Brit Cit War Planes Clip Art for GeoPaint found on salvaged disk

The Village Green

AVRO LANCASTER

SEA HARRIER "Jump Jet"

ROYAL NAVY

HAWKER HURRICANE

DeHavilland Mosquito

ROYAL NAVY

HAWKER SEA FURY

SUPERMARINE SPITFIRE
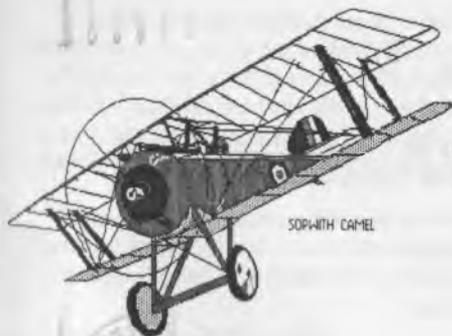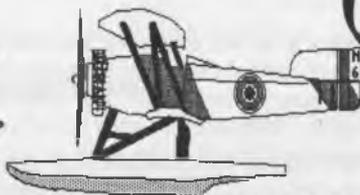
FAIREY FLYCATCHER

SOPWITH CAMEL

◇Officers of the **A.C.U.G.**◆

❏ *Chancellor:* (Sensei) David O.E. Mohr

❏ *Treasurer:* Gary L. Dupuy

❏ *Commodore Librarian:* Imperial Warlord

❏ *Amiga Librarian:* Mark E. Reed

❏ *Minister of Propaganda/SysOp:* Lord Ronin from Q-Link

❏ *Deputies:* #30 - Vixen - WareCat

❏ *Emulation Representative:* Scott Farley

✓✓
✓✓
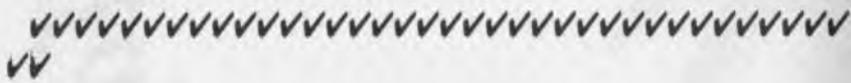
A.C.U.G. Policy

Enjoy the system. Learn and have fun. We do not condone or in any way support the unauthorized copy work of still supported C= or Amiga material. If it isn't supported then it is fair game for our use. Their loss should not be ours.

➡◇
➡◇
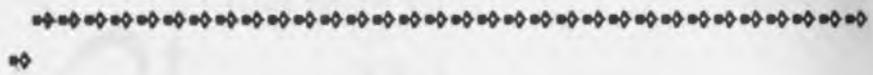
Next Meeting

15/Aug/02ce at 7:00pm at Mohr Realities. In the pit under the tavern. For more information contact ID #1 on the BBS or snail mail to the return address. Demos, Visitors and smokers welcome.

Contacts: BBS: The Village; 503-325-2905. Lord Ronin ID #1
           Voice: 503-325-1896. You'll get a machine
           E-Mail: lordronin@videocam.net.au

Notes from Meeting of 18/July/02ce

Open: 7:07 pm

Newsletter: Approved

Chancellor: First order of business was a show of the shop. not completed at the time of the meeting. Blue walls and ceiling, racks up with game material and comics. Also a rack dedicated to the Commodore items. Wall boards that were pegged for figures, up with some installed. Still more work to do before opening. But the shop is now open for the A.C.U.G. members.

Lord Alberonn brought his video camera to record the 24th anniversary meeting and party.

First order of the night was the elections. Current officers are...
Chancellor: Sensei as he was elected for life a few years ago.
Treasurer: Gary Dupuy BBS ID #5
Commodore Librarian: Imperial Warlord BBS ID #2
Amiga Librarian: Mark E. Reed BBS ID #4
Editor: Lord Ronin from Q-Link
Appointed Officers:
Deputies: #30, Vixen BBS ID #4, WareCat BBS ID #23. For Library work both hard and softcopy.
BBS SysOp: Lord Ronin from Q-Link. The Village BBS an official A.C.U.G. source.
Amiga Inet/web source: Lord Alberonn I
Emulator : Scott Farley BBS ID #16

After the elections. Sensei then went to a short meeting for the month. Before opening up the 24th anniversary party.

At the time of the meeting only one exchange newsletter had arrived. The Lucky Report. Where there was actually two sections. Many nice colour pictures in both publications. A bit on the history of the C= and one that caught the attention of all. Making iron on transfers for "T" shirts and assorted. There was printed a code line for this work. What Lord Ronin said he needed to learn was how and where to insert this code stuff. As he has all the C= and post print items that was used at the demonstration. Reported in this article.

