

The Village Green



Lord Ronin the Grumpy

Couldn't have his coffee during the 56 seconds for the image to be taken. Shot with the Geos Drivers for Computer Eyes. Requested by ACUG Members and on IRC #c64friends on 15/May/04ce

Officers of the A.C.U.G.

Chancellor: <Sensei> David O.E. Mohr

Treasurer: Gary L. Dupuy <ID #5>

C- Librarian: Imperial Warlord <ID #2>

Amiga Librarian: Mark E. Reed <ID #4>

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

Deputies: #30 - C- & Amiga files. #3 - BBS files & hardcopy. #23 - BBS online games & general. #16 - C- & Amiga Emulation

A.C.U.G.

Founded in 1978 as a PET group. The current membership are interested in the use, understanding and preservation of the Commodore 8bit and Amiga Personal Computer platforms. For many these are the primary computers used.

In order to do this, we collect hardware, software and hardcopy. Operate a BBS and hold regular meetings, both the monthly business and weekly s.i.g.s and get together. All of this is open to the members. While the BBS is open to all.

Membership is open to all. Users of the C- and the Amiga and those that use Emulators. Fee is \$18 USD per year. This gives access to the items at the shop for members. The libraries, no credit cost on the BBS and a large amount of time on the BBS. As well as the monthly newsletter "The Village Green". There is a monthly 1541 disk that is an additional 75 cents. Amiga disks by request.

Next Meeting and Contact Information

7:00pm on the 20th of May in Mohr Realities games. 623 29th st. Astoria Oregon 97103. Smokers, demos, and visitors welcome.

Snail Mail: 623 29th St. Astoria Ore. 97103

Voice/Machine: 503-325-1896

BBS: 503-325-2905

Inet: lordronin@videocam.net.au lordronin@sceneworld64.de lordronin@pol-c64.de
alberonn@qwest.net

The Voice of the A.C.U.G. May/04ce C= 2

15/April/2004ce Notes

OPEN: 7:00pm

NEWSLETTER: Approved

CHANCELLOR REPORT: Starting off with the announcement of Elections in July for officers. Required in the Constitution to be stated at least 3 months prior to the yearly meeting. Restated that

positions. List of officer positions ...

Chancellor - Elected for Life

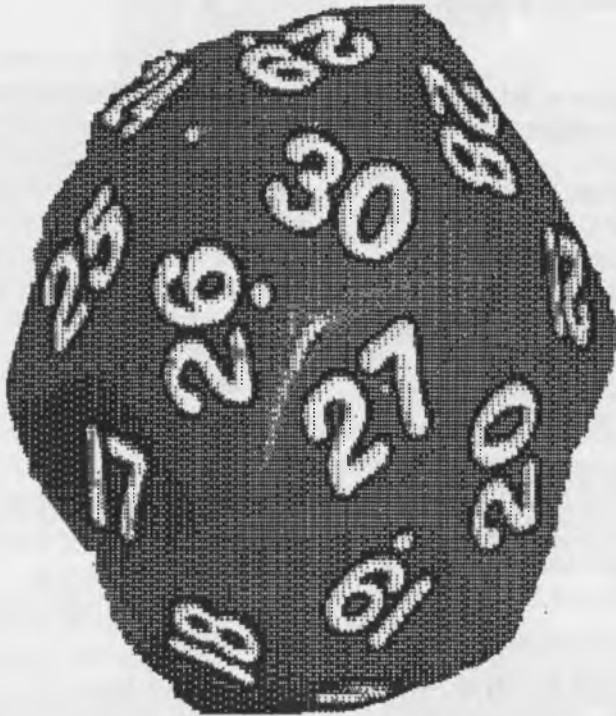
Treasurer - Elected yearly

Commodore Librarian - Elected yearly

Amiga Librarian - Elected yearly

Editor - Elected yearly

30
Sided
Die



the Constitution is again on the BBS for viewing. Suggested that it be looked over and any thoughts on changes be brought to an officer and at a meeting.

The nominations are for all the current officers, to continue in their current

SysOp - Non Elective position

Deputy Librarians - volunteer and appointed

Emulator Representative - volunteer and

appointed

The **SysOp** position was created when Lord Ronin created the first BBS for the A.C.U.G. Since he spent the money for the hardware, software and the time to operate our BBS. This can not be an elected office. Besides there is no other member at this time running a local BBS.

Chancellor was elected for life several years ago. Simply because all the hardcopy, software, hardware and the meeting space. Has been paid for by Sensei. His quote for this is "no good deed goes unpunished"
<G>

As of meeting time we had not received any exchanges in newsletters.

Lord Ronin brought up the point. That we did receive the 10 sealed boxes of disks. These turned out to be his favourite BASF brand. He is bothered that his e-mail thanks to Marty at M.A.C.U.G. was not delivered, having "timed out". He asked that a personal thank you to Marty for the disks, be read into the meeting notes.

TREASURER: \$20 \$5 was removed for emergency gas fund. #30 has gained more wrappers, while Lord Ronin is digging out more penny jars.

