Found on a Salvaged Disk

The Village Green

Titled Kristen Date is 8/22/88

The Voice of the A.C.U.G.   September 2004ce Issue   C=1

Officers of the A.C.U.G.
{We didn't run fast enough}

Chancellor: {Sensei} David O.E. Mohr

Treasurer: Gary L.Dupree <BBS #5>

Commodore Librarian: Imperial Warlord <BBS #2>

Amiga Librarian: Mark Reed <BBS #4>

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

Deputies:
#30 [Librarian, file testing] #3 [Secretary, general girl friday] #23 [BBS games, general] #16 [Emulation] #21 {Coding & Fixes}

The A.C.U.G.
Originally formed in 1978ce, as a Pet Club. The current membership is composed of a new group of users. Renamed in 1994ce from "Astoria Commodore Users Group" to the more inclusive name of Amiga & Commodore Users Group. Our objectives are to preserve the material, hardware, sorfware and hardcopy, for our chosen P.C. platforms. But not as dusty museum pieces. As actual functioning items regularly used as either the prime computer system or major back up.

To this end, we collect as much for the systems as possible. As we attempt to learn about the aspects of the systems in a mutual learning environment. There are over 2,500 files o our BBS, an ever growing collection of books, magazines, hardware and of course disks. That we collect one by one or in bulk. We freely admit to "beginner" status in all aspects of the use of our platforms.

Membership is open to all, interested in the Commodore 8 bit P.C.'s as well as the Amiga Line. Emulator users are also welcome as members. Cost is $18 USD per year. This gives a membership card, cerificate of membership {C=, Amiga or both} The monthly 16 page newsletter. Known as "The Village Green". Several hours a day on the BBS {Second largest amount of time} No credit cost for BBS files. Access to the hardcopy library of books, magazines and manuals. In addition, access to an Amiga and Commodore se up in the shop. A 20% discount on all C= & Amiga items, purchased in the shop. The "Penny Farthing" is a C= monthly disk. Mostly in 1541 format. 64/128 files each month, differing according to group interests. This is an extra 75 cents each month. Amiga disks are handled by request {All differences} at $1.00 each.

Next Meeting & Contact Info

Meeting will be on 17/Sept/2004ce. In Mohr Realities Games, 623 29th St Astoria Ore. Visitors, smokers and demos welcome.

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Notes from the Meeting of 19☐Aug☐2004ce

Open: 7:00pm

Newsletter: Approved

Chancellor: {Thanks to Al Jackson for the phone call about the SIDs} Meeting started with the sounds of Rag Time SIDs in the background. Running on the August 5C's club disk. Mad Max of the M.H.I. crew and of the M2K BBS was introduced. Visiting and may be moving to our area. Already was he warned about having his brain picked for information. As well as being conscripted into The Village Green Preservation Society. {BG}

Events have caused the topic of the Website for the group to be discussed at this point. #4, our original WebMaster. Had a small one for us several years ago through Pacifier. There we had a few files, and the e-text of the Village Green {abbreviated version} However after difficulties with Pacifier and their service <or lack of it>. #4 had moved to Harborside and recently to qwest. The old website folded. However there was still a forgotten marker. A something to direct people from the information part of the mail list to this website.

In talks with Rod at VCS. Lord Ronin learned a bit on setting up a one page website for the A.C.U.G. and the BBS. He has the form saved and had started to work on the information. As there is a place for it on his account. #4 has made the new A.C.U.G. cmlours logo. This with the text and the "wave friendly" buttons will be put together and made into the new official website. Nothing fancy just some pertinent data about us and the BBS.

Going over the exchanges, there were only three by meeting time. Marty wanted to know if we had received the disks. We have, as mentioned in the August issue. Cheque was sent by Lord Ronin to Marty. Apologies for being a bit late, OK very late by our standards on sending the cheque. Both the 5 1/4" and the 3 1/2" disks are in use. No faults with any of them. Lord Ronin is able to again store files for transport to the shop work area and reverse with the 1581 disks. Most of those have gone to our Amiga users. Save for three boxes L.R. held off for the ℂ users. As always any more of the 1541 and 1581 theme disks that Marty may find. We will gladly buy. Highlights from the June Village Green were listed as from the July issue. Lord Ronin mentioned that he is hoping the display of actual work done by members. The maps and hex pages that appeared in the July issue, will show that we are still active with the ℂ

July and August were the disks sent to us from Al at the 5C's. He called to see about our connecting the ℂ to the stereo. In order to play, with superiour quality, the Rag Time side of SIDs on the August disk. These played through the 128D. While, nothing much was really seen in either of the months issues. Having the SID played on the one unit and several members playing the Tarot game on the July disk. We didn't at the time go over the information. :-(on the bright side. The game and the SIDS were very appreciated. #2 had to set the player to play all of the SIDs.