Sensei then had a panorama of the shop down on the video tape as Lord Ronin explained what had happened and what the future plans were for the shown areas. More details were promised in the August issue of *The Village Green* .

Treasurer: Still at $6 and holding.

Commodore Librarian: Lord Ronin with Imperial Warlord and #30. Worked to present a special

disk this month. The idea failed. Not through any fault of theirs. No the problem was the files they were downloading. As Imperial Warlord reported. They had DL-ed a copy of Ultima-6 for this months disk. This was tried from several places. Including Lemon. That one now seems to be unable to DL for the C=. As there was no setting to be found for a DL anymore.

Even doing a web search turned up the same copy of the file. This was confirmed as it flakes out when side #2 is inserted as requested. Four areas were used to gain the file. Same result each time the file was undone to normal. What also struck the group as being odd to say the least, was the the files from different sites. All were zipped with the .D64 images in the exact same wrong order.

Eventually and with a lot of freaking. It was decided to make a copy of Wizardry #1 for the celebration disk. The disk, labels and sleeves were done only a few hours before the meeting. The lesson learned was to not trust anything on the Inet. As a special treat for the members that attended. This months Wizardry disk was presented at the meeting at no charge.

Amiga Librarian: "See Newsletter for information" That was Lord Alberonn's quote for the meeting. He had spent the day making the Kitty Box Cake. As well as trying to find current Amiga information. There was nothing new/relevant to report at meeting time. Seems that users are waiting for the Amiga One and the OS 4.0.

Editor/SysOp: More work going on with the BBS. Currently there are 68 OnLine games. One called *Asylum* will be used as part of the programming S.I.G. lessons. This one appears to be part of the Murder Theme games. But is obviously not fully converted. Starts out but drops back to the game menu. may be a simple fix. There are others that need fixing. More on that is to be in the Lord Ronin Ramblings. As the meeting was to be short for the time to spend on the party. next game to be tested is *Power Poker* if that works out fine another gambling style game will be installed on the BBS. *Country Club Golf* was installed. The SysOps are not golfers. #26 <Mahtzoid> will test the game out. If it functions. There is the possibility of making more golf courses. There is another one that is based on fishing. This one also allows for setting creation. Yet we are not up on fishing so installation will wait till help is available from #26.

At this time. Work had been done on the files. Primarily clearing out the files that were in the main **Geos** partition. There are now tested with UL comments. 139 fonts in the first Font Data store. Beating the 100 file max for the Data Stores we had on The Vacuum Tube BBS .

Some more **GeoPaint** was found and put up along with a few more **Printer Drivers**. The Games for **Geos** are being sorted and tested. As the hunt for the dox continues for the games.

Work done on the .D64 area is slow at this time. At least 2 new ones were installed. It was noted that the A.C.U.G. area was not set up. Segmented but nothing in the Data Stores. This is to be addressed as soon as possible. Discussed was the part about the back issue area of the Data Store. Format announced at the meeting was that the disks would be first made into .D64 and then zipped for the ease of the decker for DL. Though the disks are double sided. the DL files will be one file per each side.

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The amount of time from a disk being released to the group, to the time it goes up for DL use on the BBS. That is not firmly stated. So far the concept is 3 years between release to BBS DL status.

Lord Ronin announced that he received a letter from Fender that offers on a CD the entire LoadStar collection up to the time Rev. Dave Moorman took it over. Including the LoadStar 128 issues, Uptime issues all the Complete releases several other bits and oh yes some things that allow this to be used on non **Commodore** Pc's. Cost including shipping is $40 USD. More information can be obtained from Lord Ronin.

S.I.G.s: These have been - well rather slow as the groups are helping in the shop work. The *Programming* one has had more work on tracing and dealing with little problems on the BBS. Several of the game files are being pulled out for repairs. The ones that are not recording the wins. This is believed to be a simple variable problem. *Geos* group has been writing, working on translations of manuals and dox for both the C= and for the PlayStation. Lord Ronin has been using the Post Print to put Play Station walkthroughs into booklet form for our members that use that video game system.