COMMODORE LIBRARIAN: As promised, this months disk is Dungeon Master Assistant Volume #2. Characters and treasure generation. This is a crack from MHI and has a small doc file. Appears to have been compressed to fit on one side. Side two has more treasure and other items for editing and use. This util has been reviewed by Lord Ronin for Load Star,

also used to make some treasure items and a slave girl <Assassin class> for the current guild AD&D game.

Suggestions for next months disk. Bards Tale #2, Leather Goddess of Phobos <with walk through>, Recipe cookbook disk, walk throughs and the long awaited disk of dox.

AMIGA LIBRARIAN: "Still waiting for OS 4.0". The April issue of the Tally Ho! will contain the next part of the interview with the new owner of the Amiga OS. Giving more time to Lord Ronin to beat that Dungeon Master game.

EDITOR & SYSOP: Just a few days before the meeting. Maurice announced that the entire Commodore file library that was once on GEme. Now is at <http://cmdrkey.com>. I have gone there and collected several files that I am checking and putting up on the BBS. Along with help from #30. Bad news is we have found that any file in the listing, with a space in the name. Results in a 2 block html file. That states simply that it can't find the file on the GEme lists. I am reporting this to Maurice since I used Wave to DL the files.

Last Ramblings, I mentioned the Inet problem. Maurice suggested that I try to connect manually. Giving me the information on how to enter Wave and perform this feat.

However, as I was only able to post the problem to him, through the Amiga of Lord Alberonn. This experimental msg did not reach me in time.

Seems that the faceless corporation of harborside. Did something to their settings.

New Shot of the Vixen Statue



They said that they had set it all back again. Obviously that wasn't the case. After some upsetting phone calls. Cancelled my account with harborside, as they were not helpful.

#4 contacted the SeaSurf people in Seaside. Dan there turns out to be a helpfull man. Set up a test account and gave me two numbers to eall. I connected with Wave, and used the built in addy for the Load Star tower. Made it and was reading the history of Fender Tucker. When we called Dan back up. During the course of my talk with him. He set me up with the account. After our talk, I went back online and telnetted to my Usurper game.

A few things I feel I should say at this time. Besides the fact that I am getting a bit faster speed and less problems with lag, than I had with harborside. The fact that SeaSurf is local! Also in my talk with Dan. Learned that his server was the first one in the county. He also knows a bit about the old machines. Including one in his museum/collection that uses the 8" disks. Dan also knows a bit about the sacred C- and a touch about GEOS. Have to say that he now has a lot more information on the C- world of today. Think I talked his ear off way too long on the subject. <BG> As I understand he is into Linux and has a dislike for the windrone system. Though not as great as mine. Bottom line is that I am happy with my new server. A few things to work out of

course. FWIW over \$2.00 cheaper than what I was paying harborside.

Wish the guys at the Shack had told me about SeaSurf place instead of harborside. So for our local members. I would suggest SeaSurf for a friendly, supportive and local inet server. And no Dan isn't paying me for the plug. :-? But I will send him a comp copy of this issue.

Back to the GENie files. Gaelyne has them on a CD as well. IIRC there is also a CD with all the other CDs that are for sale at VCS. I do remember that for a time, all the individual CDs are dropped to just \$12 USD. If I can spare some change next month. I'm going to try collect at least one. You can find them in the "store" at vcsweb.com in the C: section.

The 128D is working fine. At this time the collection of problems that we had with the flat 128. These have mostly disappeared. Perhaps it is the power supply for the flat, and or the internal Jiffy Dos mixed with the Jiffy Dos in the SCPU.

In a msg that I read and haven't replied to at this time. There is a possibility that Robert Bernardo of the Fresno U.G. may stop by on a trip north this summer.

#16 has the vice programme at this time. I explained about how a .D64 is made and the areas on the BBS where they can be found. When he has more experience and his CatWeasel working in his AmigaOne. He will be testing out vice and our zipped .D64 files.

DEPUTIES: WareCat is working on more game reviews. Go-Fish was

completed, working now on more of the Empire menu games, and BBS Wars with Nuke Wars on the Misc menu.

Vixen is trying to make sense out of the notes from L.R. on assorted projects. Recently helping him on the writing projects. She still can't read his scrawl (neither can I)

#30 has now been able to work again of file testing. A disk of files from the GENie areas and some more walk throughs. Those that pass the tests will be on the BBS. He reported problems in un-arc'ng some files with ARC-250. Same files were tested at the shop, using Omega-Q II. They opened and most worked.

#16 is learning how to use the C: and the Amiga emulators.

DISCUSSION: Adding more detail to the shop adverts in the newsletter. Such as descriptions of the product, comic issue numbers and prices.

Work on the new membership application and the membership certificate. Lord Ronin hasn't been able to work much on this task. Did state that on the GENie files in the GEOS area. He had found some new borders. That he wishes to grab and view for possible use on the certificate.