ℂℂℂℂ from Cincinnati Commodore Computer Club has a very good

announcement. Load Star will continue through Issue 246. At the Lucki Expo 2004. Nine new Loadstarites were gained as well. Snogpitch announces the SWRAP (http://swarpexpo.org/) annual Fall Expo. {Editor Note: happens before this will be in your hands}

Briefly going over "The Village Green". Lord Ronin pointed out that he is still not finished with the Traveller Aide Society Form 6.25. which graced the cover of the issue. Said that there is some tweaking left to be done on a couple areas. He wanted to have in the record, that the reason the Computer Eyes picture of Robert Bernardo. The one taken at the 26th anniversary party. Was not suitable. He didn't want Robert to look like he had four eyes and two sets of glasses. #4 mentioned that he put the wrong Dungeon Map for the article in the Tally Ho!

Treasurer: Holding at $23 L.R. cover expenses

Commodore Librarian: All the things that are going on this last month. The disk was created later than usual. No real theme this time around. Files are from the BBS. Side One has Laurel & Hardy. A 1-2 player game with the two comedians. Star Wars Fixed, Super Kong and War Play. These are all ones that we preserved from the Twisted Sky BBS. Uploader comments were included. As one of the games requires a SYS to be typed before play. Side Two contains a warning. There are several files that start with an "X". This is the rating for the images. They are GeoPaint, X-rated for sexual content, digital photos. These are here to honour an old request. For those that are not interested. They can be scratched from

your copy. Another game is on this side. "Angel of Hell.Zip" A 1995 Hungarian game. That Mad Max fixed and translated to English The sleeve mentions that it is untested and may be a four pack. That was the idea at the time of the sleeve creation. However we were able to test it at the shop on the meeting day. This is a .D64 Zipped game at 250 blocks. Game was tested and demoed at the meeting. Will be going into the Text Adventure data store. Keyboard, joystick with pictures style. One of the ones sent to L.R. that he hadn't tested yet. Request for next months disk are Bards Tale 2, The Recipe disk and the dox disk.

Amiga Librarian: #4 has been working on fixing several Amiga's for the members. #30s 2000HD, #21s {Mad Max} 2500, #16s pair of 2000s, 3000s with video toaster and two 4000s. The latter will have to be sent into a shop. He has been also experimenting with the CD burner that #16 has given him for the work he has done. Testing a Syquest unit. Tests of L.R.s CD burner have shown that it is either dead or the chips are loose. #21 at that time stated that he knew of a source for another SCSI burner that could be placed in the case. #4 has also been trying to keep up in the testing and releasing of the Amiga files that #17 <Mizar in Reno> has been uploading to the BBS. All in all a very busy month for #4.

Editor SysOp: Story writing, more on that in the Ramblings. Only a few files have been put up by me. Just the All Flesh Must Be Eaten character sheet in the new area of the Geos Node. This one is a double sided Geo Zipped file. My character and #3s character have already been created and inserted on the form in GeoPaint. The test shows that the idea worked. A double sided Mercenaries Spies and Private Eyes character sheet has

been created, tested and GeoZipped. now on the board. though neither of these games is ready to play at the moment. These tests showed the validity of the idea and execution. A file on how to use them will be made for the Text file Data Stores. WareKitty is feeling better and was able to return for a short log on and do her mail and her P.B.E.M. turns. We wish her a full and speedy recovery.

We do have an Adult area in both the Sci-Fi and the Fantasy games P.B.E.M. msg bases. Much easier than I thought. Did a basic adjustment with the access level for the areas. There is still some tweaking to do at this time. For now the areas are only seen by a specific access area and higher. High Colonies was turned into an Adult game. As was Tunnels & Trolls. The upcoming A.F.M.B.E. and M.S.P.E. games by #30 and the Top Secret game by #3 will also be Adult games. This doesn't cut the Sci-Fi, Fantasy or Espionage PBEM areas from use by others. Only the above games are restricted. This has been met with a positive response by the players.