Discussion: This covered the new JOS release. Lord Ronin stated that he wanted to grab it and the help files to run it, seeing as this one is an updated version. He told the group that it would most likely be tested after the shop was open. MICQ a form of ICQ is at Videocam. Lord Ronin will see if he is able to access and use it. Then it was to the.......

Kitty Box Cake

For the long distance members and our newer members. This was a tradition that was started at the 20th anniversary party. Lord Alberonn found this in a side bar in the Oregonian many years ago. We made it for the 20th and it was to be a tradition for all the yearly meetings. That didn't happen because of illness and the loss of the regular meeting site. However the stories out weighed the loss time. This year again the Kitty Box Cake showed up again. Yes it is served in a kitty box and served with a kitty scouper. Looks lie a very dirty ditty box. The modified form of the recipe is available from Lord Ronin and will eventually be placed online for DL.

The members talked about how the shop had grown from an unused corner of the laundry into the current standings. Discussed was what will be coming into the shop for the A.C.U.G. members to use. This was covered with the points about Lord Ronin's A1200 being brought to the shop and either a full set of stock C=64 or his personal SX-64. There is the concept of instead of a 64 setting up a stock 128. If the 40/80c monitor can be fixed.

One entire cabinet will be set aside for storing the newsletter libraries and the sorted indexed magazines. A task that has been on hold for two years. One large rack is set up for the display of Commodores, Drives, printers, joysticks software and books. There is also a smaller rack that fits beside this one that is also to be carrying Commodore items. In short the Commodore sales area is one entire corner of the shop at this time.

Many things were covered including the idea of doing the video recording each month for the meetings and sending that to the regular VCR tape for a record of our group. This brought up discussion of some video editors and other lightly used C= programmes that can be recorded onto video. A new idea for work was brought out when it was stated that there is a prg that allows one to make C= movies and record them to video tape. Lord Ronin has to look through his boxed disk collection to find it. He said that he thought it was called something like Movie Maker.

Party and the meeting lasted till close at 10:28pm. Where some went to the Kibbutz for some out of group C= demos and to do some R.P.G. games. All were stuffed with the cake and thanks to #30 had some soft drinks as well. next year a bigger one is planned for our group. Then again the old saying about the plans of mice men and machines. <BG>

The Wasteland walk through: part 12
Translated from Ascii to GeoWrite and serialized by *#30*

Now, just the Rangers & Mort(!) go back to the "loose rocks and rubble" in the corner for more experience! (In the corner, past the "loose rocks", "your way is blocked by old rockfall".) You need someone without "climb" skill (Mort) to stay in the "loose rocks" to gain the "experience"!   raise Thrasher's & Snake Vargas' "I.Q." level to around "30" - so that each has 6 or 7 "Skp" (skill points) to use when needed!

Use the experience points to improve your Rangers' basic attributes! Strength 20 * Agility 18 * Dexterity 18 * Speed 18 * Charisma 16 * Luck 16 *.

These are just approximate numbers. Raise Thrasher's luck to "26", don't bother with his Charisma! Okay, enough "experience" already - "regroup", go to the north-east corner, use a shovel to clear away the "rubble" and open the exit to the outside. Don't exit here, go back to our rope and "climb" back to the "upstairs" area of the Casino! Go "downstairs" to the corner of the Bar! There is a "Card Shark" standing at the corner thatwas "vacant" when we first arrived! Just kill one of the figures along the east side of the "bar" - but, leave the "loot"!

Use your "climb" skill to get over/behind the oak Bar by "Gus, the happy Barkeep". Walk on the "trap door" to enter the "Wine Cellar" below the Bar! Find loot on the shelves and in the north-east corner. A door "appears" as you approach the north-west corner - use "picklock" on the door to open it, but don't exit yet! Shelves to the north block you from doors! Don't waste explosives on these - the room behind is an old, abandoned "fall-out" shelter! Everything "turns to dust" when you "touch" it! If you really want to see this - wait! - soon we'll acquire a weapon/tool that will break-down the shelves and doors! That's it for Spade's Casino - all of the important features are complete! Exit the Casino, either go back up the stairs and "climb" over the Bar or take the quicker, easier way - the door in the north-west corner we just "opened"!

