The Village Green

BudGirls
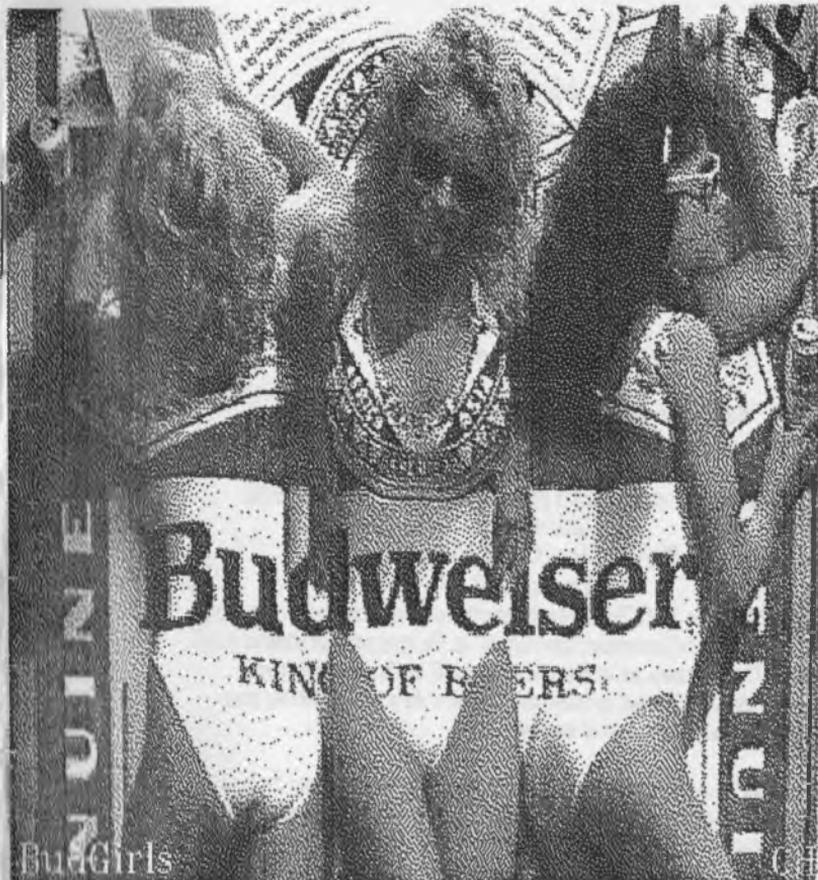
Found on a disk, that #16 brought to us. Believe that this one was on Q-Link at one time.

Cute girls, not our #1 Beer here at the A.C.U.G. or on the BBS.

This GeoPaint file along with many other Geos things have been preserved from the disks. They are now on the BBS in the different Geos Data Stores. For our enjoyment and education.

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 regulary 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, certificate 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 {WB differences} at $1.00 each.

Next Meeting & Contact Info

Notes from Meeting of 21-Oct-04ce

☐**Open:** 7:00pm

☐**Newsletter:** Approved

☐**Chancellor Report:** Sensei started out by mentioning, the CDs Lord Ronin received the day before the meeting. These came from Joerge {Nafcom of Sceneworld} in Germany. A collection of things from a place called GameBase, on the web. Lord Ronin and Lord Alberonn have things to say about the disks in their departments.

Going over the exchanges this month. Lord Ronin stated that as he has received a parcel from Robert Bernardo {President of the Fresno U.G.} He now has his address. Our Village Green will be sent directly to Robert. Starting with the November issue. First up were the three disks from 5C's. The Las Vegas group. #21 as well as most of the C= users were interested in the pointer article. Wishing to go over it in a programming class. A couple of the games were tested. Thanks are sent to Al and the gang at the U.G. for the Demo/Intro maker. DSM4. Took some time to learn how to make the sprites show. #21 did a little fixing as Lord Ronin was not able to have it boot a BASIC prg. Partly from a problem in the file. Partly from dox not written e beginner. #21 made the fix and this new tool will be used for upcoming disks. #21 also pulled out and had shown the DSM3, from his private collection. Though this was mentioned at this time. The event occurred several day priorly. Sensei sends

thanks for the double sided gift disk of S.I.D. music. One side played throughout the entire meeting. These will be placed in our very small music area on the BBS. Which thanks to Al and 5C's is growing.