More discussion on the SeaSurf connection for the C: system. Sadly there isn't a shell account. At least at this time.

Deeper explanation on the areas for the Zipped .D64 files for #16. Explaining that he would have to unzip the file to have the .D64 and why we use that style for a 2 1541 drive user as our base line. #16 was also given the

Interview with KMOS CEO Garry Hare (25 Mar 04)

Amigaworld.net has obtained a lengthy interview with KMOS CEO Garry Hare.

By way of introducing him to the wider Amiga community and to clear up some persistent long term queries. Garry has kindly offered to answer these questions and more below.

Part 2.

Garry Hare on: KMOS, Amiga Inc., Past Problems and Rumours

Question 2.1: Does KMOS have any direct stake in Amiga Inc., besides the buying of rights over the Operating System and possibly some trademark agreements?

Garry: KMOS's rights are to the OS and associated naming and trademarks. We can and will, for example, ship the operating system under the Amiga One Partner agreement as "Amiga OS 4.0". Amiga retains ownership to its name, trademarks and DE product.

Question 2.2: Last year a business card appeared with your name and giving your position as CEO of Amiga Inc. did this card originate from you or Amiga Inc.?

Garry: I apologize in advance for the length of my reply. I now know this is an on-going soap opera and I may as well be through.

In November, 2002, I was asked by Itec (an Amiga investor) to give my opinion on Amiga's prospects for strategic partners. I was not asked to do anything in regard to securing investment or risk money. In February, 2003, Bill McEwen asked if I would consider joining Amiga as Chairman and CEO. Ultimately I agreed, contingent on Amiga securing a minimum investment and operating capital (I'm not stupid). As you remember, early 2003 was a particularly difficult environment for raising money. I thought Amiga's chances would improve if I could attract a strategic partner or two. Toward that end, I set up several meetings at the March CTIA conference. I printed 25 business cards with the Amiga logo and my personal contact information.

At CTIA, I met with four companies where I know the senior management quite well and one where I did not. I doubt that I gave each a card as two of the CEOs are close friends and I see or speak with them frequently. They know how to reach me. In every meeting I told people that I was considering joining the Company and proceeded with a business discussion. At this point in my life I don't need a company affiliation to get a meeting.

At this same conference I ran into David Traub (his full name was previously disclosed by Mr. Buck some time ago). I've known David casually for a number of years. In one of those, "so what are you doing" conversations, I told David I was considering joining Amiga. As any good developer would, he pitched me on a title that would be "just perfect" for the Amiga market. If I remember correctly, it was a horoscope title but I could be wrong. David asked how to reach me, I gave him a card. At the end of this conversation David said he was associated with Bill Buck who had interests in Amiga. I told him I was aware of Mr. Buck's interests.

At about the same time I ran into an old friend who publishes a well known gaming magazine. I mentioned I was thinking of joining Amiga and he asked if he could announce it if I did. I gave him a card and promised to call and send him a press release if and when, I joined. There was no such announcement.

When I returned home David Traub called and asked if I would take a call from Bill Buck. I agreed and the next day Bill Buck called and immediately asked if I was Amiga's CEO and if I could make decisions on behalf of the company. I told him that I hoped to join Amiga but had yet to do so. And, if I did join, I would certainly be able to make decisions. He began to pitch me on a couple business ideas that he felt would be mutually beneficial. I quickly responded that as long as there was litigation between the companies he would have to communicate through legal counsel. It was a short and not unpleasant conversation. At the end he advised me, I thought jokingly, not to join Amiga. As it turns out I didn't but I can't say that was due to his specific advice.

David tells me that a week or so after the call, Mr. Buck contacted him and asked that he send the business card as he wanted to know how to reach me. As an aside, David has apologized way to many times for sending the card and any difficulty it may have caused me. He swears he had no idea as to the intended use. David is a good guy and has no reason to apologize. I gave him a card. None of this is his fault.

A short while later I heard that Mr. Buck had posted the card to a public board, and discussed its impact on Amiga generally and several individuals particularly. I was surprised. Mr. Buck is among a very few people that I'd discussed my relationship, or lack thereof, with Amiga. He specifically knew that I had not taken the CEO position. A few people mentioned the discussion around the issue but I ignored the matter. I was busy. I've never posted to a public board and, until several weeks ago, seldom browsed any of them. Only recently did I discover what a moo bunny was.

Several weeks ago, when I turned my attention to the Genesis/Amiga legal dispute, I read and reread every relevant post from every board. While not part of the Motions before the Court and, probably because it was about me, I paid particular attention to the business card drama. The fact that it is still discussed today, often with childish venom, is just plain ridiculous.

About those remaining business cards. My daughter cut one up for an art project. She liked the ball. Under intense interrogation she refuses to confess to ripping off any more. And for some unknown reason I gave one to one of my closest friends. He became aware of this little drama and has threatened to expose me as a "fake" CEO if I don't pay for dinner. Worse, he threatens to expose me as a "fake" Chairman if I don't pay for drinks. Last Saturday, I sent him copies of the Court filings and made it clear that I have no intention of paying for a meal again in the greater Los Angeles area. Including drinks.