Golf Course: this is west and north-west of Spade's Casino, the "flags" on the Golf Course are what drew us here. The "old beggar" said "Max was going to hide a 'Sonic key' on the Golf Course". Let's explore it. Strange, this was a "10 hole" golf course! I say "was" a 10 hole course for a reason. We "found" two land mines the "hard way" - somebody stepped on them, but there was something buried in the north-east area - no key, but we were happy to find some "rockets"! (Leave them here!) We're heading back toward the Casino to resume our search for that "Center" street or something. But we're going through the "pond" because there may be more land-mines!

AmigaOS 4.0 Features
07-Aug-2002

Listed below are the modules that make up the core of AmigaOS 4. Most of the OS modules (including the kernel) are finished and being tested internally by the OS 4 development team.

Current work centers around Intuition and Reaction, 2D/3D drivers, A1 Bios, additional kernel functionality (virtual addressing and page-based memory handling) and the integration of the 68K emulation into the system.

Here are the modules that make up AmigaOS 4:
§Exec Second Generation (Exec SG)

Exec is the AmigaOS kernel and was written in 68K assembly for AmigaOS 3.1. It has been rewritten in C, as ExecSG, for AmigaOS 4.

The following features are planned for ExecSG:
§ Hardware abstraction layer (HAL)
§Virtual addressing (for automatic stack enlargement etc.)
§Page-based memory handling (less fragmentation and more efficient)
§Virtual memory
§New library interface
§Resource tracking and management
§Optional memory protection
§WarpOS backwards compatibility
§ Just in Time (JIT) 68K emulation
§ PPC native TCP/IP stack & PPP drivers
     fastest on the platform
§ Re-implementation of the Amiga file system (FFS2) for PPC
§ PPC native CD Filesystem
     with limited Mount Rainier support (use your CDRW as a floppy)
§ Recovery and Salvage tools for FFS2 and SFS
§ PPC native CD back-up tool
     OS 4 will include a simple tool which allows the user to back-up files by burning them to an ISO 9660 CD which also allows for exchanging data between systems)
§ PPC native RTG system
     Picasso 96 V3
§ PPC native arithmetically optimised version of layers.library
§ Warp3D (3D driver system)
§ OpenGL 1.3 support (Mesa 4.0)
§ PPC native RTA system based on AHI
     with Soundblaster Live! Drivers
§ PPC native GUI system (Intuition and Reaction)
§ PPC native shell
§ PPC native version of "Amidock"
§ PPC native utility for archiving and de-archiving
§ SCSI drivers for onboard (UW) SCSI controllers
§ AmigaInput API (for multimedia controller devices)
§ USB stack
     already adapted for the Highway and Subway hardware
§ PPC native datatypes

http://www.sabrina-online.com

§ New HDToolbox ("Media Toolbox")
§ Support for TrueType/OpenType fonts
§ Web-browser (Ibrowse 2.3)
§ MUI PPC (for legacy applications)
§ Reading/printing of PDF files
§ PPC native rewrite of DOS library
§ PPC native movieplayer
     "Action" with DivX and MPEG4 support
§ PPC native devices
§ Generic PPC native PCI library

Check back periodically for new news on AmigaOS 4 progress and don't forget to click here [http://os.amiga.com/os4/] to view screenshots of AmigaOS 4.

Amiga, Inc. and Bernd Meyer announce licensing of Amithlon 2.0
June 23, 2002 - Snoqualmie, WA and Melbourne, Australia - Amiga, Inc. today announced the cross licensing of Amithlon 2.0. The agreement was made with the author and the inspiration behind Amithlon, Bernd "Bernie" Meyer.

As part of the agreement, Amiga will license Kickstart 3.1 and portions of Amiga OS 3.9 to be distributed as part of Amithlon 2.0. In turn, Amiga will actively promote and license Amithlon 2.0 to OEM customers looking for an Amiga emulator on x86 platforms.

Bill McEwen, Amiga President and CEO, said, "Bernie has been a good friend and partner to Amiga. I first demonstrated a beta version of Amithlon almost a year ago at the Sacramento show. Even then the quality of the product and its potential were obvious to me. Since then it has become a more polished, a clear reflection of the passion and skills that Bernie brings to the table."

"I have also been impressed by the moral and ethical integrity that Bernie has displayed as he has partnered with Amiga. Too often in the past we have had to deal with companies who would like nothing better than to split the Amiga community. Bernie has always had the best interests of the community at heart and has created a product that we can all be truly proud of."