C= C= C= C= from Cincinnati Commodore Computer Club. Arrived a few days before the meeting. Snogpitch {President David Witmer} Talks about and quotes the C64 Direct-to-TV unit from http://www.commodore.net. Sensei read the entire article. Provoking comments from the membership. States that there are 30 games in the unit. But only talks about the Epyx sports games. None of the others. The fact that it is both NTSC & PAL compatible is good. 320 x 240 pixel resolution. As it runs on the T.V. What was a new piece of information for the group. "Game download and connected joystick multiplayer functionality not available on this release." Like Snogpitch stated, this sounds as if Tulip has more plans for this little toy. Oh yes we finally say a picture of it, thanks to Snogpitch. Looks like a frelling joystick with a pair of plugs. Picture is very dark. But it doesn't seem to look left handed friendly. The three leftists in the group were not pleased with that idea.

The Infinite Loop Has an interesting start piece from Earl about the cost of postage. Same page count, but more pictures seemed to raise the weight another 1/10 of an ounce. Causing him to have to post several twice. Paying the extra postage. Earl also mentions ideas on format changes. A good article on fixing the 1902. Even includes the plans for a discharge tool. Lord Ronin mentioned that in college all electronic students had to build one of their own. Something about 25,000volts on a T.V.

picture tube. He recounted a story about a student that didn't discharge the tube. Though the voltage didn't kill him. Pulling his hands out of the case. Through all the sheet metal and tubes. Cut his hands severely. T.P.U.G. has a form for their raffle and for their Expo. <pages 11 & 14> on pages 12 & 13. There is the schematic of a c64/128 User Port RS232 Interface. This is by Jim Brain and is dated 8-11-2004. Following that are pictures of the Protovision at classic gaming Expo in London England. Page 17 has 4 players <cute girl too> playing a game on the C=. This prompted #21 and Lord Ronin to remind the group that Protovision does have a 4 player adapter and some 4 player games for the C=. Page 18 had the group staring for some time. There is an SX-64, with a joystick and a game pad. That isn't strange. What is put in the bay over the 1541 drive is strange. To all of us, it looks like a CD unit. One picture caught Lord Ronin's eye. Beside the girl playing the C=. <G> An opened SCPU. Where a small pie fan has been installed. He wants to learn more about that for the SCPU the BBS 128D. As it appears from the rest of the picture, that this unit is plugged into a 128D.

The Village Green As always was gone over for corrections and updates. No further tests have been made as of this time with the CD burning idea. Mood fell when the turned out to be the wrong one. Any comments and updates will be covered in the officers sections and in discussion.

☐Treasurer: Holding at $23

☐Commodore Librarian: For this month we have another double sided disk of Geos files. Our #16 along with #21 had gone to Jim Scabery and collected more items. Several boxes of 3 1/2" disks. One of them was of Geos disks primarily. Fonts, tools and more that we have to sort and catalogue for the BBS. #16 was interested in some more games in Geos. #30 is interested in fonts. This time side one has around 27 fonts, three GeoPaint images and a little demo screen that Lord Ronin created with DSM4. The sleeve and label used some of the fonts. L.R. like the "Rainstorm" font and used that on the label. Along with Phantom. Phantom was also used on the list of side one files on the sleeve. Playbill was used for the date and for the listing of side 2 files. While Tubby was used for the word "Geos" on the upper center of the sleeve. Side two has around 10 games and 7 tools for Geos users. L.R. noted that a couple failed with the SCPU and Wheels. A test of one of these in the shop. On a stock Geos 128 system, and the one tested worked fine. There will be a demo of some of the games and tools at the demo section.

Future plans for disks include placing a few Geos files on the disk. Perhaps a side or just a few of the files for the Geos users on the disk. All of these files are in GeoZip.The ones tested for the demo. They were extracted using unzipv215 for the 64. Then convert 2.5 in Geos 128. Done on a stock Geos system in the shop.

☐Amiga Librarian: Report from #16 is that all are still waiting for the update to the developers release of OS 4.0. Lord Alberonn had tested before the meeting, the disks from Nafcom. Showed that they were the ISO and Joliette <sp?> This was done on the shop use A2000. He is looking for a decent priced zip drive for the project with L.R.