Recently there have been some problems on the BBS. Ouija has been having carrier drops at differing times. #8 has also been unable to stay on longer than 8 minutes. Generally he is lost after 1-3 minutes. No messages he has tried to write had reached me. Neither of these two deckers had this problem in the past. While Chameleon in north Carolina on a C64 is not having any problems. Mizar in Reno on an Amiga 1200 is also not having problems. Michael Hall in Indiana on a Mac isn't having problems. Nor is Lord Alberonn in the next room on his 4000 power tower. We are at a loss to

explain.

Deputies: #30 is working on the 1/8" hex map for the Load Star files. Very long and slow process. Where one pixel off and a good portion if not all the work is lost. His next task is a grid map at 1.67" squares. This is the correct size for 25mm play. As 25mm is 1" in standard. But is 6' in game scale. Most players have used 1" for the 10' scale. L.R. mathed it out at 1.67" would be 10'. Once this is created. Copies can be printed and players can have a more true to scale grid map board. With a little cut and paster {BG} At the same time he is getting lessons from L.R. on creating and running the P.B.E.M. games. Having L.R. help with the outline and corrections for his game files. #3 is trying to sort papers, books and disks with no labels. Her comments about L.R. handwriting and record keeping are not printable. Something about a cold bed. {VBG} #26 has just returned for light BBS contact as she recovers. #16 was writing the article on his work with the AmigaOne and OS4.0. Before the meeting. Should be in this issue of the Tally Ho! Test show that both of his A4000 mother boards have to be returned to Software Hut for repair. In general he has been working on the Amiga and learning about the C= for his emulation position.

Demos Discussion Close: Mad Max demoed the Action Reply 5.2 on the 64c. Comparing it to the retro Replay that was on the 128D. Explaining many of the features on each unit. Later he demoed the game he fixed and translated Angel of Hell. Showing the ending screen. Which was a scratched file on his original. That he was able to restore and convert it all, including music from PAL to NTSC.

Over at the Amiga area the Sierra Book of Games was used. Page Stream II and Tetris. Helping install and test one of the Amiga's for #16.

Discussion was on all the above. The use of the AR and RR carts in relationship to the Super Snapshot. The idea of using the Poke codes from the hint book in the library with either of the carts. Sprite collision and Max showed L.R. about the screen area. where L.R. learned that the screen is 1,000 areas from 1024 to 2024 in the monitor thing. Equalling 1KB for the screen. Yes even old hippies can learn. Way too many things were discussed in the different groups, to record. Closed at 1:50pm More Amiga discussion and demos happened at the Kibbutz between #4,#16, #21 and #30. On #4s A4000 power tower.

Lord Ronins Ramblings

Starting this the day after the meeting. As there are a few points to remember, and I can't read my notes. {G} So here I can do the mental notes on the projects.

Writing has been what has occupied my time. After doing the two adult level stories. I am now working on the general stories based on D&D, AD&D worlds. Then I must work on a few more for the general audiences. Mind that I lost the small amount of work that was done with the spell checking of the Red Cat story. A disk frelled me. Wish I could touch type and do better than 15 words per minute. These stories would take a lot less time. Simply stated, I can get about one to one and a quarter chapters done a day.. Having done a total of 58 chapters for the different stories. You can guess what I have been doing each day. One of

the reasons that my Inet E-Mail is so far behind.

There is the 1/8" hex to make. Which #30 will work on as soon as I finish theses lines. I'm using the 128D in Geos at the shop at the moment. Then the already mentioned 1.67" grid. I must do some tweaking on my TAS Form 6.25 Saw some things that just need to be altered for ease of the user. Then I have to finish #30s TAS Form #6.50. Been thinking that I shouldn't wait and send off the different completed projects to RevDave6 at Load Star. Rather than send the lot off in a flood.

XP calculator, the programme I initially wrote. That has been re-written between #30, Vixen and I. The explanation file has been written. Needs spell checking. #30's M.S.P.E. character generator is completed and so is the text part. Also needs spell checking. Two small articles on pit falls of learning to programme. Re-done, but also needs spell checking. Intro to the different stories being written, is completed. More spell checking. Disk is full but needs to also be organized to be put with the correct stories and programmes.