"It is with great pleasure that I finally enter into a deal directly with Amiga", said Bernie Meyer. "This new version, to be distributed with Amiga's seal of approval, provides customers with a clear indication that Amithlon is an actively developed product with great prospects. This partnership will allow users of Classic AmigaOS to use their applications on modern, affordable hardware."

A demo version of Amithlon 2.0 will be available shortly which can be downloaded free of charge from the distribution site here. [http://www.amithlon.net/demo.shtml] The demo version may be upgraded to a fully functional version with a simple keyfile, which can be purchased online.

About Amithlon 2.0:
The goal of the Amithlon project was to make AmigaOS 3.9 run on commodity PC hardware. Unlike other approaches to this problem (UAE, Fellow), Amithlon provides AmigaOS with complete control over the hardware. Hosted on a specially modified linux kernel, Amithlon's CPU emulation runs AmigaOS; All access to graphics, sound, networking and interface hardware is provided through standard AmigaOS drivers. Amithlon 2.0 is distributed as a self-booting CD-ROM image.

About Amiga:
In 1985, Amiga introduced the world to Multimedia with the launch of the incredible Amiga 1000, a revolution in hardware with dedicated audio and graphics chips and a revolution in software with the first 32 bit, fully preemptive,

multitasking operating system. It then went on to dominate the 1980s and early 1990s, pioneering video and animation and giving rise to many of the top gaming companies of today. That tradition will continue with the launch of the brand new AmigaOne desktop computer and its companion, AmigaOS4.0, destined to set new standards and expectations in the world of digital living. Amiga can be reached on the web at http://www.amiga.com.

About Bernd Meyer:
Bernd Meyer is a freelance software designer with almost 20 years of experience in professional software development. He has studied Electrical Engineering and Computer Science in Germany and Australia, and is currently completing a PhD on Image Modeling at Monash University in Melbourne, Australia. In 2000, two of Bernd's hobby projects got out of hand. One turned into Glicbawls, a category winner in the 2000 International Obfuscated C Code Contest, the other into a Just-In-Time compiler for the Amiga emulator UAE, providing it with much greater emulation speed. In 2001, Bernd further refined the JIT Compiler for inclusion in Amithlon.

Kitty Litter Cake
(Lord Ronin's Favorite)
Great Halloween cake! Makes 20 servings
Printed from Cakerecipe.com, Submitted by Dee

§ 1 (18.25 ounce) box spice or german chocolate cake mix
§ 1 (18.5 ounce) package white cake mix
§ 2 (4 serving size) vanilla instant pudding mix
§ 1 (12 ounce) bag white sandwich cookies
§ green food coloring
§ 1 (12 ounce) bagtootsie rolls
§ 1 new kitty litter box
§ 1 new kitty litter box liner
§ 1 new pooper scooper

Directions
§ 1 Prepare cake mixes and bake according to package directions (any size pan).
§ 2 Prepare pudding according to package directions and chill until ready to assemble.
§ 3 Crumble sandwich cookies in small batches in a food processor, scraping often. Set aside all but 1/4 cup. To the 1/4 cup add a few drops of green food coloring and mix.
§ 4 When cakes are cooled to room temperature, crumble them into a large bowl. Toss with 1/2 of the remaining cookie crumbs, and the chilled pudding. You probably won't need all of the pudding, you want the cake to be just moist, not soggy.
§ 5 Line kitty litter box with the kitty litter liner. Put cake mixture into box.
§ 6 Put half of the unwrapped tootsie rolls in a microwave safe dish and heat until softened. Shape the ends so that they are no longer blunt, and curve the tootsie rolls slightly. Bury tootsie rolls randomly in the cake and sprinkle with half of the remaining cookie crumbs. Sprinkle a small amount of the green colored cookie crumbs lightly over the top.
§ 7 Heat 3 or 4 of the tootsie rolls in the microwave until almost melted. Scrape them on top of the cake and sprinkle lightly with some of the green cookie crumbs. Heat the remaining tootsie rolls until pliable and shape as before. Spread all but one randomly over top of cake mixture. Sprinkle with any remaining cookie crumbs. Hang the remaining tootsie roll over side of litter box and sprinkle with a few green cookie crumbs. Serve with the pooper scooper for a gross Halloween dessert.

* We check the building east of the Casino and are attacked by a "swarm of insects", but find nothing in this tiny room! Continuing north on Las Vegas Blvd. our "good luck" is holding out! Just north of the Casino, the next intersection is Las Vegas & Center Drive. Unfortunately, the building here is just an old abandoned building!