I found the box. There are 16 business cards left (see special offer below). A few are unaccounted for. I may have used them to "paper" Silicon Valley. Maybe not.

Sabrina Online by *Eric W. Schwartz* ©2004

"Non-cononical"



Sabrina Online by *Eric W. Schwartz* ©2004

"Dealer markup"



Sabrina Online by *Eric W. Schwartz* ©2004

"Negotiation among professionals"



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

The bottom line. I printed 25 business cards and distributed 9. I never misrepresented myself to anyone, at any time, in any way. Mr. Buck knew I wasn't Amiga's CEO. He discussed the matter directly with me. Yet he elected to publish the card to a public board and represent it as fact. He went on to misrepresent the impact of this non-event disparaging a number of people along the way. And, Mr. Buck put words in my mouth, which doesn't make me particularly happy. You make the call.

Question 2.3: Have you at any time been the CEO of Amiga Inc.?

Garry: No.

Question 2.4: Have you ever been employed by Amiga Inc.?

Garry: No.

Question 2.5: Did you before KMOS involvement act as an advisor for Amiga Inc. without being employed by them?

Garry: Informally, and unfortunately unpaid. From time to time bill McEwen asks for my opinion on one thing or another. I tend to give it. Sometimes he agrees. Sometimes he doesn't.

Question 2.6: Where you or KMOS involved in Amiga's recent litigation?

Garry: Initially I wasn't. I saw the original complaint as a dispute over DE. It wasn't my fight. I was aware of many of the reckless claims regarding the Amiga name, trademarks and control of our intellectual property. I knew that one day it would be my fight. But not that day. I simply asked that these public claims be tracked for future reference. To be honest, I didn't see DE on the Pegasos as the end of the world. DE running on Linux could open a broader market. It could be a good thing for Amiga and the DE developers.

I know the Amiga guys didn't necessarily agree. They argued this whole suit was bogus and they had a point.

Thendic GmgH filed the original complaint with Amiga on January 3, 2003. There was a slight problem. Thendic began bankruptcy proceedings on November 7, 2002 and was declared closed due to insufficient assets (bankrupt) on January 27, 2003. Somehow this little detail was kept secret from the Court. Both Thendic and their counsel have a legal obligation to report such a material change. They didn't. No problem, Genesi was added to the complaint on February 17, 2003 arguing they were somehow an "affiliate" of Thendic. It's a little difficult to be an affiliate of a non-existent company. Kind of like accusing a dead man of stealing your car. And Genesi didn't meet the only other definition of affiliate in the agreement, common ownership of 50% or more. Together, Bill Buck and Raquel Velasco's ownership in Pegasos fell just a bit short. No problem, said Genesi, we're really the OEM. Genesi no more manufactures the Pegasos than does Vendome Investment Inc. of the Cayman Islands. OK, that's a bad example. Nobody manufactures much of anything in the Caymans. It's generally just a nice place to safely park financial assets. But, I wouldn't know anything about that.

We'll never know what might have happened if Amiga made these arguments. They didn't mount a defence. Judge Lasnik, rightly, acted on the information before him. The result is once Pegasos gets an Intent license from Tao Group, DE will be available for Linux. I understand Amiga has already taken steps to comply with the order. As I understand it, developers will be free to make their own deals. I hope this "platform" is wildly successful and the developers make a lot of money.

On March 1, 2004, Genesi filed their Motion to Amend. KMOS saw this action as Genesi seeking cover for the claims they'd publicly made. While carefully worded to mislead the Court, it was a direct threat to KMOS' intellectual property. My Board directly me to take all deliberate measures to protect our assets. I have whatever resources I need. It became my fight.

Question 2.7: There has been some speculation on the meaning of your second declaration, would you care to elaborate?

Garry: The final preparation for submitting documents to the Court is a little hectic. As many of you have seen, there is a lot of stuff to check and double check. I mistakenly sent the second to the last draft of my second Declaration to the Court. The final draft contained one additional phrase, "any product based in whole, or in part, on KMOS' intellectual property and distributed or sold into commercial markets without benefit of an executed distribution agreement...". I think the rest is pretty clear.

As an aside, perhaps particularly for your non - US audience, I'd like to say a word or two about The United States District Court. This is not your local, county civil court. It is far more serious. It, sensibly, requires parties to a dispute to be represented by legal council. It has very specific rules of evidence. If for example (this is just an example) you had essentially been accused of perjury and responded something like, "I believe the email attributed to 'Fleecy Moss' was and still is from 'Fleecy Moss'." that is not evidence. It is a simple statement with no supporting documentation and absolutely no refutation of the material in the Motion before the Court. You might as well say, "I think beer cans have wings". Also, Courts are about application of existing law. It needs to be cited.

Judge Lasnik is a very capable and respected Judge. While he is probably sick of it, he understand this situation. He will look at two things and two things only; the agreement in question and the law. Everything else is just noise. Speaking for myself, I would not play games with a District Court Judge.