☐**Editor&SysOp**: Right off, I must say thanks to Nafcom for the three disks of files from Gamebase. They arrived a couple of days before the meeting. I tested them through the CD Rom Commander 128. On the BBS computer. Came across fine. A few difficulties to report. First is that th names are rather long, with numbers. Makes it almost impossible to figure out what many of the files are in reality. MP3s I can't use at this time. Nor do I know how to access the "TAP" files. Music files are of SID. Listed under artist directories. Problem is that they are in a form with the extension "SID". To the best of my current knowledge, this doesn't work with the SIDPlayer on the 64. But through some sort of system for the heretic platform. I need some sort of converter. So that the files can be returned to normal. Games appear to be in a zipped .D64 format. This was tested during the demo section. As #4 added some more tools to the 2000 in the shop.

Thanks go to #21 for fixing the major problem with the MSD Dual Drive. I spent a couple days trying to learn how to use it, going through the manual. Even got it to do a full disk copy from drive 8:0 to drive 8:1, and back again. My attempt at the get# test prg failed. As did my attempt at making my first REL file. Worse was attempting to use the Clone Machine. That thankfully Robert Bernardo sent to me. Followed the instructions to do a byte copy for a full disk copy. Set it to copy from 8:0 to 8:1. Wanted to back up the disk of Clone Machine. Failed to put on a write protect tab. Thinking that I was doing everything correctly. Even saw the animated part go from 8:0 to 8:1 showing the progress of the copy. Freller copied from 8:1 to 8:0. Destroyed the Clone Machine disk. I am

going to have to ask Robert for another one if he has one to spare.

Thanks also to Al Jackson at 5C's. He sent me a while back a large collection of dox, service manual, Kracker Jax MSD cannon and more. Including the chips that need to be replaced in the MSD Dual drive. Sadly the stickers on two of them fell off, but Al said to run them in the Eprom Burner and tell him what I see. He can tell me then where they go in the MSD Dual drive. I had let this sit for a time. Since I had not been able to make the second drive usable, that though is fixed. Now I have been studying the manuals. Have two copies from Al. Plus one from Robert. In time I will have this bugger up with the chips and know more on the operations. And yes, use write protect tabs a lot more often then I do know. Even though it makes it hard to pull the disk out of the drive.

Bummer news is that I ran out of ink in the printer. The last three sleeves for the disk this month show that problem. I'll have to see about another refill set from MyInks. I f finances permit. Meaning that this issue could be very late entering your hands this month :-(Must get ink ASAP as I am also doing the CML for January.

Members noted that the shop has been arranged again. The table behind the sales counter now holds the C-64c and the MSD Dual Drive, 41 & 81. The three 128D units for repair. Plus a collection of disk boxes. The other 6' x 3' table holds the 128D system of #16. Still trying to make space for the Amiga setup. Made more floor space. Now it is easier to reach the C= and Amiga items for sale. Have a 500 on display.

Recently <well to this writing and meeting> Wildstar (#8) announced on the IRC #c64friends, the Jeri was looking for Beta Testers for the Commodore One. He promised to pop by the shop to give further information to #21 and myself.

Another bummer is with the writing that I sent off to RevDave6 at Load Star. No not that he doesn't want my work. In fact he hasn't seen most of it at this time. I don't understand the e-mail that I scanned from him online. What it sounded like was that he was unable to have a .D81 image file after using the Base64 to revert it back. Something to do with the non C= platform he is using. He asked for a resend as attached. This is a can do, but takes a bit of work on my part. He should have the files, by the time you and he read these lines.

Lane County Commodore Users Group. This is where Pnacolada is the editor of the non-existent newsletter. I sent off the October and the September extra copies to him for his group. We have talked a bit in IRC about re-starting the newsletter for his group. I am making his group a regular part of our exchange list. {Hoi Pnacolada} Perhaps in the Ramblings this time around I should talk about newsletters?

O.K. The BBS. All the new deckers received their comp copies of the newsletter. Like usual there are no further calls from 97% of them. Mizar has UL-ed a few more Amiga files. Tracker was on for a short time and DL-ed some Amiga files. PBEM games are running, and work on the upcoming games has been happening, though slow. Mr Pixel paint prg has been released, with Dox. Soon there will be the Mr. Pixel cartoon kit. No

dox found for that one. I have placed more Geos Fonts on the BBS. Many more to test. Some GeoPaint images have gone up. A few tools, and that is causing a problem. Figuring out what some of this new stuff is, that I have found on the disks. Makes for name changes of existing areas and the creation of new areas. Already there is a place for games in Geos. I found that there were some GeoWrite files that are stand alone. Written in BSW <AFAICT> I had suspected along with Vixen that we would find GeoWrite files in the testing. Even make some related to our U.G.and BBS. At some time in the future. Well the future caught up with us. We made a new GeoWrite area. Not open at this time as we put in files first. Rule here will be simple. If a specific font is used. Include it with the compressed file.

