. Also a box pops up with reverse video and a specific hot key by the prompt line. This changes each time you select something to do on the BBS.

Naturally I went to the games area. Didn't go to every game. But I played a few, those that had similar names to Omni and Centipede games. Which seemed to be the majority of the games. These included Nuke War, Big Trouble in Little China Town, using an Empire Engine, Empire itself and more that are similar. Perhaps with a different entry screen or a different grouping of words for names in the game text.

Next I went to see the message base. This I found to be very disappointing. I'm used to Q-Link, Omni and several of the now defunct local boards that had a paragraph of information in the message. Even our own board has more than what I found on this boards message base. One sentence of less than 8 words was the average. My thoughts were that there must have been corruption in the BBS. Therefore I went to the partition and selected random messages. Reading them with the @T: command with Jiffy Dos. No corruption they are that small and uninformative. Though there were several message bases with many threads and topics.

Loading the board up again. The next test was to see the u/d area. Seeing how that was set up and seeing how the ul comments were aligned. This task never made it to fruition. The BBS crashed on the first attempt to look at the file area.

Now then, I wasn't thinking about using this as a new BBS. I wanted the files for our group and the extra working hard drives. But things have changed a bit. My first plan was to copy the files and then low level format the drives. Then use them at the reopened shop for the system I will put there for work and play. That isn't the case with the main BBS HD crash. Now I am still copying the files. All onto FD formatted disks. This has taken a week fro do and there is still more work to be done. on the project.

As the plan is to now copy the files to disk. Then pray to the C= headed goddess for one more activation of the other hard drive. The one with the rattle now, then MCopy the partitions to the smaller unit. Saving as much as possible. A new part has come into this plan as well. That is that I found on eBay a 1GB Seagate HD fo \$12 including shipping. Which should arrive shortly. The other is that #13 < Victor > is expecting some 2 & 3 GB ones in

his shop. I asked him to hold a couple 2 GB ones for me. IF that happens then I will connect the slave unit to my original HD. Putting in 2 2GB Hard Drives for 4GB total on our BBS and library.

Also I will be selling the CMD HD to most likely #30. In order to afford the Zip Drive Kit from Maurice. #16 has 6-8 100MB Zip disks he has agreed to let me have to back up the BBS once it is up again. I am afraid that there is major corruption to the first partition on the HD which is the Omni BBS area. I may not be able to save it in full or even in part. If not in part. Then I intend to save if possible the PBEM turns for a continuation. This means that the odds of Centipede going up for the BBS OS is greater. As that one in the test partition is 75% completed. IF!! I can rescue the files from the partitions. Naturally not everything was backed up. <S>

Mudpit BBS went off line around 5/June/95ce. According to a notice on the BBS. This notice was written in a very angry tone. Reading some files that I found, there appears to have been some arguments between Dante and Mudman. Dante's BBS was/is called Hells Half Acre. I haven't tried the number. Problems abound in the file work. There were some GEOS items that had to be removed. Also I found a collection of about 115 Load Star issues that I removed. These did not make it into the archives. Uploaders comments are being saved. This means that each one has to be read. A long process. As someone called Nightprowler ID#233 never left a ul comment. But in January of 95ce uploaded hundreds of files. Though the block size is just 1. There are also other ul comments that have a few words of information of that size. Meaning that each one has to be read. Saved or deleted at the time. One area of text files were in the hundreds. They were simple labled text and a number. Some nice graphic log in screens were found. Lots of drivel and some porn. The latter was removed. Same for the anarchist files <mort> and the recipes.

O.K. then you have the idea that a lot of work is being done to preserve the files for our dl area. When we are back up again. As to when we are up again. That is still in the future. Files to preserve. Pray that we can save the HD contents of our system. Then configure a BBS for operation and then start it up for use. At least a week after meeting. You can ring 503-325-1896 and ask for updates or stop by the kibbutz. Don't mind the blue air from the computer room.

M.A.C.U.G. update. Their newsletter arrived a couple days after the meeting. Marty there has found and picked up some disks for us. We can have them for his cost and shipping. I had to wait till my VA cheque arrived before I knew how much I would have this month. Then all of this happened and I have been working on the hard drives. Have yet to ring him up and tell him O.K. on the deal. Shipping addy is the same as the return addy on the newsletter. If things mellow a bit I will ring him before this arrives in his hands.

Shop update: Today is Thursday 9th of May. A week to the meeting. I am still not finished with the HD work. But did score up more paint this month. #30 chipped in and bought a roller and pan set up. Brush work for the trim areas. As I write the shop is 95% painted. I will be picking up some of the trim molding for the corners. Then stain and coat them for installation. More ideas are popping into our heads for lay out work, as things come closer to completion. Also #16 now has a small pick up truck. He has gratefully agreed to use it for loads from the storage shed to the shop location. Though it is small and his time is limited in June with work and National Guard training. Looks to me at this rate 30 to 90 days and we will be open.

Pictures: On the cover are top, one taken by us at a local gas station as the man, a customer from our old shop, was filling up and wanted to try out his new digital cameras. He sent the picture to Lord Alberonn via e-mail. Caught us returning from the store. Yeah that is a 20# bag of cat litter on my shoulder. Cats rule, dogs drool. No I lost the gut as this picture is over a year old.
< BG >

The second photo Lord Alberonn found in his collection. As he set all this up for me to write. Doing the pages in the Amiga and making page 1 and 12. Word is that this is used for magazines and is a "professional" W.P. I don't know about that as it is very complicated and confusing. This will be printed on my old Cannon BJC as the Amiga is not yet ready to handle the post print files.

So now you are brought up to speed on the situation and the horror story. I'm going to return to reading SEQ files and cursing the idiocy of making no ul comments when a file is put up. See you at the meeting or hopefully soon in the Matrix.

**This Space available for classified
ads from members and exchanges**

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