Question 2.8: Can you comment about the strategies that have been used in this current legal dispute?

Garry: Within 24 hours of the Motion to Amend a number of things happened. KMOS' corporate attorneys are in Northern California and litigation firm is in New York. It would waste time and money for either to be involved. KMOS would not join as co-defendant. This would be all Amiga. All the time. Within ten minutes of the first conference call with the Cairncross attorneys, it was decided that two motions would be presented to the Court; Amiga's Response to the Motion to Amend and, a Motion for Relief. For those of you, like me, trying to understand the U.S. legal system, Amiga did not appeal the Courts ruling. Nor did it seek dismissal. A Motion for Relief asks a District Court Judge to set aside his ruling For Cause. The implications and potential damages are quite different.

Amiga's attorneys emphasized that we had a week to gather evidence. Toward that end we put together a small work group. Qualification for membership was you had to be highly motivated, keep quiet and go without sleep for 18 days. Application for membership was over subscribed. I put on a Paul Thorn CD and went to work.

While I had absolutely no authority to do so, a week or so prior to the initial Summary Judgement, I asked everyone associated with Amiga to go silent. fleecy taking a "vacation" from Ask Fleecy (sorry AW) and Ray delaying publication of CAM was the last straw. We hoped that people would conclude Amiga was done for and continue to post goofy claims, threats and the like. I never dreamed Mr. Buck would be so cooperative.

The attorneys asked how we would gather information. We said, Mr. Buck would provide quite a bit of it. They were sceptical and wanted an example. We'd captured quite a few public posts and I have to admit that arguments from both sides shaped our thinking. But a few people stood out. In response to "Tatu", Mr. Buck wrote his, "What will happen next?" post. I sent it to the attorneys and asked, how this? Have you ever seen lawyers dance?

Early the next morning we got going. The work group asked what I would like to see. Proving I had no idea what I was talking about, I asked for every post on every board from the November 2000 date of the original agreement. There was a very long pause. One of the guys finally asked if I had any idea how many posts that meant. I guessed, "probably a couple hundred".

We settled on a little different method. Every post from Mr. Buck from the January 3, 2003 original complaint in context. Meaning the post, if any, he was responding to and any relevant posts following. That turned out to be quite a few. The floor of my office was covered with folders within the first two days. We also wanted posts from five individuals.

"Tatu". We have all your stuff.

Greg Schofield. Greg's posts were always thoughtful, well written and useful. His, "Who is the OEM?" post became the foundation for an entire legal argument and a lot of research. In the end we didn't use it. The Court has a 12 page limit on any

Motion and we ended up with way to much information. But we completely developed this line of inquiry. Who knows, we might need it in the future, although I certainly hope this ends some day. I was concerned by one of Greg's posts. He correctly guessed Amiga may have gone silent on purpose. We watched for a thread but no one picked up on it. No more wild guesses, Greg. It is bad for journalism.

Bill Evans and Don Cox. Both these guys carry through with their arguments. Very interesting and well reasoned. The responses they elicit are found throughout both Amiga's Motions.

Mike Bouma. During the initial phases of research I "reached out" to a few individuals asking for help. I know some were friends of Amiga's and others probably sought to limit any personal liability. One evening I received unbelievable documents. I was already convinced that what we were dealing with was little more than misusing the Courts to steal property. This document made me angry. Around 1 AM I pick up the folder labelled Mike Bouma and read it a couple times. He knew exactly what was going on and didn't mince words about the issue. I felt better. I like you style, Mike.

If any of you run into me at a conference I'll buy you a beer... OK ...I'll buy you two. You'll need some "ID" Tatu.

A while later we added a third category; anyone Mr. Buck had called an "idiot". In most cases these "idiots" were computer enthusiasts not industry professionals. They'd ask a simple questions or make a comment and were immediately attacked, threatened and called names, mostly "idiots". I thought the "idiots" might be on to something. As an aside, I suppose it's part of board culture, but I don't get all the name calling - whether directed at Mr. Buck, Bill McEwen, Ray Akey or anybody else. But that's just me.

I know a number of people have openly questioned why their posts are included in the attachments presented to the Court. Some argue that they aren't even friends of Amiga or that their posts had nothing to do with the argument. True. But we wanted to present everything to the Court in context. The Judge can quickly get a feel for the nature of these boards; full of rumour, gossip, silliness and occasionally information. Evidence without context is suspect. Taking a couple lines of text off a web site, for example, without the entire document and an indication of who wrote it is pretty worthless.

At 6 PM on March 19 I turned off my computer and took my family to dinner. It had been eighteen very long days and nights.

Question 2.9: Can anything good come out of what seems like an incredible waste of time and money?

Garry: The process wasn't as expensive as you might think. All the research and document preparation was done internally. But it was a tremendous drain on time. From late March 1 until late March 19, four of us literally spent 12 - 18 hour days, every day, researching and drafting in support of Amiga's attorneys. One of the four lives in Europe. I don't know when he slept but he stayed up all night, every night, to help me and the attorneys. He knows how I feel about him.