Fat Freddy's place: Just as we approach the door of the next building to the north, a couple of Freddy's men attack. No problem, at least they've got some decent cash and grenades for us.

(Leave the grenades!) Inside we find Fat Freddy's office surrounded by a narrow corridor. There's just 5 Roulette Wheels, with a figure at each. As we approach Freddy's office door, we try to remember the "beggar's" advice: "Never say 'no' to him." "Bird is the word." Okay, try "Bird" as the password at the door. Success! First, "Chat" with Freddy when you enter his office! The message reveals that Freddy wants to "control" Las Vegas. He talks about his "competition" and offers us $25,000. to "kill Faran Brygo" and bring back the "onyx ring" Brygo always wears. He asks us "Is it a deal?" (Remember - never say "no" to Freddy!) We say "yes"... he gives us "$1,000 on account"! (Take the cash!) We are escorted out of his office, back into the "Casino" area! If you try the door again, you're just thrown out and told not to come back until you have the ring.

Note: If you say "no" to his offer, he releases a "knock-out gas"! If you have any "Gas Masks" (even 1) you'll be okay. Those knocked-out will quickly recover. You have to kill Freddy and a couple of "body guards" for loot, but you won't get the $1,000. If you don't have any "Gas Masks", everyone is "knocked-out". As you recover a few moments later, you find yourselves tied to the wall in the Las Vegas Jail cell. The only solution I've found to this is, if two Rangers stayed behind (didn't go into Freddy's Office with you) - they can go to the Jail and "free those tied to the wall"! (use 2 Rangers with the best armor to be sure they will arrive safely at the Jail!) Everyone can then return and kill Freddy & "bodyguards"!

All this is senseless - say yes to Freddy's offer! If, and when we return with the "onyx ring", Fat Freddy is going to decide that we're too dangerous to be left alive. He'll "double-cross us"! We'll kill him and a lot more guards for more loot than the other way, plus we've received $1,000 for taking his original offer!

* Okay, if you really want to gamble, the Roulette wheels here are just what you're looking for! Thrasher has the "gamble" skill, but wait until his luck attribute is at least a "20" ("30" is even better)! Expect to loose a thousand dollars at first, but as your "gamble" skill quickly increases to a level "8", your "winnings" improve, too! I've reached a level 12 "gamble" skill, and consistently won money when needing a "break from Wasteland's robots"!

* At the game's finish, come back with Vax (his luck attribute is "40", just acquire basic "gamble" skill for him) and try the "wheels! From Fat Freddy's, we continue north on Las Vegas Blvd. Again the road is going deeper into the town at an angle. Suddenly we're attacked by a "Scorpitron"! It's about 50' away at an intersection of several roads! We can see 3 roads intersecting, it appears to just be defending the area, it's not moving! We have to back off! It's too damaging, even from this range! We're heading east to determine the name of the north-south road that goes into this" dangerous" intersection!

Then south on the next roadway. We pass an area to our east that looks like some sort of Race track! We're on Paradise Road, still going south. There were a few Mark I's at the intersection of Paradise and

Flamingo Road (rockets & grenades when we killed them). We saw more "robots" on both sides of Paradise Road, just north of Tropicana Ave. before exiting Las Vegas. Reviewing what we learned about Las Vegas thus far: Tropicana Ave. runs east-west along the southern border. 3 roads run north-south into town: Las Vegas Blvd. on the west side which" angles in" toward the center of town. Paradise Road, in the center, which seems to go straight thru town. Maryland Pkwy. on the east side which we really haven't seen much of.

Let's set up Las Vegas as a grid for reference: north-west north north-east west center east south-west south south-east

So far all the "good stuff" was in or near the west section - Spade's Casino, Golf Course, and Fat Freddy's (just before we approached the "center" of town.) The "library" is in the south-east corner, and we found the "beggar" in the south section. There is something like a "race track" between the south and center sections! There's a "real mean" tank-like robot (Scorpitron) defending (?) the "center" of the town. There's two "rival" gangs in town: Faran Brygo, apparently the stronger gang judging by Spade's Casino. Remember, "Crumb, the manager works for Brygo. Brygo must be in trouble, he's "lost" his main man ("Max") and sent out "Covenant" for Help! Fat Freddy, thinks he should be #1, but wants our help in eliminating "Brygo". (He can't do it alone.)