AD&D Geos adventure is still in play testing. Party is going slow. Making certain to find every room, every trap and every monster. Last night after the meeting. The team finally made it to the stairs to level 5. Maybe, just maybe in two more weeks. They will complete the adventure. That too must be spell checked. Found a lot of typos. Along with omissions. That has to be corrected. After it was mentioned that it is set for the 80dpi printer. I figured that another adventure. Using the Dungeonmorph prg from Q-Link. As well as write an article on that programme. Because

#16's Amiga Report of Amiga OS 4.0 Pre-Release Beta.

On the morning of July 15 2004, I updated the firmware on my AmigaOne 800mhz G4 before installing the OS. You might be wondering what firmware is. Firmware is the operating system put on certain chips to make the hardware talk to each other. I had discovered that I had to pull the firmware update files from the OS 4 CD and then unzip the appropriate update file onto either disk or CD separately since I could'nt do it straight from the OS 4 CD. After doing a few mistakes and nearly getting nowhere the night before and the following morning, I finally got to update the firmware.

After I updated the firmware and taking a long time to do it, I finally turned on my AmigaOne with the OS 4 CD in it and started to go through the process of installing OS 4 Pre-Release Beta. The installation process itself is just like you were actually installing OS 3.9 and the feel of the whole environment is just if you were in one of the older Amiga environments, the best I can describe the system looks like is an enhanced version of OS 3.9

Enough about describing the look of OS 4.0, during the installation process I was in the window to format and partition my 80GB hard drive. I partitioned my hard drive like this: 20GB for operating system, 40GB for applications and games, and the remaining 20GB for miscellaneous items like downloads and works in progress.

After finishing the final installation, it was about 6:00 p.m. and installing had to leave for the 26th Anniversary meeting of the ACUG #0447 and I remembered that Robert Bernardo of the Fresno users group was going to attend. When I got to the shop to set up for the meeting, I saw Robert Bernardo making a deal with Wildstar over a Commodore SCPU to loan it to him for one year, I don't know why, I could have had better use of a SCPU when Lord Ronin gave me the asking price of $500 for the unit, which I did not have on hand, but if I did, I could have bought it on the spot for my 128D. That's Ok, I'm working on a deal with an unknown party for a RamLink.

Enough about Commodore stuff, I showed Robert and Mark what OS 4 looks like and Robert said now he knows that OS 4 is not vaporware after all and is out. I told him that this version is only the Developer Pre-Release Beta and the full version is still coming. Off and on I had been searching on the internet for stuff for OS 4 and there are stuff for it already. I managed to get some stuff and Mark installed some of them from the CD I brought for that and I let him play with OS 4 to make some comparisons between OS 3.9 and OS 4. I even told him I'd let him look at OS 4 because I was just was not in the mood that day to bring my monitor because if my taking too long to install OS 4 and getting everything ready for the meeting.

http://www.sabrina-online.com

Now for the fun part of my article, there are a number of resources on the net for the AmigaOne and OS 4. You can check out for starters www.IntuitionBase.com for information on the AmigaOne and OS 4 including a list of compatible hardware for the AmigaOne and some compatible software for OS 4.

Now on the topic of compatible software for OS 4, the website gives a list of a lot of the older programs that is compatible. I have discovered by accident why my discs were not coming up on OS 4, OS 4 Pre-Release does not support floppy drives but support CD drives and CD burner drives. Mark

helped me out with the problem of no floppy support by putting on CD for me some of my programs using a SCSI CD burner I had recently bought along with some other stuff from Clackamas Computers. After copying everything from the CD Mark made for me, I went ahead and added some stuff I downloaded off the net using my WindowsXP machine to the same CD.

Now you are probably wondering why I have a Windrone machine along with the blessed and holy AmigaOne, simple I wanted more then one machine and I bought them both with the money I saved from Iraq, except for the AmigaOne which was by birthday present to myself while I was overseas. I know that it is virtually heresy to even think of the Windrone system or even speak of it in a Commodore/Amiga user's group newsletter, but I kinda wanted the second system as well so I slapped down a check for $2000 for a WindowsXP machine. Probably dosen't matter what I had put in the system but the cost was nearly that of the AmigaOne.