Until all this broke, I'd planned to be in Germany and the UK meeting with partners and developers the week of March 15. And I was supposed to be in China the following week. Things changed.

But it turned out to be very interesting. Many of you have seen the Declarations. Obviously I talked, often frequently, with Ben, Alan and to a lesser degree Francis. We got to know one another over this process in a way that would have been impossible over a dinner or meeting. They offered their help. When I asked for specific information that wasn't readily available they got it to me - in 24 hours. In one instance, with translation from German to English. I like these guys and look forward to working with them and, I hope, they feel the same about me.

After Amiga's first filing, I received a call from the CEO of, as far as I could tell, a Company completely unrelated to the Amiga/Thendic dispute. He was very upset that he didn't get to file a Declaration. I explained that his Company wasn't involved in this dispute. He said, "so what", and offered to pay part of the legal costs. Interesting.

A fifth Company, that I had never heard of, contacted me late last week and asked how they could help. The amount of time and money it would have cost to fly around meeting five companies in different parts of the world is likely several times the legal and time costs. In a way it turned out to be very efficient, although I don't want to make a habit of this approach to business development.

We've all seen the movie. A bully rides into town and starts pushing the villagers around. One of the villagers finally stands up and says, ENOUGH! They look around and the other villagers are at their side. Amiga stood up and a lot of people and companies were at its' side. Including me.

Question 2.10: What do you think of Bill Buck?

Garry: As I've mentioned I've only had one brief telephone conversation with Mr. Buck. I can't say that I know him. I try to focus on people's behaviour rather than speculate on their motivations. In this regard Mr. Buck has been very public. We can all make up our own minds.

In one regard I think Mr. Buck is quite amazing. Toward Amiga's first filing, four of us were literally working 15+ hour days researching and drafting materials on behalf of the attorneys. At the time Mr. Buck continued to post to public boards. The 48 hours preceding Amiga's "Response" filing, Mr. Buck literally wrote more than our efforts combined. And, while I seldom agree with the content, many of his posts were very well written. Quite impressive.

Question 2.11: KMOS owns and has owned for almost a year, the rights to Amiga's Operating Systems, Amiga Inc. retains rights over AmigaDE. Are there any other issues, such as competing trademarks, other intellectual property or other assets in general, that are outstanding between the two companies?

Garry: I don't believe so.

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- DaveyD

addy for vcsweb to search out files. Plus the information on the newsgroup comp.sys.cbm. As there is much talk there on the use of emulators.

Announced that the Amiga section will continue. #4 almost had to cancel his phone and DSL. Because of the HUD problem. However it appears that he can cut much of the extras off and gain a slower speed. This allows him to keep the phone and DSL.

Where to set up and what Amiga to set up in the shop? The table is set, but at this moment has a pair of 128D units for repair attempts. Thought is to try again the A1200 for the shop Amiga. At least it will tell us more on the problem. Perhaps it can be fixed. If that fails, then it will be the CD/TV for a while.

DEMOS: #4 was the test subject for the game Godzilla. He defeated Godzilla on his first attempt. Lord Ronin didn't beat Godzilla in his test.

#16 & Lord Ronin played a dart game called Hussein. Made sometime during the first gulf war.

#4 played and won the new version of Mille Borne. This is from the GENie site and was made by Roy Batty. The best one we have in our collection of Mille Borne games for the C-.

Man a short name from German, is a Parchesee <sp> theme game for up to 4 players. Gave this one a show for the group. Not bad save that at times it has a screen problem with jumping up a line.

D.M. Assist V#2. Showed how to

generate a character. #16 was the one drafted for this job. Did some treasure generation of magical swords. #16 was interested in the print out option. Yes the work can be edited then saved to disk. Plus it can be printed to hard copy.

CLOSED: 8:30pm

Lord Ronin's Ramblings

Think that I will start off with good sounding news. The shop, the sponsor for the A.C.U.G. was mentioned in the newspaper <Weekly Coast section> for the donation of a couple of gift certificates. This was for the recent community radio pledge drive.

Another good bit of news is the listing that we got in the Community Briefs in the weekly Seaside Signal. They gave us a couple of paragraphs listing our last meeting of the A.C.U.G. I will use their service again.

Bad news time. This must be a conspiracy attack by the windrones of the postal service. As I mentioned at the meeting. We hadn't received any exchanges at meeting time. Usually we receive the M.A.C.U.G. "Ready" from 2 days before, or on meeting day. The orange paper finally showed up. Three postal days after the meeting. Sealed in a postal baggy with the printed apology. The one about automated systems and too much mail to hand sort. Also it was ripped and shredded beyond use. Even with the post offices fast sticky tape

repair.

Today <22/April/04ce> the post had the C.C.C.C from Cincinnati. Only a slight tear. The Infinite Loop had the back cover ripped in to places and almost completely torn off!