One other thing we have found and it requires a load of testing. GeoJournal from the Group GeoMetrix. We have at least one complete issue, #11. As these 81 disks are from the editor of that publication. These are in GeoPaint, look very good and we will put up what we find, even incomplete issues. For historical use and preservation. We also found some GeoPublish files. These we need to assemble and test. Before we can tell what they are and if they are of use to us and other Geos users. That is another area that we have figured we would have to make. something for GeoPub. Still on the back burner for that one. At the same time #21 has been working on fixes and single sided work for us on games and utils. Seven Cities of Gold is one that is requested for the next disk. As well as for the BBS. I have a stack of 1541 disks to test and put up, from all the work that #21 has done for us.

□Deputies: Vixen is not too happy with the CDs that LR. has collected. Since there are

Delving into Dungeon Master - Part 10
Going back to Level #12
By Lord Ronin from Q-Link

Oh the joy of returning to level 10 and what you have to go through. Keep in mind that you will probably have to do this food run again in the future at least once more.

Though for the sake of an easier time later on, I suggest using those skeleton keys to open up the central staircase. Helps a bit in avoiding things.

Still, there is the fun of the trip back to level 12. Here I suggest that you try some of tricks in booklet. One of them is the use of the pressure plate near the entry. Where you can bring the knights to the are and then open the pits. The trick here is to step on it once. Then again. First time opens them, second time closes the pits. Hit it again and they open. You see how this could work. Didn't for me. I was running too much. <G>

One of the traps in this area is a set of pit traps. The image is that there is one that goes in a square of 4. If you don't time the crossing correctly. You fall to level 13. This isn't that bad. Well you take damage, then have to fight an elemental. Use the harm non material spell. Shortly after that battle is a teleporter that takes you to the other side of the pit(s) on level 12.

Ortus, Oitu singular. Though you rarely see just one. Look like a cross between a spider and an ant. They are also in different colours. In the booklet they tell you to avoid a place. Naturally I didn't. Must be the Gemini in me or that stubborn German Jew streak. In either case, went there and got killed a few times.

Sabrina Online by Eric W. Schwartz ©2004 — "Atari Flashback"

Sabrina Online by Eric W. Schwartz ©2004 — "I thought they shipped with it on the hard drive."

Sabrina Online by Eric W. Schwartz ©2004 — "Don't you hate it when she's right?"

http://www.sabrina-online.com

Keep in mind that you gain XP for levels in the game, by using the attributes for the classes. Throwing things is good for ninja. Hacking for the fighters, Fireball for the wizard and that healing potion for the cleric. <G> If you want to gain a level in each. Then go to this part of the map. Man oh man will you get the chance.

Down a corridor, there is a button that opens up the rest of the corridor. REPEAT! GO HERE ONLY FOR POINTS AND IF YOU WANT TO FIGHT. Because the bits of treasure really aren't worth the fights.

Ahead of you there is a door. Just in front of it, you may hear a click. In any event. DON'T MOVE FROM THAT SQUARE. Turn left, there is a grate, turnn left twice there is another. Yuppers three doors. They all have buttons to open and close them. If you move from the square. All three doors open and here come the Oitus things. They can hurt you.

Ah, did I forget to mention that there is an attack from the hall behind you? No not Oitus but those frelling Materializers. Seen one to four of them attack me. Have the harm non material spell ready and if you have a weapon or device that casts the same spell. Prepare it as well. Takes some time to take them down and you may run out of Mana. Don'T move from the square. Or you have the Oitus on your tail. No, putting something on it and moving off doesn't help either.

Fireballs work well on the Oitus. Gaining levels here is just doing the spells and fighting. I used the spells and some hacking along with the door. Gained levels in different classes for all four of the characters. A good spot to use for points. But you must watch out for the food and water. Want some levels, then this is a place. Just keep in mind it will take time and you may have to go back to the pain rats for resupply.

Tired of the Oitus? Why did you do this level anyway? Oh yeah the Ra Key. Well that is on the west side in an alcove. The bad news is that there is still some Armour knights about, also a few wandering Oitus and some more of the Materializers. Take careful look at the map. There are some places where the Armour won't pass. You can open up some short cuts, and try to out distance the Armour. They do move slow. But are really tough to take out.