Another element of this puzzle is High Priestess Charmaine. This "Max" was going to her for help against the robots! The robots are coming from an "underground base" in the west, but is this western Vegas or someplace west of Las Vegas? Our "recruit" (Ace) had gone to Quartz to recruit some good fighters for Vegas, but was captured by Ugly's gang. I suspect that Ace was another of Brygo's key men. We know a lot more than we did a little while ago, but don't know where Brygo is or much about Charmaine! Let's do a little more exploring - enter Las Vegas from the north-east corner, see if these north-south streets run allway through Vegas, stay near the northern border incase the robots get worse as we go west!

We reenter the north-east corner of Las Vegas, there's another road running east-west. As we proceed west, there's a small group of Warroid Mark I's and Mark II's at the second intersection. We kill these with no problem and "rest" again in the Desert. Charleston Blvd. is the road running east-west along the north border of Las Vegas. The north-south roads are: Boulder Highway - a short road, running diagonally south-east out of town. Maryland Pkwy. - here's where we killed the Mark I's and Mark II's. We saw this street on the south side - it must run straight through town. Las Vegas Blvd. - there's that road again, running diagonally south-west into town.

Next month the one year anniversary of the Wasteland walkthrough in the news letter. This one will be expanded to make it special. Las Vegas continues and we're getting closer to the half way point. <VBESG>

✪ *Lord Ronin's Ramblings* ✪

Well what to say? There was a small but intense and under the circumstances of low budget and rush job. A fairly good celebration of the 24th year of existance for our users group. Even with the lack of computers set up in the shop for demos and games. Things went well. Our plans for the 25th are a bit more expansive. But that is a year away for us at this time.

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O.K. first off let us move into some things that have been updated since the meeting. I'll start with the "MICQ" thing. As reported in the meeting notes. This is on Videocam. Gaelyne has been very helpful in helping me into it, for those not in the know. This is a form of instant messaging. The unix version of the ICQ. Anyway I have mine set up, I think at the least in 5 minutes of setting it up I received a porn spam invitation. Guess it works. The true test failed as it seems that Lord ALberonn needs some upgrade for his ICQ on the Amiga. his neither received or sent to mine. Oh yeah if anyone wants it for a contact trial. my MICQ/ICQ number is *16512848* . I haven't added it to my signature and am not certain how to do most of the listed things. So if I am on line and you try to contact me. Don't be put off if I don't make a speedy if any reply. Now one has contacted me while on line yet. I don'T know how it will work.

BBS updates. The educational area has been set up for the C=64. Only two Data Stores right now. Since I haven't placed any of the CBM educational files I have collected in the area as of yet. A new file is going into each of the Data Stores. This file had the title of "**1a**" it is a online readable file to let the decker know about the styles and themes of the files in each of the Data Stores. Many have been made and a lot more are needed.

Commodore 128 games in both the 40 & 80c format are now in the Data Stores. Along with the comments and the short description. They were re-set for the different styles of games and one Data Store for each them and for 40 and another for 80c users. In short that means if you are looking for a card game to play in 80c. You would select the C=128 Games area. Then the Data Store for 80c Card Games. Take a look and make your choice. More files are going up in all areas as they are found tested and approved.

A while back it was reported that there was some sort of problem at Videocam regarding the ability to UL a file to the home directory. This is supposed to have been fixed. I recently did a small test of this and although a few errors on my part were made. I was able to send a file from the 128 to my home directory. Then attach it to an e-mail msg. Now if it still works I will be able to send the files for Mad Max through the Inet. As I own him a few of them in the Kracker Jax series. Now if he only has Mavis Beacon typing and Ultima 6. Well I owe him a couple of e-mail replies. Can talk about that when I am able to log on and not so rushed with things.

All in all about half of the File Nodes on the BBS have been fully set up with all the found UL comments and the short description along with the information file. Many more to do at this point. One area that has been worked up is the A.C.U.G. Node and Data Stores. The one called "SysOp" and off limits to all but a few members. Well that is where we do a lot of the set up work for files and other assorted behind the scenes work. Has been re-created with all the files believed to have been in that section. Many are now questionable to their use. As they were used for projects that might now be completed. Those are primarily files for translation to GeoWrite or standard PET.