Is there some secret scanner chip in the post office machines, that looks for anything with a C- or the word Commodore?

All my past due bills made it fine. As if they were handled on a silver platter.

Fast review of the exchanges to date. M.A.C.U.G. Yes Marty we got the disks. My e-mail to you timed out on the delivery attempt. Glad you liked the slant of the issue. The rest of what Marty wrote is lost with a big hole <literally> in the document.

C- C- C- C- from the Cincinnati Commodore Computer Club. Snogpich talks about the 17 year seasonal Cicada and what he remembers from the last infestation. Reprints the message from Maurice about the GENIE files on line. Reprint from the Commodore Digest the article 555-Dump from Rolf Miller. Including a programme to show you what words the last 4 digits of your phone number would make. Reminded me that someplace I have a file that will do the same for the entire phone number. Ah for the days when the BBS was FA5-2905.<G>

February issue of the Infinite Loop. Earl explains that the issue is latter simply because he had to go in again for surgery. This last one being the 9th. There are some

reprints of the release of WCOPY. I have my copy, just no use for it at the moment. As I don't use any lBum formatted disks Except for photo disks. Then I use GeoDos. A bit about a programme for Load Star. Well not exactly for L.S. They are offering a \$100 reward for the programme. Objective of this programme is to plug it into the non C- gfx browsers. So that style - platform can read/see normal Commodore Graphics.

Inet Problems: Mostly fixed with the switch to SeaSurf. There are some problems with connecting via telnet to some boards. Have to learn more on that as I ask Dan questions.

Another packet problem happened. Mail was cut short again. Lord Alberonn is downloading the zipped packet from the secret BBS area. After shop today I'll do my work on the messages that I didn't see the first time around. Real bumner is that the interview with Dark Vulcan is part of the missing pieces. Have to export that one and send it to the 128 for editing. Don't know how to do that on the Amiga.

Writing: Really hate it when my mother is even semi right. She gave me my first Commodore in 93. Saying I should learn to use it and become a writer. She always bugged me to write stories. Something about if I am going to live in a world of fantasy. Might as well share it <G>. She pushed for that more after watching a small Gamma World Game. That I was running for some beginners to R.P.G.

So what did I do? Nothing for a while. Then took over the local newsletter. Now I am doing writings for the group, CML, Scene World and some for Load Star. Plus a

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few things for other C: publications at times.

What is funny about all of this is that I am writing about a computer and related items. When once I was a computer phobic.

Any how, all that is to explain that I have been working on some programming articles for Load Star and as reported last issue. Started on a fiction piece. Based off of our Tunnels & Trolls PBEM on the BBS.

Already done is the programme for calculating the XP of a monster from page 86 of the DMG. Coupled with a two part semi step by step discourse on the reasons for the prg and how it is supposed to work. Way to large IMSHO. But it is my first scratch programme.

Placed on the disk for Load Star are two prg files. The original 1988ce file and the 2004ce modded file that I had created for my use.

What I am working on for these files, is sort of a walk through on what the file is doing for the user. Then what and why I modded the file. Explaining what was done and how it effects the final programme.

This is aimed at the young programmers group that Rev Dave is hosting. I hope that they, who are 40 years younger than I. Will gain the same sense of wonder and personal pleasure. At the programmes, when they tear them apart to rebuild them into something for themselves.

(Insert a few more days) This is late in going out this month. I'm so far behind as I am doing a lot more than stated above! The disk of articles has been sent out for Scene World. A disk side is almost ready for Load Star. That article on the Monster XP calculations. Ended up as two files. #30 as part of the programming section. Created a short prg for M.S.P.E. Lets the user install the name of the character. Where the letters appear one at a time on the screen. Looks for the doubles in the D6 rolls. Records the chosen sex of the character. #30 worked on some variables with "tab" units so that the attribute numbers will have the ones column line up evenly, in the rows. I added the colour scheme and the lower case aspect. This unfinished prg is being sent for the prg group at Load Star. I and #30 wrote the explanation article.

My T&T fiction piece has been delayed a bit. Decided to be creative. Wrote an AD&D adventure. Using several C: AD&D tools. As well as the books and dice for the game. Just a little adventure, only one external map and five internal levels. All traps are numbered, as are random monsters. Notes in the shop were made with EdStar II. You know my hand<less> writing ;? All maps are done in GeoPaint. Text is in GeoWrite 2.1. Right now the game group is play testing the adventure. I did a piece on how it was created for Load Star. As the entire adventure is being submitted to L.S. In the hope that it will add to the renewed interest in Geos. By presenting an adventure made with Geos. Others may see that it is quite possible to create adventures and more, for their games, in Geos. Some one might even play the adventure.

At the meeting I will demo the free

GEOS64 version from the DL section at cmdrkey.com. Been showing it to members and working at the shop with it as stock. In fact this late entry update is done on 15/May/04ce, in the shop using the 64 version in GeoWrite 2.1. The original notes were written in EdStar II, then converted with Wrong is Right 8.1, as a GeoWrite 2.1 file. I will also have some new images to display. These were taken with Computer Eyes and the Geos Computer Eyes driver. Sharper results since the pixels are in the squarer GeoPaint style. I have a comparison of the print out on the Okmate-10 and from the Opra-40 in Post Print3.