Items for this level are over 25 in number. Some food items laying about. Find them stock up. Be a while before you feast on Dragon Steaks on Level 14. The emerald key is carried by a knight. Have to beat him to score the key. There is a skeleton key on this level as well as a master key and topaz key. A slayer arrow, boots of speed, morning star more armour parts of "Darc", potions, scroll and more.

Save on this level as often as you see fit, times 5! You will die a lot on this one. Hey I did. That is with the maps at hand, and an A.C.U.G. member <#30> directing me through the level. Looking up the letter codes and information from the map listings. I saved at every door before opening it, after every raise in a class level. After picking things up. Saved me a lot of backtracking. Though I admit if #30 hadn't reminded me to save that often. I would have been doing this level a lot longer.

Except for the traps that I had to work around. Like the 4 pit one that looks like it revolves. The traps aren't as bad as on previous levels. Save for that one I talk about above. The one with the three doors that open at once if you move from the square. Guess by now, you figured out that I spent some time

and re-loads at that spot. <BG>

One thing that I did and could have done better. That is taking out a knight, the one with the Topaz key. I just fireballed him, hacked, shot and used a door on him. The booklet speaks about luring him to those "invisible pits". He will fall and be killed. Then you can climb down to get the key. Suspect that is why you have been carrying around the rope. I still have the rope. At the time of this writing I am at the last battle of the game AFAIK. Still haven't used the rope.

According to the info in the booklet. There are two areas that they call boundries, where the monsters will not cross. Can tell you about one of them. I was directed through a mess of corridors to bring back the Armour to the spot. Yeah they will not cross that line. I tried to take them out. Pity thatspot from my perspective is a turn in the corridor. I side stepped down the corridor, let off the four non material spells. Tried a hack, and side stepped back a few steps.

This sounded good in principle. In execution, let us say that you have to time it right. Stay too long and there are two of those Armoured things there, that means 4 swords hacking the front line troops. Even so, some healing potions and you are OK. That is if you move right. Getting frustrated and clicking on the wrong movement arrow does tend to get your killed.

There are two reasons not to bother with picking off the knights at this spot. One is the fact that it takes a lot of time, and you can bypass them with other corridors. The second is that at least one of the Oitus wants to play with you. He will be behind you and attack. Forgot to tell you that they do a lot of damage and you just used spells and haven't set up for a recast.

You will most likely meet him and at least one Materializer on your way around the knights. Avoid the desire to run through the corridors. You can miss the secrets that way. Find real easy the traps in the floor. Have monsters pop out on you. Even take damage from hitting the wall. You can also cause <on the system we used> The game to lock up, or more common, just kill the entire party. I suspect that it is just too much to process on the WB 1.3 system that we are using. Lots of gfx and computations in the background going on for the game.

By now you should have the Ra key. Time to return to Level 7 for the fire staff. That will be the subject of part II. What you find on Level 7. Assuming of course that you survive some of the things on Level 7. <VBESG>

books and articles on them. She at least is happy that she doesn't have to fight with his handwriting or faded printouts. And that the information is "organized". #30 has some system problems in both the Amiga and the C=. #4 & #21 have helped to restore things respectively. Now that the systems in the shop are set up in a better use style. The magazine indexing can start in a few weeks. "If L.R. can find the parts again and not do more major writing jobs" #16 is learning more about the C= in order to improve his emulation position and his own enjoyment. #21 has been working on s of files. But also E-Text of dox. Saving poor Vixen from more work.

☐**S.I.G.s:** Geos: #16 has been working on his days off, learning more about his Geos disks. These include the ones he bought from Jim Scabery. Including some for his RamLink. There have been some problems with the system. Apparently it is the Jiffy Dos in the 128D in conflict with the Jiffy Dos in his RamLink. Such problems are a 23,read error,18,01. That shows up from time to time, way too often. Also when trying to do a "F1" for the directory. He was getting a string of "syntax error". That scrolled up the screen. A heavy clean of the heads helped the problem. Testing his disks on another machine and drives. Relaxed some of the stress. L.R. has been testing files, and writing more in Geos for hopeful publication. Said he was overloaded with ideas. #30 has been working on different projects and soon will start on more of the forms and charts for Traveller RPG.