Another area in there is the releases section. This part is the one that we had for members to gain access to new files before they were released to the rest of the deckers on the board. I noticed that this had files that I thought I had seen in another area. A check said I was right. So they were moved. Yet never deleted. That is another task to perform.

Disk Magazines has been expanded. Now there is a partially completed DRIVEN section. i say partially as not all of them have been .D64 and zipped as of yet. About 1/3 are in that form. The rest are in the Data Store for singular unzipped DL. We added a misc mag Data Store. Here are being placed the single shot or the small run of mags that we have uncovered. In the works are more Data Stores for Disk Mags. As we have a site that we go to, to collect them for our board. But as always they must be tested and reviewed before going into the Data Stores on the BBS.

All the Screen/Note Writers from our collection that was put up on the Vacuum Tube are now up with comments and short description. There are still more to test for inclusion. Specific areas in the Tomes & Scrolls Data Store have been set up for online reading of many of the files. As well as the files themselves are being compressed for space and ease in DL work. Thanks to something Mad Max suggested long ago. Most of the files will be in a PK Zip format. Though some of the smaller ones we are going to make into SDA units.

Now for the Shop that is also the G.H.Q. of the A.C.U.G. Work has gone on here for weeks. Slow as money is always a problem. Not too much has changed in the layout as related in the notes section. There are now three stands filled as compact as I can get them of Comic books. About all that can be seen in the corner of the comic where the issue number is located. Comics are going at 20% off. The idea is to drop the line of back issue comics . Also the new and used videos and books are at 50%. Dropping them as well. Objectively to make the money to increase both the Role Playing Games and the Commodore/Amiga Pc line. Beside it is just too much frelling work, grading and pricing almost 2000 comics. Getting too old for that and they aren't selling. At least not in this area.

The "A" frame sign is painted and the hinges applied. The first part of the lettering has been done. By the time you receive this monograph. The rest of the lettering should be finished lay out and sealed. Then the sign can be placed on the sidewalk. FWIW yes we figured out a way to use the Prisoner font.

Right now we are very close to opening. Cleaning is needed on things. The sales counter needs to be painted. More rocks and stepping stones for the walkway. That is the money part at this time. All goes well we will be open in August. September at the latest.

MORE STUFF JUST IN

As I was putting this through the GeoPublish part of the assembly. When I w for a cup of coffee and checked the post for the day.

Nothing much in the box today. Only one piece of post. Didn't look at the l(envelope right off, sat down and looked at the screen. Decided to look at 1 post. Hooray Commodore Scene #37 arrived.

Now I have the choice of reading the mag indepth or putting out this
newsletter today. So here I am in the editor feature in GeoPublish working o
fast review of the issue, with only a little and fast scan.

So this is going to be a bit rough in writing and in the insertion of the informat
Hang in there with me.

First thing is that there are two 1581 disks in the envelope. One is the regular (
for the mag. Just giving it a fast scan in the directory. I see demos and music
games. More than I can look at right not.

The second disk contains a mess of GEOS files. They are for the new English c
for geDOS v2.95. A tool that I was interested in but don't read German that \
anymore. now we have it for use.

This tool will do many things. However I only know if its ability to make the FD
see the heretic formatted disks fo that one can bring files across. Like in JPG
for the Post Print. Also included is geoBEAP V2.0a.

FOR SALE

Used SwifLlnk Cart. 64 Programmers Reference books. 64 Users Guides. Misc Carts. Geos 2.0
with manual. 1541 drives C=64s. Printer interfaces and more C= items. Part of proceedes go t
A.C.U.G. treasury.

Comic Books: 1980s - 1992. Titles include Excalibur, Uncanny X-men, X-Men Classic, New
Mutants, Punisher, T.M.N.T. <mirage Studios> Spiderman, Batman, Superman and many oth
All are priced and graded by the overstreet Guide.
These are being liguidated and are in polymer bags. Being sold at 20% of the 1993ce sticker pr
Part of proceedes go to the A.C.U.G.

New & Used papberback books. Also used Video Tapes. Small selection and all are at 50% off :
price. All proceeds go to the A.C.U.G. funds.

Collectible Out Of Print Role Playing Game material. Such as Original Traveller <1977ce>
Wilderness Survial Guide for AD&D. Original <recalled> Dieites & Demigods. Part of proceec
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