To amaze you the reader, is the fact that a CD made on an Amiga 4000 was put inside an AMD 3400 64bit and more Amiga stuff was added to the CD and the AMD could read the CD. I think it is a testament of the file systems that both CD burner drives can read the same thing. I know that both computers used the same standards in CD readability like the ISO system.

Enough with my rambling, back to the AmigaOne and copying the whole CD that Mark and I made. I found out that after installing, I might have to do some more tinkering with the operating system settings or something to get the applications to work on OS 4. I started with the list from IntuitionBase.com of software compatible on OS 4 and had Mark put them on the CD. Much to my bewilderment that I could only de-arc and unzip the files and install some of them. I am still doing some research why the programs are not behaving like they should and acting funny if they work at all. I also still have to ge UAE working on the AmigaOne to run the older stuff and find out why my Catweasel card does not like my AmigaOne.

The Catweasel card does not let the AmigaOne start up and I still have to do some research on that little problem since the Catweasel is supposed to work in the AmigaOne, I saw the example screens in the OS 4 installation guide say Catweasel card detected.

A few weeks ago I was on one of the Amiga forums reading some of the posts and there was a question about if there was going to be a boing bag update for OS 4. Some of the posters on the forum called it service pack, which is a windrone term for an update and Windoze is notorious for more updates than actually working programs. I should know, I'm still having some problems with my AMD 64 ever since the sasser worm incident in the Windoze world. For those who don't know the term of worm, a worm is a program that messes with the Windoze operating system really can do some screwy things like make your system boot up over and over again like one big loop.

For more web sites to check out, the web format of the installation guide is

http://os40.co.uk (I may have to double check that web addy);
http://www.AmigaWorld.net for most of the forums and news I get on the
Amiga and what some users are saying. The safest way to get to these sites
would have to be to go through http://www.Amiga.org and look for the OS
4 file sites and the forums. I also checked out the company that now makes OS
4. It is Hyperion-Entertainment at Hyperion-Entertainment.biz and I'll have to
register to them to check out their forums and download anything.

In my search for any files on OS 4 I found Amiga Share at
http://www.Amigashare.com and OS 4 Depot at
http://os4depot.net/index.php. While I continued my search for anything
AmigaOne or OS 4 related in the internet, I found IntuitionBase which is an
information site for anything OS 4 or AmigaOne related. I have found
Intuition Base to be helpful when it comes to the compatibility of all the classic
Amiga software and Power PC programs. One drawback so far is how to make
the programs work on my AmigaOne and I think there might be some more
research and playing around with my AmigaOne to see how to make some
programs work.

I hope that I have given you the reader some helpful information on Amiga
OS 4 and the AmigaOne in this article. It is my hope sometime I'll make
another article about the progress of my AmigaOne when the full OS 4
comes out when it is done.

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Amiga Editor Rambles on again...
Well lately, I've been pretty busy working on some of our Amiga user's
systems. Scott (#16), has been on a bit of an Amiga buying spree. He picked up
some A4000 mother boards and parts, which he had planned on using to
assemble a couple of machines. Unfortunately, he's been having a lot of
trouble getting them to work. The last machine was taking a long time to boot
and after a while, it stopped booting altogether. Not a fun time for him.

On a lighter note, he picked up an A3000 with a Video Toaster 4000 in it for
$800. Not a bad deal. It also came with software and a SyQuest 88MB drive
with 5 disks for it. After a little trouble trying to figure out how to set up this
machine properly, it I got it up and running for him. This was one of the early
software-kickstart 3000's. It had to be set up a certain way in order to boot up
correctly. Once I figure out how to set it up, it was a snap to put together.

Scott also had several A2000's he had brought as well. One he sold to Mad
Max, since Mad Max's A2000 had the clock battery leak on the motherboard,
killing it. One system I put together for Scott to use, but he's loaning it to the
shop for a while. It was working great, but I believe the SCSI CD-ROM in it
may be dying. It has been getting pretty hot. I do not know how long it will
last. I have backed up the HD information to a SYQuest disk so All I have to
do is copy it back to a better HD. Two more are waiting for me to turn into
one working system to sell at the shop. #30 has the 2.1 ROM in his A2000, a
68020 accelerator and is waiting to get a HD for his system.

this one is for the 60dpi printers. The one that I used to create several adventures in the start of my GeoPaint adventures. I hope to use Wrong is Write 8.1 to make the text part for GeoWrite 2.0. Think that will allow the 60dpi printers to print out the information. Another project to work upon.