Programming: Jumping around in different ideas and picking #21s mind for

ways to do the things desired. Large list of things to create. Lack of skill and experience. Recently too many other projector solid work.

☐Demos Discussion Close: #16 had converted some of the files from this months disk. He tested out Geo Solitaire, T.E.L.P., Tetris, Tetris VDC {had the commands on that one}, Connect 4 {Not the real name, but L.R.'s re-name from the German}, GeoStorm a multidirectional Tetris style game. #16 is a bit addicted to the Tetris games. He also displayed the Lace II tool in 80c. Showing GeoPaint in 80c in colour. Sadly after zipping and unzipping the IPaint file. That failed to work and we had not a single Basic 8 file to display.

The Gamebase CDs were shown on the A2000. A few were unzipped to proved that they were .D81 files. Text and the jpg images were not tested at that time. Same CDs were shown on the CD Rom Commander 64. Though L.R. has that in the files sent to him from Dale. He hadn't tested it yet. He remarked about the intro screen that the 64 version has and the 128 version doesn't have. Most of the things worked on the 64 version. #21 explained the different commands from the menus. But when the Cd of games was tested. There were a large collection of reverse video "r" "R" and "•" symbols that showed upon the screen. #21 thought that it may have been from a memory problem with the 64. Testing the CD on the 128 version of the Commander, gave no problems. Same version that L.R. had used on them originally at the kibbutz. #21 went over all the parts of the installation of the 128 version. In short the three disks are readable on the C=128 for certain. Files may be grabbed and later converted to our use. Some will have to go

through the Amiga for more testing.

Discussed the use of the files, members were conscripted for future work on file testing. (SEG). #16 discussed with #21 and received a step by step sequence of the procedure to make his load up of Geos with the RamLink function correctly. This continued with the problem of the Jiffy Dos chips between the RamLink and the 128D. Acting in ways against each other. L. R. said he would remember to post a question about this on lists and on the IRC. Assuming that he remembers to find his note {G}

Future projects, such as the CDs from #16 of C= files, and the ones from #21 to be tested and sorted. The Dungeon Creator games for Load Star. How to make them so that the members can help with the work. L.R. is going to have to script out the 15 or so levels. Map them for the members to o each level. As well as teach them about monster creating. He stated that there is going to be some T&S work in the game testing. Discussed the 60dpi adventure that he is starting for Geos/Load Star. The upcoming work on the Dual Drive with the chips, and the use of the Eprom burner. {Editor did not hear what was going on in the Amiga section} Closed at 8:52pm. Group carried on discussions at the kibbutz and looked at more files. Both C= & Amiga.

Lord Ronin Rambles

For the record, I am at page #6 in GeoWrite. As these words are typed. So many things to compress into the report of the meeting. Just doing a lot I guess. At this point in time I am not certain if this will reach you the reader in time. The ink

and financial problem. There is OryCon from 4-8, well those are the days that we will be gone from the shop. Maybe I'll make the money. But shipping will take time for the re-inkers. Unless I can find the missing cart of new ink.

I'm writing this the day after the meeting, as I usually do for us. When I went up for coffee refill and "kitty help". I found the M.A.C.U.G. READY newsletter in todays post. Marty mentions that he hadn't heard about the closure of the U.C.U.G.A. and the end of the Commodore Digest. Marty, this is what I read in a msg from Dale on Homestead over a month old by the time I read it. Now by the time you see this close to three months ago. Dale was talking in the list, and that led to a flurry of msg about a C= gateway thing. Terms and meanings unknown to me in the discussion. I am behind on my e-mail. But didn't see anything recent about the subject. Save for the Infinite Loop. Where Earl stated that he and Dale were talking about merging the publications. My understanding was that the subscriptions and memberships would continue till expiration. Also Marty has a lead for us on Zip drives that can fit in our price range. #4 will look at the website for me and let me know what is happening. Finances what they are right now... :-(

Newsletters

Funny thing, I have written about the BBS, Users Groups and Newsletters for other publications. but not anything for them in our own Village Green. After talking last Saturday (16/Oct/04ce) with Pnacolada about newsletters. The way they are made for us and for the MTTM. Came to me at the meeting that I might have some concepts worth presenting to the readers. Though in no way do I think that this data is going to cost me the editorship of the newsletter. No one has found a machine dumb enough to replace me. Chimps are

too smart and Windrones can't think for themselves. C= users of the A.C.U.G. are not dumb enough to take over and the a users don't have a suitable printer. There was even talk about electing me for life at the next elections. Why do I see railroad tracks? (G)

Starting off, as to what is a newsletter. The basic thing is a record of what the group is doing and intends to do in the future. My background has been in several groups. School clubs back in High School, political ones later on, recreationist groups, such as the SCA and a mountainman group, martial arts and now the U.G. Main thing about all of these and the publications that they make, is to have hardcopy of the groups activities.