For those that are wired to the Inet. Saturday nights at 6pm (west coast time). There is a new IRC chat room. #c64friends on the server Eskimo. I have been here a few times and found old and new friends. Last time I was there, spent two hours discussing the C- & both C- and dice R.P.G.s. Both in public and private messages. Strongly suggest that if you are able to do IRC on the Inet. Give this a try, and hear more about the C- and related things from other users.

{The following is from our BBS files.
Originally created by Sky Knight of
Twisted Sky BBS. Modded by
Lord Ronin from Q-Link}

The Unofficial Smiley Dictionary

B-) User wears horn-rimmed
glasses

8:-) User is a little girl

:~)8 User is a Big girl

:~() User has a mustache

:~() User wears lipstick

{~) User wears a toupee

):~) Toupee in an updraft

:~| User is a Vampire

:~E Bucktoothed vampire

:~F Bucktoothed vampire with one
tooth missing

:~7 User just made a wry
statement

:~* User just ate something sour

:~^ User drools

:~^) User has a cold

:~(User is crying

:~) User is so happy, s/he is crying

:~@ User is screaming

:~# User wears braces

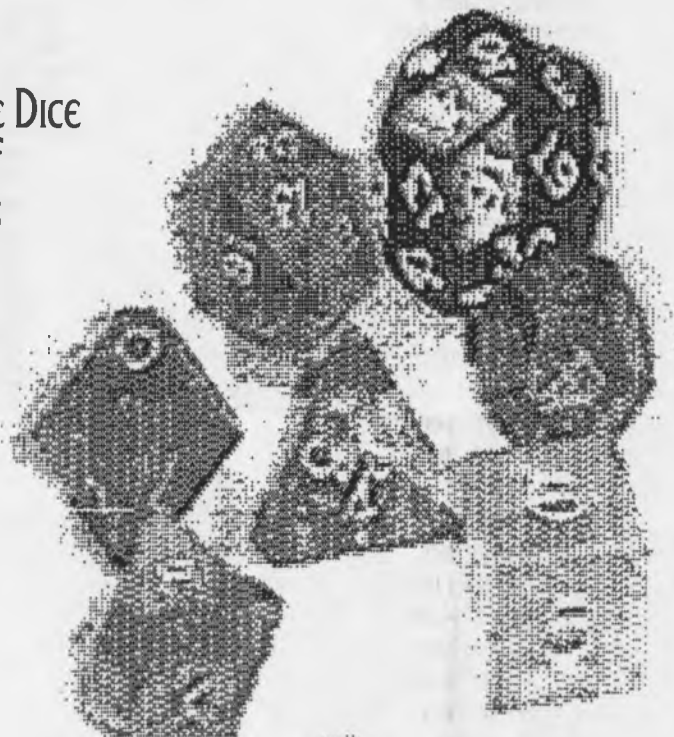
:~^) User has a broken nose

:~v) User has a broken nose, but it's
the other way

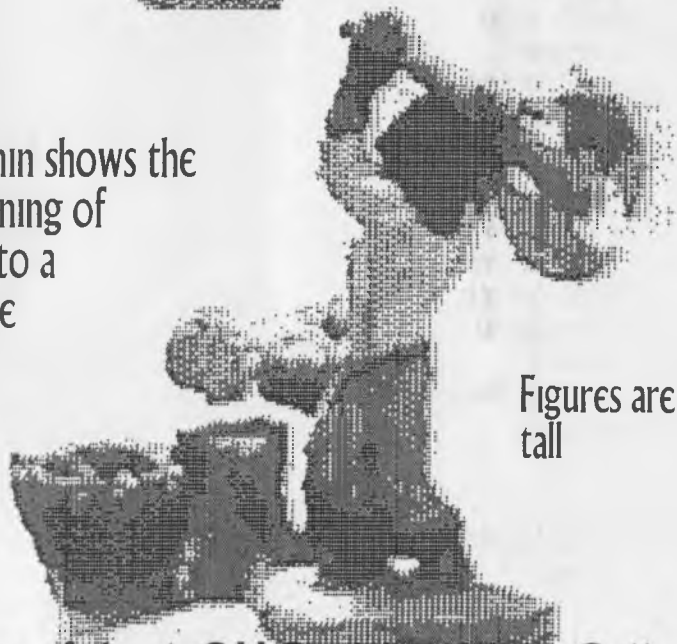
:~) User's nose is sliding off his
face

Set of Game Dice
The tools of
RPG players

Biggest Die
is 1" in
Diameter



Lord Ronin shows the
true meaning of
Hacking to a
Windrone



Figures are 1"
tall

A.C.U.G. #447
623 29th St.
Astoria Oregon
97103



828472807



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