Dungeon Creator disks, and it seems that I have a mess of them. Sit in a pile nearby for testing and experimentation. not all the print out sheets for the dox, including the ones we wrote a while back, have been found. Hardest part for me it to make the images of the monsters. Can't draw worth a frell. But that project happens after all the writing stuff is completed. Still more articles to write and things to do {G}

On the BBS, I made the "Geos RPG." area. Here is where the new P.B.E.M character sheets are placed. All the existing ones will also be re-created and put in this Data Store. Anything in the other Data Stores that is R.P.G. related will be put in this area. This includes the map grids and hexes. Even though it is now in the Geos Writables area. Fits games more for the Data Store. Won't tell you the upcoming things, as the project list is way too long. Ah well never bored with my ☾. Frustrated and ticked at times. But never bored <VBG>

#21 {Mad Max} has been working on several projects for us. He is now the Deputy Minister of coding. He was able to fix my old 128D keyboard, and #30's 128D keyboard. That project has helped us emmensely. Also he helped #4 in understanding how to repair is original

A4000 keyboard. More repairs for him are my 128D and why the drive runs constantly. Drive alignment to #30s 128d. Several 1541 and 1571 test alignments. Also a pair of 128 flats for #30.

Since it seems that the one 1581 Jiffy Dos drive I have in the shop. Well it works on his old 81 disks. That no longer are readable on his 81. He is saving the information. All of these files are to be released. Some of them for the first time, on The Village BBS . We have had the Angel of Hell that he NTSC fixed and translated. Shortly we will have a Marble Madness that will replace the one that was accidentally lost <deleted the freller by mistake> a couple of years ago. He has fixed the Zip Code 2.0 into a 2.2 version. This one is going to replace the version we now have on the board. Main reason for that is, quite simply, the v2.0 can only be transferred by being in a 6 pack. The v2.2 is in separate files and the first test shows that it can be .D64ed and Zipped for a much superiour method of DLing. Many of the files are being worked upon to be NTSC, SCPU, Jiffy Dos and RamLink compatible. My problem is that there is a pile of disks by my C-64c that is growing while I work on the fiction writing. Major amount of testing and sorting for me to do, but our BBS and library are going to be vastly richer.

Most of you know how frelling literal I am. This causes many problems with understanding the Dox files. Most recent case in point. ZED-077! Dox are fair in writing. Except for one point. Setting up the read and write. That also goes for the printer setting. The Dox fail to mention one of the settings. The one called "NONE". When I first started to use ZED. I had a few problems. Like wishing that there was a

word wrap feature activated. That hasn't been done yet. But!!! That setting for "NONE" threw me. Write: NONE, READ: NONE. I understood the the ASCII CL, ASCII LF part. But what about normal, standard PET? Never said a thing about PET, so I put it off to the side. #21 shows me a bit on how to use ZED. NONE means PET. How one is to see the logical thread that none=pet is past my understanding.

But it has saved us a lot of work. No longer does #30 have to take the manuals and walk throughs into Geos, Wrong is Write convert it to GeoWrite. Edit the text, as paragraphs and spaces do not always get translated. Then convert it back to PET. After hard returning the document at each line to make it fit for 40c.

Now all that has to be done, is load up the file in Zed. These files are usually in 80c Ascii. Then save the file to disk. Having the settings at READ: ASCII CL and SAVE: NONE. The PRG will scratch the file, that is the Ascii one. Then save the PET translation. Recently I translated a couple dozen walk throughs and a few .Q files for C= games. Load as Ascii and save as PET. So much easier. However most of the files will need to be made into 40c. Many can not be done that way for charts and maps. May read cruddy on a 40c screen. We surmise that they will print out fine. #30 will be working on that part of the job. I have done a couple and the time spent is much less than before. The Pet file is saved as a Pet file. This is done by placing the settings at READ: NONE, SAVE: NONE. Though I must hasten to add, that the new copy that is going onto the BBS and passed as a 128 tool to the members. That one has

been modded. Thanks to #21. Rather than the setting saying NONE. Now it says NORM. Makes it much easier for us to understand.