When I was the "Scribe" for the local incipient shire of Setting Sun for the SCA (Society for Creative Anachronism) a middle ages recreationist group founded in 1967ce. I had a basic format to follow. As this group is international and a registered tax exempt non profit group as an educational resource. Same thing I am trying to do for this U.G. All the departments had to submit reports for the newsletter. All activities that were done in the name of the group, as an official SCA group. A copy of this newsletter was sent to the Kingdom scribe. Same sort of thing happened in the K.A.I. (Klingon Armada International) the Klingon fan group I was a part of for a time.

In regards to a Users Group. There should be a something from the officers. Meaning that the newsletter will be the official minutes of the meeting. Based on what I remember being told from the prior editors of our U.G. We are required to have these minutes. What I call the notes. We are also required to state the time, date and place of the next meeting. Also at least three months in advance of the elections, called the yearly business meeting. We have to announce the elections and take nominations. These are to be stated at the regular monthly meeting and printed in the newsletter. Parts of this are in the A.C.U.G. constitution. no changes we passed since then changed any of that, and it is my understanding that what we have, is based wither

from CBM as a U.G. contract or from the Oregon state non profit forms. Though I have never found the original paperwork.

The rest of a newsletter is just things of interest to the group. I'll get back to that in a moment. History time right now. I joined this group around December 93ce. The newsletter at that time was done by a guy in the Coast Guard. Done on the Amiga in some prg. One sheet of paper, with the meeting minutes, officers, time, date and place of the next meeting. Paper folded in half, addressed and stamped. That was it, save for a few that I submitted articles for that ran two pages of information. Guess that is why he nominated me for the editor job. (BG) My first newsletter for this U.G. was four pages done with Newsroom, and printed out on an Okimate-10. Photocopied on 11x17 paper then folded. Got mixed reviews on that job. Later I made the newsletters in GeoPublish. Now I make them as you see, 12 pages for the C= and 4 for the Amiga. Done in Post Print and in the booklet form.

We try to save and preserve the exchanges. One of my C= jobs that isn't part of this U.G. is Archivist for the MTTM. Preserving our history in that group. I'm also the managing editor for the CML. Through this group I see 6 newsletters a year. As the Archivist I have a fair collection of all the issues back to 88ce. Couple that along with the afore mentioned exchanges. Well I see a large amount of others work. Sadly not everything is done on C= systems. Mine is done on the C= and printed through the Optra-40. Even the Amiga section is printed through the C= Post Print prg. The CML is required to be done through C= systems. reason that I enforce that rule for them and for us. Simply put we are a C= group, promoting the usage and capabilities of the C=. Not the Mac or the heretic system. I'd say why do a newsletter for the heretics on the C=. But a few groups that were multiplatform did that in the past. My stand is that a C= publication should be done on the C=.

That all said, back to what goes into the newsletter. That is after the list of officers, meeting minutes and the next meeting information. Easy to answer, hard to describe and relate. So I'll start with the main theme. Put in the newsletter what is important to you and the group. In regards to the

ML. That is 20 pages of different things each issue. What the guest editor creates and what the membership sends to him. All being of interest to the writers and many of the members. naturally you are not going to please 100% of the people 100% of the time. My group is interested in the C= OK things that we do and learn about the C= go into the Village Green. We also support the Amiga. That is why there is the Tally Ho! pages for the Amiga users. In that area are things for and about the Amiga. Ah but the majority of my group are also into Role Playing games. The slant of many things we do are aimed at Role Playing games. I mean the Dice and pencil type, not the video type. Sub note, we do a bit on C= and Amiga RPG theme games.