Should mention that for a special job done by #21. Along with all of his other work, and teaching for/to us. He is now a member of our "Village Green Preservation Society". The sub group that is dedicated to preserving all C= things. Oh the special job? That was fixing the Ultima VI game. All the copies we had taken from Inet sites. Frelled out at inserting the surface disk. #21 sent a repaired version to us a year or so back. It to frelled at insert surface disk. He checked #30s copy of the game. One that I had cut directly from his sending. Compared that to his master copy. The one that he used to send the file. Some sort of problem with a byte or some such thing with track 0. He copied his surface disk side to the copy of #30. The game worked, at least to entering the game disk. After character creation and game set up. Not been tested past that part. We also have the separate doc file for the game. This game will be put in the RPG data store. In separate .D64 Zipped files. Dox file will go into the text DL data store and the OnLine Read data store. All 7 disk sides. 6 for the game and one of the dox. Will be made into one large Zip of .D64 sides and go into our emulator data store.

On the IRC #c64 friends. I heard that the Newcomer game is going to be NTSC fixed and released. If this does happen. Then I can finally do the review that they wanted me to do for Commodore Scene. What they asked me to do when they first released the game. Which would not open up their .D64 files on NTSC units. Hopefully this one will open up and the game can be played by the NTSC users.

BBS has been having some problems. SCSI errors, caused by the power plug. I'm hoping that someday soon. I'll see my SmartMouse and the new plugs with the diagram. Been frelling us during midnight maintenance. At the validation part. So bad the first time. That we had to reformat the first partition and install a two week old back up. This caused some problems. Like having to rewrite the four game turns. Making them shorter and not in a story style. But just the important points. #3 and #30 had to redo their replies. #26 won't know till he arrives on Wednesday that he will have to redo his turn for the week. Then I have to rush the next turns out so things will be back on schedule. Meaning that #26 will need to do his game turn again on Thursday.

As far as we can tell. There has been no corruptions in things in the other partitions. Mainly tested was the Geos partition. Some randomly selected files from other partitions have been pulled and examined. I hope that I have jammed the plug in correctly to the HD and have it strapped to hold for now. Certainly hope to see my things from Maurice soon!

Expect at the meeting to see some rare C= items. #21 has brought in some rare joysticks and the gamepad for the C= . He has several things that he wishes to demo for the meeting. This includes the Page Fox and Video Fox. Already he has placed the SCPU for the 64 and the RamLink on #16s 128D, for the use of the group at this time. Won't tell more, save it for a surprise.

Just today (7/September/04ce) # 16 returned from a trip to the computer store near Portland. There he brought back an A4000 that he was hoping would work. But it isn't accessing the drive. Not the installed one. Or the back up with new cable from #4. Reason unknown at this time, for the failure. #4 has been working on the A2000 that #16 left in the shop. Recently, he had tremendous problems. The system stopped booting the Hard Drive. Very discouraging for him. Since he had been testing old disks and preserving them on that Hard Drive. At the time the HD was mounted on its side in the 2000. He asked me to feel the drive. I did, and wouldn't hold my finger on it longer than just a couple seconds. Reminded me about what my old college electronics instructor said. At that heat, it is over 140 degrees. A scary problem. Making a long story much shorter. After the HD board was cooled and removed. The idea of putting it in another location and flat was presented. Stuck under the floppy drives. Tested and it booted easily. This area not only lets it lay flat. A manner that I think is better than on the side. More importantly, it is right in front of the fan. Air is being pulled over it for cooling. In order to do this, there was the need for some sort of metal brackets that were pulled from the scrap pile. This 2000 is to be used in the shop for the group and to display the power of the 2000. IIRC it is running WB 2.04.

Magazine index disks for the PRG have been found. Now in the near future, #30 can return to the magazine indexing for the group. That is once I get off the 64c. Where I am writing the fiction for Load Star submissions. As stated before that is taking the majority of my time. During the day, I write on the fantasy story. In the evening, I'm working with #30 on spell checking the Operation Red Cat, Espionage - Sci/Fi 45

part story. Seems that I have trouble with double l vs. single L <S> Though it takes little space to write about the story work. Takes 8 hours a day to do the work.

Update on the AD&D adventure for Geos. To be submitted to Load Star. Players have reached the last level. Found out the truth and are trying to put things into perspective and quite a few things to rest. Having fun with the new monsters I pulled out of different game sources. Suspect, if things go well, that by the night of the meeting. This adventure would be completed. At least at the playtesting part. Next is editing the typos and spell checking the work. Following that step. All components are to be placed in sequence on the disk, and then made into a .D64 Zip file. Not certain at this time that I can put everything, that means the blank map and the fonts. Along with all the GeoWrite files for the adventure. On the disk with the six maps. Have to see how it all fits after the editing. Which will take about a week. Dave, hope that the final submissions is worth the wait.

Recently I had to explain why all the PBEM things for the BBS are being made in GeoPaint. #8 didn't understand the reason. Even though he had played in the High Colonies and the Basic Dungeons & Dragons game. Apparently I didn't explain it in enough depth in the last issue. OK time to go into the depth

Previously, and that is when I ran PBEMs for local non ℂ boards and for GEnie. I sent the files for the character sheet as ascii text files. Would you believe that some of the players came to the old shop. Asking me what type of MS-DOS/Windose writing thing I used.

Since they couldn't read it with their word processors. Even though the UL comment stated that it was in Ascii. On both of my boards. I have made the files. Both all the text files for the game. As well as the character record sheet, in PET. These are made into SDA files for the DL area. Left untouched for the OnLine Read area. This way ℂ users can DL the files and print out the information. Non users can simply buffer capture the on screen display. Already translated through the system to Ascii. Then the completed character sheet, is sent back in a UL to the BBS. ℂ users could use any text editor to fill in the blanks. Non users can use their Ascii tools to write in the information. UL comment and the Dox state that the file must be sent in normal PET. Both boards have the ability to translate uploaded files to normal.

Problem is that the character sheets have not come out correctly. Being to some a turn off to the game. Those made through Centipede look great in 80c. But are really in 40c on the HD. Thinking things were fine. I made and remade character sheets through the Centipede editor. Spent time in chat and e-mail explaining how it is supposed to look to the prospective player. Some of that was a big problem to the 40c callers.

Making the All Flesh Must Be Eaten character record sheets for the prospective game. Doing it as an experiment in GeoPaint. I came to the conclusion that all members of the A.C.U.G. have Geos. Most from the free DL at cmdrkey.com site. OK they can use that to make a character. What of those not using the ℂ? Well, as I saw the site. There is a mess of instructions that are not too great for me. Since they are all set up for the emulators. Ah that means that the

emulators can run Geos. So then, why the frell not make the character sheets in GeoPaint? They are better looking and that shows the information better than before, making creation of the character much easier. True I need to make some sort of file explaining how all this is to be done for the player. That will be in the text file for the game. All the player has to do follow the directions on the text files. Creating the character. Put that information in the slots on the character sheet. Then use convert 2.5. Which is not only here on the BBS. But on the Geos tool disk for the members. This tool also comes with the DL files at the site. After that the player just ULs the file to the BBS. Games that I run, I just grab the file. Open and view it in Wheels. Other DMs will have to have the file sent to them, in a way that I am currently setting up with a special access level. Question now is should all the text files be converted to GeoWrite?

Files have not been going up as fast as we wanted. #4 has finished testing and releasing all the Amiga files that #17 {Mizar} has sent to us. #21 sent up Wordflyer, fixed and dox included. There are more that he has fixed and included dox that I have to test and compress. As he hands the disks to me. Making the afore mentioned disk pile grow. I have found a Geos Toll that is helpful to all that want to work in programming. A Binary, Decimal and Hex calculator. Works in 40c only. Now if I knew how to use it. Some images from the 2000 AD comic series. These are in GeoPaint and in the Gif area. Not as fast or as much as I wanted to have by this time. The writing work eats up my time. :-(

Now some good news. The SCSI cable thing. Been used for tests with the Amiga units. Now returned and with the new CD Rom Commander. I am able to look at several of my CDs of G files. Sadly the GeoSpecific ones do not run on my system. Thanks to #4, I can see the disks. He had to copy the CD to another disk. His copy works in my system. The age of the CD unit may be the problem in reading that disk. Now I can dig through all the files and find more things for our group. Well that is a lot of stuff to report. Hope to have in the next issue, a start on some of the walk throughs. #16 has collected from a web site a collection of Dox for me to try to see on his CD. That he made from the Inet. OK must lay out some things for this issue. So see you at the meeting or in the matrix.

Drawn by The Kid

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