What is of interest in your group? Well that is what goes into your newsletter. Some groups are into programming, warez, HAM, DTP, WP, GEOS, TWS and the list goes on and on. There are sources for information you can use. Websites, mail lists, books, magazines, disk magazines and your own members. Now don't think that you are going to be flooded with information from your members. you are going to have to dig for stuff yourself. Also a big thing to remember "Everything is new to someone". By that I mean that you should not consider that just because you or other members have read, seen or experienced the information. Everyone else has too. OK big editorial bit here. We are a shrinking group of users. Many reasons cause this, my major gripe is the lack of support and aggressive hunting of and for new users and returning users. So you can find information in the above sources. That is new to you and new to others. Even though it is old to some people. As an example, I reviewed a magazine for Scene World <disk mag> Compute Gazette issue #1 vol #1. I learned much about the C= from doing that review. Sure it is old in time. but the information was fresh to me and members of the U.G. We can't be the only ones like that. {BG}

Did you know that C= and E will center the text in Geos? Or that C= and A will left justify?

I found the latter by accident and read about the former in GeoMetrex's GeoJournal #11 from IIRC 89ce. New to me and others of my group. You can find tidbits like that in your collection of books, magazines, disks and online.

O.K. talking about online. Besides the websites. There are many C= related mail lists and newsgroups. Here you can read and reply to topics from others. Some more advanced in their understanding and others who are just starting out. Yes even those working with emulators. So if your group does emulators {Mine is open to them} Then you have a source for Q/A.

Graphics is part of the content of a newsletter. If you wish it to be that way. Some that I have seen use a lot of gfx. My own is limited in that way. Your choice in this matter. Reflecting your own and your groups interest in the subject.

Content is a reflection of your group and of you. Long time readers know that I write the newsletter. A few articles are installed written by group members. Mostly it is what they do and say that I record in these pages. For those doing newsletters, that is important. Not that the members do or do not write things up for you. The fact that things are being done and it is recorded for all to see in the newsletter. A problem that many editors I have talked to have felt and presented. The things going on are small and trivial. This isn't true. The fact that members of my U.G. and myself learned about the use of ZED. Though it sounds trivial and small. To us it was a major step forward. Anything that your group does, is important to your group and can be important to others. Besides, you are recording your groups history for others in the future.

What to use to make a newsletter? trust me on this one, I've heard it many times. The answer is, what works the best for you at this time. Keeping in mind my C= only bias for programmes. What I have seen has been made with GeoPublish, GeoPublish and Post Print, Newsroom, TWS, GeoPaint and yes even SEQ writers. All different ways to present the information to the people. Yet it is up to you and your current abilities and software. All that can change as you progress. How many pages? Yeah that

is another question I am asked. Up to you and your budget. Postage and photocopy of all the copies of this newsletter. Eats almost $20 per issue for me. No budget in the A.C.U.G. to pay for it, so it comes out of my pocket. Some issues that come to me are in colour and done through C= and a compilation of other sources. Printed out on the printer. If I had the money for the ink. We would have that here as well. Some groups present a 4 page newsletter telling about the group. Adding some tidbits and jokes. Others report a mess of information from the Inet and what they are doing. Sending 15 or more pages. The answer is not how many pages can you make. I could do double the number here each month. But what you and your group want and can afford. There is nothing wrong with an actual "letter". As was done for a period of time with a group we exchange with for several years.

Point of all this is to make a something that reflects what you and the group are doing and are interested in doing and presenting to yourself and others. Each issue will be a new experience in creation. Remember that you can even pull articles from exchanges, like this one. Tradition has the credit given to original author and publication of course. O.K. then that is a big article for this issue and leaves little space for anything else. Seemed important at the time the idea came up. Hope that all of the readers can find something of use for existing and upcoming newsletters. Plus it is a good explanation for my own members. So see you in the meeting or in the Matrix.

Last minute things
Saw the advert for the
64DTV on AMC on 9/Nov/04ce

Goes on sale 26/Nov/04ce
on QVC. Who bought 30k units

We welcome our newest member to the Village. Ozone Rambler from Oregon Hope to see you in our Matrix often.

While at OryCon-26. We met the president of the UPCHUG. And the President of N.A.G. Hope to set up newsletter exchanges with both groups.

At The Shop
Mummy 1st & 2nd edition

Bastet

Mummy 1st & 2nd ed

Vampire Dark Ages

Werewolf 2nd ed

Vampire Players Guide

Assamite & Ventrue Clan Books

Babylon 5 Project

Teenagers from Outer Space

Midnight Realms

1st ed AD&D DMG

1st ed AD&D Player Handbook

1st ed AD&D Monster Manual II

Several Hundred 5 1/4" disks for members and exchanges.
Thank you Marty!!!

More files on the BBS